

THE
GLOBE:

Wizards

Version 1

by Arnold Kemp

at goblinpunch.blogspot.com

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The Magic System in a Nutshell

You get one spell slot per level that can hold a single spell. You prepare these in the morning.

You get one casting die per level that can be used to cast a spell. These are refreshed by a good night's sleep.

You cast by investing your casting dice in a spell and then rolling them. The more dice, the stronger the spell. Each die that you invest has a 50% chance of being refunded back into your casting pool.

What is a Spell?

Spells are extra-dimensional creatures. Wizards use them like items, or ammunition.

All spells are sentient. They are made up of sentience in the same way that we are made up of matter.

When isolated away from a wizard's brain, spells are also called spirits, angels, or demons. (Every demon is a spell, and every spell a demon. These distinctions are a matter of application, rather than substance.) Spells are just weaponized spirits.

Where do Spirits Live?

Spirits live all around us, in the Ethereal plane, an invisible dimension that overlaps with our own.

Sometimes, very rarely, a spirit will be bound in a book, or in a wizard's brain. This is what turns a spirit into a spell. (It is the act of comprehension that traps the spirit; to understand a spirit is to cage it.)

Once a spell is captured, it can be used. The wizard uses their own sentience (casting dice) to goad the spell into action. Spellcasting is not so different from tugging on the reins, or digging in with your spurs.

The number of spells that can fit in a wizard's brain

(spell slots) is limited by their ability to flex their brains into mindscapes that better accommodate the spell they wish to lure into their brain-trap. It is not knowledge that achieves this, but rather visualization and self-delusion.

Scrolls and Spellbooks

When a wizard has too many spells that can be stored in their brains, they place the excess spells in scrolls. Scrolls are the ammo boxes, wizard brains are the guns.

Scrolls are functional identically to spellbooks. The only difference is that spellbooks occupy a single inventory slot and can hold 10 spells, while a scroll can only hold one spell, and up to three of them can be bundled into one inventory slot. Spellbooks are also protected by waterproof bags and metal covers, while scrolls can be damaged beyond usability. (Whenever you take fire or acid damage, each scroll you are carrying has a 50% chance of being destroyed.)

Identifying Magic Items

If you have at least one level in a spellcasting class, you can attempt to understand magical items.

One round of close examination (touching, sniffing) allows you to tell if an item is magical or not. 10 minutes of close examination allows you to make an Intelligence check to learn more about it.

For example, if the item in question is a scroll, you successfully identify the spell contained on it. If you are using a wizarding laboratory (cost: 5,000c) you will always successfully identify the item.

Potions never tell you anything beyond "I'm a potion." Their effects must be determined experimentally: tiny sips of a potion usually give clues to their identity.

Sometimes items have properties that can't be identified in the field. They require a wizarding library or some scrap of lore. The most powerful

artifacts usually require additional work to decipher their latent abilities, and cursed items usually hide their curses, but in both of these cases you will get a sense that there is more to learn after identifying it.

If you fail to identify a magical item, you cannot try again until you have had a chance to visit a library containing books on magic.

Sages also exist, who can identify magic items for a fee. Sages usually have a 60% success rate, or a 90% success rate if the item pertains to a specialty of theirs. Most sages charge 100c per item identified.

Moving Spells Around

Spells can be moved from one scroll (or spellbook) to another with an hour of work, performed by someone who has deciphered it. Wizards are assumed to be carrying the minor inks required, but blank scrolls and spellbooks must be purchased separately. (And in a pinch, any method of writing will suffice: blood, feces, scratches, pinhole patterns, braided knots, and teacup arrangement codes can all be used to store a spell).

Remember that spells cannot be copied, merely moved.

A wizard can move a spell into his brain via memorization. (This is not actual memorization; it's more like luring a spell into your head by disguising your thoughts.) One hour of study allows a wizard to swap around any number of spells between his brain and scrolls. You can leave blank spots, if you wish. A scroll must be understood before it can be memorized.

If a wizard dies while spells are still stored in his brain, the spells remain. They do not return to the now-blank scrolls.

It is possible to learn spells from a dead wizard. It involves bisecting the wizard's skull and balancing it atop a golden needle. The memorization of spells causes the brain to carve grooves on the inside of the skull, and the skull now moves over these grooves like an Ouija board. With a compass, water

clock, and brain almanac, these movements can be deciphered. This device is called a cerebreus (sarah-BRAY-us), and it is part of a wizarding laboratory.

Spell Slots

A wizard uses their spell slots to memorize their spells. A wizard has one spell slot for each level of caster that they possess, up to a maximum of four spell slots at level 4. If you have a spell in one of your spell slots, you can cast it spontaneously.

