

# The Spell Book of the Gremlins



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# The Gremlin Magicarium and Natural History

*A Monologue by Starff Orengk  
with the invaluable assistance of  
Kulluk-Stabb*



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*A Trollhalla Press Publication*



# The Gremlin Magicarium and Natural History



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Stefan E. Jones and Ken St. Andre  
Illustrations © March, 2015 by Gilead*

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# About Gremlins



**G**remlins are a diminutive, clever, magically potent cousin-species of goblins; they share that kindred's amphibian nature, but are much more tolerant of arid conditions. An inexact comparison: If goblins are somewhat froggy, then gremlins are a bit toad-like.

Gremlins are known for their mischievous nature and cruel sense of humor. They are rarely outright murderous or malignant, but do their best to humiliate and discomfort those who cross them or rub them the wrong way. On the plus side, they are industrious and conscientious. Hiring a gremlin means putting up with complaints and practical jokes, but they will get the job they were hired for done.

Gremlins have very good night vision, but need some kind of illumination (even if it is something as dim as a firefly's light) to see in complete darkness. Their sense of smell and hearing is a bit better than a typical human's. They will eat everything a human does, plus insects and slithery things like slugs and worms. They don't do well in very cold weather, and bodies of water deeper than a small pond.

## Society

Gremlin society is based on clans; a clan consists of a dozen or so close-knit families living in a communal economy. Clans in turn belong to a regional tribe, which has a dialect, an oral history (mostly a set of grudges and vendettas), and magical traditions. Tribes tend to avoid each other; when they do clash, matters are settled by a series of raids and

skirmishes accompanied by boasting and trading of blood-curdling threats. Eventually the matter is settled by a climactic duel between matriarchs.

Gremlins prefer moderate to warm places, and forests and jungles to open areas. “Home” to a gremlin is a village, typically sited in a cave complex, ancient ruin, or if worst comes to worst a system of burrows dug a midst the roots of great trees. The village proper is often disguised or situated in some hard-to-reach spot, and outsiders may pass within a few hundred feet of a settlement without knowing it. The surrounding area is dotted with little intensive garden plots, livestock pens, and “insect farms” (bins of rotting carcasses, manure and other waste). Villages are organized on matriarchal lines; the vast majority of leaders, skilled crafters, and apothecaries are fifnels (females). Weedjes (males) of great talent can earn a modicum of respect and power by becoming a warrior or shaman. Gremlin settlements can be found throughout the southern and western Dragon continent; there is no “homeland” or province where they are a majority. While often sited within an hour or two of a city, their villages are never on the beaten track and rarely deal directly with the outside world.

More than half of gremlins live in a wide-spread diaspora, outside of a village. Three quarters of weedjes and a quarter of fifnels are turned out at puberty, to seek their fortune or die among the Big Folk. Some exiles band together, becoming thieves or bandits. These gangs are the least-controlled, most rambunctious, and destructive gremlins, and the most likely for outsiders to run into.

Many other exiles are employed by Big Folk. They make for tempestuous employees, loyal but liable to razz and

insult their bosses. Skilled gremlin freelancers can be found in almost any large human town and city, in some dwarven outposts (but never dwarven cavern cities), and some uruk settlements. Elves detest gremlins and barely tolerate them visiting their territory's frontier outposts, much less working in their forest towns. For some reason living skeletons are particularly welcoming to gremlins.

A few gremlin exiles abandon their own unique magical heritage and have careers within the Wizards' Guild. No matter their chosen course, an exile who survives his wandering years will eventually find a home and a mate in another tribe; after a period of hazing their new families treat them as one of their own.





# Gremlin Characters

←—————→  
Gremlins have these characteristic modifiers:

<b>STR:</b> 1/2	<b>CHR:</b> 1/2
<b>CON:</b> 1/2	<b>WIZ:</b> 3/2
<b>DEX:</b> 1	<b>HT:</b> 1/3
<b>IQ:</b> 3/2	<b>WT:</b> 1/3
<b>LK:</b> 3/2	<b>SPD:</b> 1

**G**remlins start out poor, with only a set of clothes, a small knife, and 1d6 X 5 GP of gear and spending money.

**Rogues:** The vast majority of gremlins are rogues. They start out knowing the “cradle” spells listed in the gremlin spell list.

