

# Khaboomb Wizards' Guild Spell Books

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*Level One To Six Spells Available Over The Counter, Higher Level Spells By Negotiation*

**Key:** @ = see Codex Incantatem; \$ = see 5E Rule Book; \* = new spells, see after L6 spells;  
# = spell amended (see notes)

## Level One Spells – cost 1,000 GPS each, INT & DEX required 10

SPELL NAME	WIZ COST	NOTES
Call Flame	3	Damage weak
Call of the Wild	5	MR=CHR+STR – lasts 2 rounds
Call Water	3	Damage weak
Detect Magic	1 (0)	Automatic for wizards
Hocus Focus	4	
Knock Knock	3	
Lock Tight	3	
Magic Fangs \$	5	MR=CHR x2
Oh Go Away	5	INT, LK, CHR – carries risk
Oh There It Is	4	
Take That You Fiend	6	
Vorpal Blade	5	
Will 'o Wisp	2	

## Level Two Spells – cost 2,000 GPS each, INT & DEX required 12

<b>SPELL NAME</b>	<b>WIZ COST</b>	<b>NOTES</b>
Cateyes	7	
Dem Bones #	7	MR= STR+CON – lasts 1 turn
Glue You	9	Halves combat total of target
Healing Feeling	10	
Hold That Pose	12	
Jeeves @	11	
Know Your Foe	8	
Mirage	8	
Oh Dread @	7	
Poor Baby	2 for 1	
Say Cheese @	11	
Upsidaisy	9	
Whammy	10	

### Level Three Spells – cost 3,000 GPS each, INT & DEX required 15

<b>SPELL NAME</b>	<b>WIZ COST</b>	<b>NOTES</b>
Befuddle	16	INT, LK, CHR
Black Bag @	14	
Blasting Power #	13	Level x 2 d6 plus combat adds
Breaker Breaker	14	INT, WIZ, CHR
Devoted Rain Cloud	14	
Freeze Pleeze	13	Level x 2 d6 plus combat adds
Hidey Hole	18	
Ice Storm @	16	
Little Feets	18	Gives recipient two combat rounds against one for everyone else
Miasmal Stench @	13	
Omnipotent Eye	14	
Teacher's Pet * - see below	varies	
Too Bad Toxin	17	

## Level Four Spells – cost 4,000 GPS each, INT & DEX required 19

<b>SPELL NAME</b>	<b>WIZ COST</b>	<b>NOTES</b>
Air-Conditioned Bubble @	20	
Dis-Spell	24	Works on same or lower level spells
Fire at Will	19	Lasts 2 rounds
Firestorn of Protest	23	
Fly Me	20	
Hard Stuff	21	
Hungry Hunting Horde @ #	19	MR=CHR x level
Rock a Bye	20	INT, WIZ, CHR
Second Sight	24	
Shield Me	22	
Smog	24	
Vengeance to Boot @ #	23	Level x 2 d6 plus combat adds
Web @	21	

## Level Five Spells – cost 5,000 GPS each, INT & DEX required 23

<b>SPELL NAME</b>	<b>WIZ COST</b>	<b>NOTES</b>
Double Double	28	
Dum Dum #	26	Spell will fail if target makes a higher INT SR then caster needs L4 SR on WIZ for the spell not to backfire
ESP	25	
Gender Transcender @ #	27	Codex name changed
Master Class * - see below	varies	
Mind Pox	29	
Protective Pentagram	30	
Slush Yuck	25	
Spirit Mastery	30	
Trollgod's Blessing #	25	Spell does 10d6 plus combat adds damage but if caster fails L5 INT SR the caster is whacked
Zingum	26	

## Level Six Spells – cost 6,000 GPS each, INT & DEX required 28

SPELL NAME	WIZ COST	NOTES
Bigger is Better \$	33	
Blue Shirt of Life	35	
Mystic Visions	33	
Port-a-Vision	31	
Sixth Sense (Dear Lord) – see below *	36	
Smaller is Smarter \$	34	
Wall Spells (Fire, Iron, Thorns, Glass, etc) \$ - see below	34	
Wink Wing \$	32	
(NB- Invisible Wall is L7)		

### NOTES

L3 – **Teacher's Pet** – cost = WIZ cost of spell being taught – teaches spell to either rogue or wizard with INT+DEX required for spell but spell is forgotten once cast[ pupil must make INT & DEX SRs at level of spell

L5 – **Master Class** – cost as above x3 – teaches spell permanently; pupil must make INT & DEX SRs at level of spell, teacher must make L5 INT SR

L6 - **Sixth Sense (Dear Lord)** -

The basic shift is that 'you get a feeling'. Is that feeling always right? No way, Jose.

Player - 'Will I die if I go into this dungeon?'

GM - 'You get a queasy feeling and feel it is not going to be a picnic in the park.'

or

Tunnels & Trolls was created by Ken St. Andre and is published by Flying Buffalo Inc - most spells listed come from the Tunnels & Trolls rule books written by Ken St.Andre and published by Flying Buffalo Inc.

GM - 'You feel good about this, on top of you game, you know nothing is certain but you feel you can march and overcome anything you might meet if you stay sharp and keep your wits about you and have a slice of luck!'

**Acid-barb rule:**

The GM secretly rolls either 1d12 or 2d6 (rolling a total of 4, no DARO, gives the same 1 in 12 chance) - if 1 (or 4 for 2d6) comes up, the GM feeds a misleading feeling with no hint of that to the player.

For example:

Player - 'Will anyone be a higher level than me in this dungeon?' (The player is L6.)

GM - rolls 4 - 'You feel that you are going to be the top dog and anyone in their right mind would run from you all the way back to their mummy.' (GM knows there is a L10 wizard down there, just waiting.)