Casting Pool

Each level of a spellcasting class gives you a casting die, up to a maximum of four casting dice at level 4.

So a level 5 wizard would have 4 spell slots (each holding one spell) and 4 casting dice.

Casting a Spell from a Scroll

It's usually a good idea to identify a scroll before you try to cast it.

If a scroll is unidentified, anyone can cast from it with a successful Int check. If they fail this Int check, the spell fizzles (it is wasted) and you make another Int check. If you fail this second Int check, you suffer a Mishap. The mishap is from your own Mishap list if you are a spellcaster, or from the Orthodox Wizard Mishap List if you are not a spellcaster.

If you successfully cast a spell without knowing what it does, the DM will ask you "what are you casting it on?". She will consider the requirements of the spell (range, eligible targets, etc) and attempt to interpret your target choice as best as possible.

Once a scroll has been identified, anyone who understands it can cast it safely. It's even possible for a wizard to identify a scroll, show the party's Int 7 fighter how to cast the spell, and then watch the fighter cast the scroll successfully.

If you successfully cast a spell from a scroll, the

scroll is destroyed by the casting. However, this destruction invests one free casting die into the spell. (This is how the fighter can cast a spell, even without having any casting dice of his own.)

If you have additional casting dice of your own, you can add them on top of the free casting die the scroll provided. Roll the dice together, since Mishaps and Doooms are still possible, but make sure that your casting dice are a different color than the scroll's casting dice, since your invested dice are refunded if they show 1-3, while the scroll's die is always spent.

Example: a level 2 wizard has two casting dice, and then casts fireball from a scroll. As the scroll crumbles to ashes in her hands, she decides to invest both of her casting dice, in order to make the spell as powerful as possible. The scroll's casting die comes up 3, while her dice up as 3 and 6. The fireball does 12 damage (3 + 3 + 6) and she suffers the effects of a Mishap. She is refunded one of her invested dice, since it rolled a 3 or less, while the die that rolled a 6 is exhausted until tomorrow.

Casting a Spell From Memory

Step 1: Pick one of the spells you have memorized.

Step 2: Chose how many casting dice you want to invest in the spell, and remove them from your casting pool.

Step 3: Roll however the invested dice. The spell takes effect.

Step 4: Dice that show a result of 1-3 are returned to your casting pool

The more casting dice you roll, the more powerful the spell. Some spells have an effect based on the total number of dice you roll (listed as [dice] in spell descriptions) while others have an effect based on the sum of those dice (listed as [sum] in spell descriptions).

However, the more casting dice you roll, the greater the chance for mishaps and doom.

If you roll doubles on your casting dice, you have incurred a mishap—a small negative magical effect

that spilled out of the Ether due to the spell's contortions. If you roll triples, you have incurred a Doom: a creeping threat that will eventually destroy you.

Mishaps

When you suffer a Mishap, look up your school of magic and roll on the Mishap table. Most of them aren't too bad. A mishap takes effect immediately.

Dooms

Every apprentice knows that if they travel down the road of wizardry long enough, their doom will eventually claim them. It waits at the end of every wizard's career.

Each school of magic has different Doooms.

The first time you roll triples, you suffer your first Doom.

The second time you roll triples, you suffer your second Doom.

The third time you roll triples, you suffer your third and final Doom.

While your first and second Doooms tend to be survivable, your final Doom usually spells the end of your career (usually through your death).

There are three ways to avoid your Doom.

- Never use more than two casting dice at a time, forever limiting your magical power.
- Seek out a solution to your Doom. These are always unique quests that your DM designs for you. They are usually pretty epic.
- Become a warlock.

Casting a Prepared Spell

You have a number of casting dice equal to the number of levels you have in casting classes. Each casting die is a d6.

When you want to cast a spell, pick a prepared spell, choose how many casting dice you want to invest in it, and then roll those dice.

Every casting die that comes up 1-3 returns to your casting dice pool. Every die that comes up 4-6 is exhausted, and only returns to your casting dice pool after a good night's sleep. Once your casting dice pool is empty, you cannot cast any more spells that day.

The higher the sum of your casting dice, the more effective the spell. For example, the damage that a fireball spell does is equal to the sum of your casting dice. [sum] = sum of casting dice.

For other spells, it is only the sum of the dice that matters. For example, knock opens one portal for every casting die invested. [dice] = number of casting dice.

It is possible to prepare to a spell from a scroll, exactly as if from a spellbook. If the scroll is destroyed while the spell is still in your head, you cannot remove the scroll without losing it permanently (since the spell has no home to go back to). You'll need to scribe it onto a new scroll, in a process that takes an hour.