Gremlin rogues can learn “human” spells. A gremlin shaman who has learned the Teacher spell can teach these rogues shaman spells, but this is frowned upon and the shaman may be shunned by his master and reputable peers. (Shunning means having to pay for higher-level Shaman spells, effectively bribing the shaman-teacher for breaking the taboo of distributing the shamans' secret lore.)

**Wizards:** There are two basic types of gremlin wizard. Most are shamans, a folk-magician, who are trained by senior shaman. This master or mistress gives them a grounding in magic theory (more folkloric than academic) and teaches them the first-level “shaman” spells. (They know Detect Magic as well.) Higher level shaman spells are taught for free if the wizard remains in his or her home village. The rare exiled shaman can try to buy spell instruction from a friendly (or greedy) shaman with favors or treasure, or learn human magic

as though they were a rogue.

Shamans start off knowing the first level “cradle” spells, and gain the others as they advance in level.

Gremlin shamans are able to reduce spell casting costs of shaman spells (and spells of other kindreds, but not cradle spells) by leveling up and through use of a focus. They can also “power up” a spell, casting it at a higher level.



Because traditional gremlin magic is of an inherited, folkloric nature, very few shamans have the academic and theoretical grounding to create their own spells. New spells cooked up by crazed loner shamans may take a generation to make their way into general circulation.

The Wizards Guild occasionally convinces a clan to give up an especially talented young gremlin for scholarly magical education in a Guild academy. These strangers in a strange land start with the first level “cradle” spells as well as the usual first level human spells. They can never learn the higher level cradle spells, or gremlin shamanic spells. Other gremlins consider these wizards unnatural, and a bit traitorous, smarty-pants.

Gremlin shamans are free to learn human spells, if they can find a teacher. All but the most isolated or impoverished mages pick up Hocus Focus, Know Your Foe, Oh There It Is, Take That You Fiend and Will-o-Wisp.

**Warriors:** Despite their racial magical prowess, some gremlins simply lack the knack for spell casting. Magic is such a natural part of the race's life that these unfortunates are considered to have a birth defect. Those who are sufficiently strong and dexterous are kept in the village and trained as warriors. They learn to fight dirty, employing traps and ambushes and sniping with blowguns. They get the armor bonus and weapon dice bonus.



# Gremlin Spells



Gremlins have their own esoteric magical tradition. Their spells fall into two categories.

## **Cradle Spells**

“Cradle” spells are taught by mothers, grandmothers, and aunties to very young gremlins; they are highly idiosyncratic and very close to being inborn magical talents. It is impossible to teach “cradle” spells to an outsider (or even an adult gremlin who didn't get childhood lessons).

A gremlin gains the ability to cast the higher level cradle spells when she reaches the level of the spell; having the required attributes is not sufficient.

The casting cost of cradle spells is fixed; the amount of kremm necessary can't be reduced by a focus or when cast by a higher level wizard.

## **Shaman Spells**

Shaman spells are passed down from master to student. They are recorded in a highly esoteric fashion, using techniques like knot writing, ritual dances, and epic poems.

An outsider who wants to learn shaman spells must first persuade a gremlin shaman to teach her the fundamentals of these recording techniques. The wizard must then buy or earn a talent, representing the effort required to study these fundamentals. Only then can the mage learn individual shaman spells.

The casting cost of shaman spells can be reduced by a focus, or being cast by a higher level wizard.

# The Gremlin Spellbook

The spells listed below are the most useful for gremlin adventurers, or the ones that would be used by gremlins defending their turf against hapless intruders. There are a dozen or so additional “cradle” spells and scores more “shaman” spells, but they are everyday sorts of cantrips for mundane things such as maintaining a household or healing livestock.

Most of the spells listed below are quite ancient, their origins lost to history. This is especially true of “cradle” spells, whose teaching is a secret, sacred duty of gremlin mothers and aunties. Shaman spells are of more recent invention, and their origin story is provided where known.

## First Level Spells

*Level 1 spells require a minimum of 10 on IQ and DEX.*

Spell Name: Crinkle (Cradle) *Concealment*

**Cost:** 2      **Duration:** 2 combat turns

**Range:** 25'      **Level-Up:** N/A

**Description/Effect:** Temporarily enchants one item to emit faint sounds (rustle, whistle, crinkle, pop) designed to distract or annoy.

Spell Name: Fester (Cradle) *Conjuration*

**Cost:** 4      **Duration:** Instantaneous; permanent.

**Range:** 15'      **Level-Up:** N/A

**Description/Effect:** Causes up to a pound of food (or a quart of drink) to start spoiling. The food is stale and/or unappetizing in an hour, inedible in two hours, and a festering mass of maggots and mold in three hours.

Spell Name: Fray (Cradle) *Conjuration*

**Cost:** 6

**Duration:** Instantaneous

**Range:** 20'

**Level-Up:** N/A

**Description/Effect:** Makes the straps, belts, or laces of one item of clothing (or armor), or a bowstring, to start to weaken and fray. The user must make a SR vs. Luck on the caster's level each time the bow is used or the clothing is subject to any stress (combat, being put on or removed). On a failure, the effected item snaps and must be replaced, and clothing and armor may fall off.

Spell Name: Sniff (Shaman) *Conformation*

**Cost:** 4

**Duration:** 1 full turn

**Range:** Touch

**Level-Up:** Doubles duration

**Description/Effect:** Gives the caster a sense of smell comparable to a wolf's.

Spell Name: Tappa Tappa (Cradle) *Conjuration*

**Cost:** 2

**Duration:** Instantaneous

**Range:** IQ in feet

**Level-Up:** N/A

**Description/Effect:** Allows the caster to exert the telekinetic equivalent of a finger tap, applying just enough force to get someone's attention, press a button, rustle a curtain, or shift a piece of paper.



## Spell Name: ZipZakka-Brawn

(Shaman) *Combat, Conformation*

**Cost:** 6

**Range:** 20'

**Duration:** Varies

**Level-Up:** N/A

**Description/Effect:** Temporarily reduces a single target's Strength by a number of dice equal to the caster's level. If the victim's Strength is reduced to 0, he passes out. Lost Strength is recovered at a rate of 1 point per combat round.

## Spell Name: ZipZakka-Zippe

(Shaman) *Combat, Conformation*

**Cost:** 6

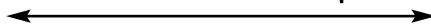
**Duration:** Varies

**Range:** 20'

**Level-Up:** N/A

**Description/Effect:** Temporarily reduces a single target's Speed by a number of dice equal to the caster's level. If the victim's Speed is reduced to 0, he collapses into a helpless twitching heap. Lost Speed returns at a rate of 1 point per combat round.

## Second Level Spells



*Level 2 spells require a minimum of 12 on IQ and DEX.*

## Spell Name: Breaker (Cradle) *Communication*

Bug Sugg (Shaman)

**Cost:** 4

**Duration:** 2 combat turns

**Range:** 20'

**Level-Up:** N/A

**Description/Effect:** Gives caster control of an existing swarm or hive of insects. Their actions must be in accord

with a natural instinct, such as feeding or defending their nest; the spell merely provides a target or targets for their hunger or wrath. They must stay together as a group; roughly, a sphere 6' across. Most insects aren't capable of inflicting significant damage, but a face full of buzzing insects can so distract a combatant that the victim's combat total is reduced by 20%.