Magic Robes

Wizards can wear armor without penalty. However, if they wear a magic robe, they get +1 casting dice, beginning in the morning when they wake up in the robe, and lasting until they remove it.

Anyone can wear a magic robe to get +1 casting die, even the Int 7 fighter. However, the fighter still cannot cast spells since they have no spells memorized (that requires spell slots).

Magic Wands

A wand lets you cast a spell without having it memorized. It is essentially another spell slot with a fixed spell inside it.

If the Int 7 fighter wears a magic robe AND wields a

magic wand, they can cast spells because they have a casting die (from the robe) and a spell (from the wand's spell slot).

Magic Staves

There are all sorts of staves, and most of them are some variation of the wand. Most give you the ability to cast a new spell, and then bonuses if you can actually manage to cast that spell independently.

For example, the Briar Staff allows you to cast entangle but if you cast entangle without using the staff, the staff allows you to teleport to anywhere within 50' as long as you enter and exit a plant.

How to Read This Next Section

This is a class template, pretty much like the ones in Goblin Guts.

You get Wizard 1 at level 1, etc. You stop gaining class abilities at level 4 (at which point your character is considered full grown). GLOG characters have self-limited character growth.

There are a couple of new things, though.

All classes also have Prime Abilities. If you are not multi-classing, you'll always have the Prime Abilities listed. If you are multi-classed, however, you'll only get the Prime Abilities from your primary class.

Your primary class is whichever class you have the most templates in. (In the case of a tie, you can pick.) You'll never have the Prime Abilities from more than one class.

Another new thing are Team Abilities.

I want to encourage more mono-classed adventuring parties. A party of wizards sounds cool. So does a party of thieves.

Unfortunately, there's considerable incentive to create a 'balanced adventuring party' that includes many different classes, specifically that a diverse

party allows for more diverse methods to solve problems, their strengths compensate for each others' weaknesses, etc.

And so Team Abilities are meant to offset that, to encourage mono-class parties.

You only gain the Team Abilities of your primary class (like Primary Abilities). However, they give benefits that are only useful if there are multiple players with the same class in a party.

If everyone in the party is a different class, then Team Abilities are irrelevant.

Class: Wizard

Prime: Spell Development

With a week of downtime, you can turn two spell scrolls into a new spell scroll. Choose whether the new spell will be (a) a random spell from your spell list (depends on school and level), (b) a random spell from the master spell list, or (c) a [mutant](#) version of one of the two spells used (generated by rolling a d20).

Level 1: School of Magic

Pick a school of magic to gain your first wizard level within. Each school of magic comes with restrictions, situations that you cannot cast spells in, and perks, minor improvements to certain spells associated with your school.

Each school of magic also comes with a spell list that contains 12 spells. As you gain more wizard levels, you can gain access to more of your school's spells.

Level 1	First 6 spells.
Level 2	First 8 spells.
Level 3	First 10 spells.
Level 4	All 12 spells.

If this is a starting character, you begin play with a spellbook containing two random spells, each chosen by rolling a d6.

Level 2: Book Casting

You can cast from a scroll or a spellbook in a way that does not expend the spell. You do not gain the free casting die normally generated by consuming a scroll, automatically lose initiative, and automatically fumble the spell if you take any damage before the

end of the round. The spell vanishes from the scroll and returns again the next morning.

Level 3: Vancian Preparation

When you choose to prepare a spell in this way, draw a 'V' next to it on your character sheet. When you cast the spell, draw a line through the 'V'. You cannot cast it again today. You never suffer mishaps when casting this spell—ignore any doubles generated by the casting roll.

It is still possible to suffer a Doom. Spells prepared in this way still occupy a spell slot.

Level 4: Expanded Spell List

You may add up to 6 spells to your spell list. You may edit your choices whenever you level up.

Team: Spellpool

If you have a close bond with other wizards (i.e. another player character wizard) and prepare your morning spells together, you can pool your casting dice. Everyone adds their casting dice to a communal pool that everyone uses.

Team: Schoolmates

If you have a close bond with another wizard (i.e. another player character wizard) and you are from the same school of magic, you can share spellbooks as if they were your own, and you automatically identify each other's spells. If you have spells from the Expanded Spell List, your schoolmates can use them as well.

You cannot cast spells from outside your school's spell list.

A Couple of Design Notes

The Prime ability of a class is designed to encourage certain type of gameplay.

Rangers keep track of the biggest monster they've ever killed, while thieves keep track of the most expensive single item they've ever stolen, because those two things empower their Prime abilities. Rangers are meant to be monster hunters, thieves are meant to steal expensive shit.