## Spell Name: Flame Grab (Shaman) *Cosmic*

**Cost:** 4      **Duration:** 1 full turn

**Range:** Touch **Level-Up:** Doubles duration

**Description/Effect:** Allows the caster to grab up to a cubic foot of flame (one torch, or part of a small campfire) and magically store it in his body. The source of the flame is extinguished. The flame can be ejected in a small burst (effectively, a free "It's Elementary" fire spell) or stored to warm one's body in cold conditions. The shaman can store units of flames equal to her level.

## Spell Name: Glow-Eyes (Shaman)

*Conformation*

**Cost:** 2      **Duration:** 1 full turn

**Range:** Touch **Level-Up:** Doubles duration

**Description/Effect:** The caster's eyes emit beams of light comparable to a bright "bull's eye" lantern. This doesn't effect the caster's own vision. The effect is very eerie and may frighten those unaccustomed to it.

## Spell Name: Gunk *(Cradle) Conjunction*

**Cost:** 4      **Duration:** Permanent until cleaned up  
**Range:** 10'    **Level-Up:** N/A

**Description/Effect:** Coats a hand-held item or a square foot patch of a surface with a slick, unpleasant gunk, like pond slime. It isn't harmful, and cleans off easily, but a strategically placed patch could trip someone up.

## Spell Name: Hair Today *(Shaman) Conformation*

**Cost:** 8      **Duration:** Permanent until dispelled  
**Range:** Touch    **Level-Up:** Doubles the speed of hair growth

**Description/Effect:** The target begins to grow hair on every part of his/her body except eyes, mouth, and lips. The hair grows at a rate of 1 inch per day. Such excessive growth takes its effect upon the being so cursed, and will cost 1 point of CON damage for each 3 days of growth.

## Spell Name: Pong Bomb

*(Cradle) Conjunction, Combat*

**Cost:** 4      **Duration:** 1 full turn  
**Range:** Touch    **Level-Up:** N/A

**Description/Effect:** Temporarily enchants an acorn or seed pod into a potent stink bomb. It can be thrown (Strength in yards) or used as a sling stone. On impact the bomb emits a cloud (radius equal to Wizardry in feet) of horrific stench. Animals who aren't in the heat of combat flee; intelligent creatures who fail a L1 SR vs. IQ flee as well. The cloud dissipates after one full turn, but those who lingered in it will pick up the smell, which lasts a day or until washed off.

## Spell Name: Scissorhands

(Cradle) *Conformation, Combat*

**Cost:** 2

**Duration:** 1 combat turn

**Range:** Touch **Level-Up:** N/A

**Description/Effect:** Turns one of the caster's hands into a rigid claw with razor-sharp talons. It is useful as a tool, or can be used as a 2d+2 weapon.

## Spell Name: Slice (Shaman) *Conjuration, Combat*

**Cost:** 3

**Duration:** 1 combat turn

**Range:** 20' **Level-Up:** Doubles duration or range

**Description/Effect:** Allows the caster to wield, at a distance of up to 20', the equivalent of an invisible, very sharp razor. This can be used as a weapon (2d-2; requires L2 SR vs. DX to strike at a distance), but is more often used for mischief, to slice purses, backpacks, belts, ropes holding up chandeliers, and so on.

## Spell Name: Unsting (Cradle) *Curative*

**Cost:** 4

**Duration:** Instantaneous

**Range:** Touch **Level-Up:** N/A

**Description/Effect:** Affects one being. Instantly cancels the harmful effects (but not existing damage from) insect bites and stings, mundane or magical.

## Spell Name: Whack Tracks (Shaman) *Concealment*

**Cost:** 4

**Duration:** 1 full turn

**Range:** 10' **Level-Up:** Doubles duration

**Description/Effect:** Affects one being. While the spell is active, the target leaves virtually no trace (footprints, broken twigs, scent) of her passing. Someone with a talent in tracking can still try, but any saving rolls are increased by two levels.

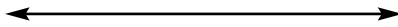
## Spell Name: Whammy Kammy

(Cradle) *Concealment*

**Cost:** 4      **Duration:** 2 combat turns  
**Range:** Touch   **Level-Up:** N/A

**Description/Effect:** The caster and her possessions blend perfectly into her current background. A L3 SR vs. IQ is required to spot the caster. The gremlin must remain absolutely still for the spell to work.

## Third Level Spells



*Level 3 spells require a minimum of 14 on IQ and DEX.*

## Spell Name: Beast Bother

(Cradle) *Combat, Conformation*

**Cost:** 20      **Duration:** 1 day  
**Range:** 40'   **Level-Up:** N/A

**Description/Effect:** Magically curses a similar group of livestock; the victims must be within 20' of each other. The beasts lose their economic value for the duration of the curse; cows refuse to milk, oxen to pull, chickens to lay, bees to pollinate or make honey; sheep and goats lose their wool (the only permanent effect).

## Spell Name: Breather *(Shaman) Conformation*

**Cost:** 8      **Duration:** 2 combat turns  
**Range:** Touch **Level-Up:** Doubles duration

**Description/Effect:** Affects one being. Gives the target the ability to breath underwater, just like a fish. This spell was created by the shamans of the Gub-Sukk tribe, north of Dueraz on the “foreleg” of the Dragon continent.

## Spell Name: Great Gibbering Goats

*(Shaman) Communication, Conjuraton*

**Cost:** 4      **Duration:** 1 full turn  
**Range:** 10'      **Level-Up:** Doubles duration or  
number of animals

**Description/Effect:** Enchants an animal so that it “talks” rather than make its usual noises. The words are gibberish, like baby-talk, but in an eerie resonant adult voice. Great Gibbering Goats was created just a generation ago by Fwetween of the Swukk tribe, who haunt the balmy forests between Angos and Khavia.

## Spell Name: Go Boogum *(Shaman) Conjuraton*

**Cost:** 6      **Duration:** 2d combat turns  
**Range:** Touch **Level-Up:** Doubles duration

**Description/Effect:** Animates a Boogum doll, a hideous caricature made of an animal body stuffed with enchanted moss, semi-precious stones, and certain kremm-rich body secretions. The dolls are crafted in gremlin villages; they cost 25 GP and weigh 15 w.u. A gremlin character can take Boogum making as a talent; the materials cost 5 GP; it takes



a week to enchant the doll.

On casting, the shaman provides a simple verbal program, generally two or three sentences long, that the doll will perform. The program can be delayed up to an hour after casting; it is activated by a command word. Boogums cannot fight, but they can trip up or distract opponents. Boogums move at about half normal walking speed; they cannot jump or perform acrobatics but can climb well. Go Boogum, and the various Boogum-enhancing spells, were created by the secretive Smekk-Smekk tribe, who dwell on the northern margins of the Great Sump. The tribe are among the very few gremlin populations who engage in mining . . . specifically, of gem deposits found along the foot of the Great Escarpment. They use the homunculi to pester any goblins that encroach on their garden plots or dwarves that show an interest in their mines.

**Spell Name:** Levity (Shaman) *Conveyance*

**Cost:** 16      **Duration:** 1 day

**Range:** Touch **Level-Up:** Doubles duration

**Description/Effect:** Levity is the opposite of gravity; it nullifies the effect of gravity on the target. This gives the effect of floating, but without any control over the process. The target is essentially weightless, but it retains mass. The spell can affect both living and unliving matter. Gremlins use it primarily for transporting heavy objects by simply floating them and dragging them along without anything but air resistance to hinder them.

**Spell Name:** Pong Boogum (Shaman) *Conjuration*

**Cost:** 4      **Duration:** Permanent

**Range:** Touch **Level-Up:** N/A

**Description/Effect:** An enhancement to the Go Boogum spell. Effects one boogum doll. The homunculous can, as part of its programming, emit a cloud of acrid, eye-stinging stink gas. (See PongBomb for details; radius is always 10'.)

## Spell Name: Pop Bomb

(Shaman) *Conjuration, Combat*

**Cost:** 6

**Duration:** N/A

**Range:** Touch **Level-Up:** Doubles number of bombs

**Description/Effect:** Enchants an acorn or seed pod into a noise-making, mildly explosive “popper.” It can be thrown (Strength in yards) or used as a sling stone. A direct hit adds two points to sling damage. The noise can surprise and terrify the excitable or unwary.

## Spell Name: Ruckus (Cradle) *Concealment*

**Cost:** 4

**Duration:** 1 combat turn

**Range:** Touch **Level-Up:** N/A

**Description/Effect:** Makes the caster's footsteps either very loud and impressive-sounding (e.g., like an ogre's) or sound like the footsteps of 3-4 human sized creatures.

## Forth Level Spells



*Level 4 spells require a minimum of 16 on IQ and DEX.*

## Spell Name: BoomBoogum (Shaman) *Conjuration*

**Cost:** 12

**Duration:** Permanent

**Range:** Touch **Level-Up:** Doubles blast radius or damage

**Description/Effect:** An enhancement to the Go Boogum spell. Effects one doll. The boojum can, as the final step of its programming, explode, doing INT of non-magical damage to all within 10'.

## Spell Name: Dancing Dart

(Shaman) *Conjuration, Combat*

**Cost:** 8      **Duration:** 1 hour

**Range:** Touch **Level-Up:** N/A

**Description/Effect:** Enchants a sheaf (6) of traditional gremlin iron darts. The difficulty of the to-hit roll is increased by two levels; when thrown it shrieks, sparks and circles the target like a malignant hummingbird. The unnerving effect requires the target pass a L2SR vs. INT to avoid losing half combat adds that turn.

This spell was developed by the Shtikk-Laf tribe of the Naga Lands, during the great war between the Good and Monstrous kindreds.

## Spell Name: Deadeye Dart

(Shaman) *Conjuration, Combat*

**Cost:** 8      **Duration:** 1 hour

**Range:** Touch **Level-Up:** N/A

**Description/Effect:** Enchants a sheaf (6) of traditional gremlin iron darts. The darts are enchanted (able to hit normally invulnerable targets) and require a SR to hit one level easier than normal. This enchantment was also developed by the Shtikk-Laf tribe.

# Spell Name: Nope-Nix-Unh-unh

(Shaman) *Cosmic*

**Cost:** 20

**Duration:** Permanent

**Range:** Touch **Level-Up:** Allows the spell to affect higher level magics

**Description/Effect:** Nullifies any lower level magic or enchantment. This is the gremlin version of Dispel Magic. It also protects against magic of a lower level ever being used on that target again.

# Spell Name: S\*\*\* Storm

(Shaman) *Conjuration, Combat*

**Cost:** 20

**Duration:** 2 combat rounds

**Range:** Self **Level-Up:** Doubles duration or radius

**Description/Effect:** Summons a whirling storm of foul winds and clods of dung, with a radius of 20' around the caster. Everyone but the caster is effected. Each creature who would object to getting spattered with poo must make a SR on the caster's level vs. Luck or Speed. On a failure the target's combat total is reduced by 25% for two combat rounds; on a critical fumble he takes a cow pie square in the face, reducing combat total by 90% for two combat rounds. This spell was created by the legendary (and infamous) gremlin wizard Squince-Stabb. Exiled by his tribe, he dwelt in Scrom, the "capital" of the Lizard Men. After centuries of hoarding his devious enchantments, Squince-Stabb passed on his spells to one his apprentices before his death. Knowledge S\*\*\* Storm spread like wildfire among gremlin tribes.

## Spell Name: Spirit Holler

(Shaman) *Communication, Conjunction*

**Cost:** 20

**Duration:** 5 combat rounds

**Range:** 10'

**Level-Up:** Doubles duration

**Description/Effect:** Summons a gremlin shaman spirit (see below) who will defend the shaman, provide vague advice and intelligence, and do their best to scare intruders off of the clan's turf. The spirit appears 1d6 combat rounds after the spell is cast (the dead care little about schedules).

## Spell Name: ThornyBoogum

(Shaman) *Conjunction, Combat*

**Cost:** 4

**Duration:** Permanent

**Range:** Touch **Level-Up:** Doubles bush radius

**Description/Effect:** An enhancement to the Go Boogum spell. Effects one doll. The boogum can, as the final step of its programming, burst into a wild outgrowth of tough, thorny vines (radius 5'). Wading through a bush does 1d damage to exposed flesh.

## Fifth Level Spells



*Level 5 spells require a minimum of 18 on IQ and DEX.*

## Spell Name: Be Boogum (Shaman) *Clairvoyance*

**Cost:** 8

**Duration:** Ends when boogum deactivates

**Range:** Touch **Level-Up:** Doubles duration

**Description/Effect:** Another boogum enhancement. Allows the shaman to project part of his consciousness into a

boogum doll he activated; the wizard can see, hear, and smell through the doll, and control its actions. The shaman must remain immobile, and while dimly aware of his surroundings will require a combat round to break the control connection and fully return to his body.

**Spell Name:** Glory Story (Shaman) *Communication*

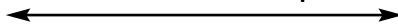
**Cost:** 30      **Duration:** 1 full turn

**Range:** Radius CHR in yards

**Level-Up:** Doubles duration or radius

**Description/Effect:** This spell is cast just before the shaman tells a story to an audience; it cannot be cast in combat or an especially tense situation. Everyone within range who can understand the shaman's words must make a SR vs. IQ on the caster's level to avoid becoming utterly enraptured by the tale, forgetting any plans they had.

## Sixth Level Spells



*Level 6 spells require a minimum of 20 on IQ and DEX.*

**Spell Name:** Shaman Spirit Hullabaloo

(Shaman) *Conjuration*

**Cost:** 50      **Duration:** Caster's level in combat rounds

**Range:** Self

**Level-Up:** Doubles duration or number of spirits

**Description/Effect:** Summons a number of shaman spirits equal to the caster's level. Roll a die to determine the number of rounds it takes each spirit to appear; until they all appear the early arrivals merely float in the air chanting loudly.



Once they are all present the spirits spend two rounds spinning and dancing in the air and shouting ritual imprecations against any enemies present. The spell's duration "clock" begins at this point; the caster may direct the spirits as she chooses. The spirits must stay within 100'.

## Spell Name: Wall of Fungus

(Shaman) *Conjuration*

**Cost:** 20

**Duration:** 1 hour

**Range:** 50'

**Level-Up:** Higher level allows greater size.

**Description/Effect:** Creates a standard-sized wall consisting of a continuous mass of damp, rubbery fungus. It emits puffs of poison spores at the slightest touch. Swung, blunt weapons bounce off of it. Cutting through the wall requires damage dealt equal to 1/2 of the caster's IQ x level of the spell. Anyone near the cutting site, or who climbs the wall, must each roll "spite dice" equal to the level of the spell. The victim suffers a point of spite damage for each die that comes up "6." Another of Squince-Stabb's spells.

## Spell Name: Wall of Weevils

(Shaman) *Conjuration*

**Cost:** 16

**Duration:** 1 hour

**Range:** 50'

**Level-Up:** Higher level allows greater size.

**Description/Effect:** Creates a standard-sized wall consisting of thousands and thousands of venomous insects. Pushing through the wall requires a full combat turn, and a L3 SR vs. Constitution. The victim suffers a point of CON damage per point the roll was missed by, and loses an equal number of combat adds for the next hour.

The shamans of the Swukk tribes created this spell, initially to defend their turf against humans poaching rare herbs from their garden plots.

## Seventh Level Spells

←—————→  
*Level 7 spells require a minimum of 22 on IQ and DEX.*

**Spell Name:** Shadow Split (Shaman) *Cosmic*

**Cost:** 50

**Duration:** 2 hours

**Range:** 5'

**Level-Up:** Double duration

**Description/Effect:** Affects one being. Separates the target from her shadow, which becomes a immaterial being with the same motivations, memories, and talents as the original. The shadow of a magician or rogue can cast spells. The shadow normally moves at walking speed, but can travel instantly along shadows. It is immaterial, but cannot pass through walls; it cannot handle objects unless some kind of telekinetic spell is used. The shadow is invulnerable to normal weapons, and to spells which create physical forces and energy.

If the shadow is killed, the original does not cast a shadow (becoming an object of vague distrust to those who notice; children and the ignorant and superstitious are especially suspicious of the shadowless) and takes on a curse; his or her Luck is reduced by 50%. All experience points must be devoted to raising Luck; when it is restored to the level when the spell was cast, the curse is lifted and the character's shadow is restored.

The exile-shaman Squince-Stabb created this spell; his apprentices made vast fortunes selling it to the continent's tribes. The Wizard Guild is keenly interested in the refining the spell for official adoption.

# Appendix:

## Weapons and Armor



**G**remlin warriors prefer to engage the enemy from a distance, using blowguns (with poisoned darts), very light bows, and carefully balanced iron darts (also poisoned). If forced to fight a melee they prefer daggers.

Gremlins dislike metal armor because it is heavy and noisy. If they have to they'll use cloth or leather armor, but any moderately successful warrior has a Bug Suit. The outer shell is amazingly tough but lightweight insect armor; underneath is a shock-absorbing layer of moistened moss-cloth. One does not so much buy a Bug Suit as subscribe to a service. The armor's shell and padding must be periodically refreshed and anointed.

# Armor

**Type:** BUG SUIT

**Description:** Insect chitin over organic padding

**Hits:** 5      **STR:** 5      **DEX:** 0      **Cost:** 150

**Weight units:** 100      **Extra Dice:** 0

**Notes:** Free repairs if the buyer is a tribal warrior.

# Weapons

**Name:** GREMLIN BLOWGUN

**Description:** A shorter version of the standard blowpipe

**Dice of Damage:** 1d6-1

**STR:** 2      **DEX:** 14      **Cost:** 16 darts 30 gp

**Weight:** 30      **Range:** 15

**Notes:** Generally used on small game, or to deliver toxin when the dart strikes exposed skin.

**Name:** GREMLIN DART

**Description:** A lighter version of the war quoit

**Dice of Damage:** 1d6-1

**STR:** 3      **DEX:** 12      **Cost:** 4 gp for set of 3

**Weight:** 7      **Range:** 12



# Appendix:

## Shaman Spirits

Gremlin shaman aren't very good at dying. They leave a fraction of their spiritual beings behind, in the form of an eerie disembodied totem figure (usually a log carved with stern facial features, trimmed with feathers, beads, and shells) that randomly appears to their clan in terms of crisis. These usually just dispense inscrutable advice, but living shamans can implore their predecessors to present themselves and wield supernatural powers on their behalf.

Shaman spirits have an MR  $8 + 2d6$  (DARO). This figure also determines the amount of kremm they have for casting spells; casting a spell reduces their MR. The spirits can fly and pass through solid objects, but move at about half normal walking speed. They are immune to physical weapons and magic which creates physical effects (such as Blasting Power) but are affected by magic weapons (including Whammied and Vorpalled weapons) and the humble Take That You Fiend spell.

A spirit's mere presence unnerves animals and weak-minded NPCs; a L1SR vs. Luck is required to avoid running away. The shaman spirits can cast Cradle and Shaman spells up to Level Four. They can see in total darkness, and communicate telepathically with any gremlin within 100'. They know Wizard's Speech and can engage strangers in "spoken" communication.



**Gremlin magic is all about naughty  
thrills and supernatural spite.  
It can grow warts on your tongue,  
rot your dinner, and give your  
favorite milch-goat bad ideas!**



**Gremlin magic isn't evil,  
but it is BAD. Very bad!**

**FBI 0200**