Wizards are meant to amass a huge collection of spells, since they can cast more diverse spells than anyone else. That's the gameplay the class encourages.

The Schools of Magic, too, are intended to facilitate a certain kind of gameplay. Or at least, they're meant to feel different when you play them.

Orthodox wizards play the closest to old-school wizards. Necromancers are meant to use corpses as resources, and raise disposable minions. Illusionists rely on mirrors and orbs to wreak havoc on sighted opponents, but have noticeably fewer answers to sightless and mindless opponents.

Schools of Magic

Eventually, I'd like to have a few more schools of magic available. Elementalist, Transmuter, and maybe Hair Wizard just to remind people not to take games seriously. And it's good to have a diversity in your choice.

The most obvious effect of this choice is your spell list.

Your spell list is not fixed in stone, but is instead dynamic. As you level up, your spell list expands. You might not have all 6/8/10/12 of its spells currently in your spellbook—you might never have seen a *levitate* scroll before, but if you are a level 4 Orthodox Wizard, it's part of your spell list.

School of Magic: Orthodox Wizard

Restrictions

- None.

Perks

- None.

Spell List

1. Lock
2. Knock
3. Feather
4. Floating Disk
5. Grease
6. Magic Missile
7. Light
8. Sleep
9. Mage Armor
10. Charm Person
11. Levitate
12. Invisibility

Legendary Spells

13. Web
14. Fireball

Mishaps

1. Gain 1 Trauma.
2. Take 1d6 damage.
3. Random mutation 1d6 rounds, then make a save; permanent if you fail.
4. Lose 1 casting die.
5. Agony 1d6 rounds.
6. Cannot cast spells for 1d6 rounds.

Orthodox Doom

One way to escape this doom is to eat the heart of a high elf. Another way is to marry a high elf, as the traditional marriage ceremony involves a mingling of souls.

1. You lose the ability to cast spells for 1 day.
2. You lose the ability to cast spells for 3 days.
3. You lose the ability to cast spells permanently.

Illusionist

Restrictions

- You cannot cast spells unless you can currently see all six primary colors.

Perks

- You begin the game with rainbow-colored gloves.
- When you cast illusion, it has a duration of “concentration + 1 minute”.
- You can “bounce” your spells off of mirrors, with each bounce renewing the spell's range. (Other spellcasters can only cast on targets within their direct line of sight.)

Spell List

- Illusion
- Disguise
- Light
- Mirror Object
- Mirror Image
- Prismatic Ray
- Hypnotic Orb
- Invisibility
- Color Spray
- Wizard Vision
- Scry
- Wall of Light

Legendary Spells

- Mirror Self
- Fade

Mishaps

- Gain 1 Trauma.
- Take 1d6 damage.
- Random mutation 1d6 rounds, then make a save; permanent if you fail.
- All sighted creatures are invisible to you for the rest of the day.
- Blind 1d6 rounds.
- Eruption of random illusions (dancing brooms, pink elephants) shoot out of your hands and fill the area. It's similar to being

caught in a tornado of butterflies. Everyone must make a Wis check each round to do anything that depends on sight. Lasts 1d6 rounds.

Dooms

One way to escape this doom is to journey into the mirror-realm and eat one of the eyes of the beholders found there. Another way is to perform the Ritual of Prismax: a duel to the death against three of your mirror selves from alternate universes, fought in a neutral battlefield.

- A 10' square mirror appears and you are compelled to enter it (you have been summoned by a parallel universe). The mirror disappears after you enter it. You lose a random item, gain a random item of approximately equal value, and your HP is reduced to 0. You return the next morning, shivering.
- You turn into an illusion for a day. See below.
- You turn into an illusion permanently.

If you turn into the illusion, you appear normal, but you have no smell or taste. You can make no sounds. You cannot be felt, anyone touching you feels like they are touching thick fog. If you experience any solid impact (a small dog jumping into your shin, a slap, a sword hit, a fall) you pop like a balloon, lose 1d6 points of Constitution that cannot be recovered as long as you remain an illusion, and reform the next morning somewhere nearby. While you can walk around, you cannot pass through walls, nor can you squeeze under doors. It's similar to having Str 0—you can touch a doorknob but are too “weak” to turn it. You are only affected by visible things. Strong winds and invisible stalkers have no effect on you.

Illusions are real to you. If someone summons an illusory dragon, it is a real dragon as far as you are concerned (and you do not pop like a balloon if the dragon bites you). You require food and drink, but can only eat illusory food and drink.

The only spell you can cast as an illusion is illusion.

Necromancer

Restrictions

- You cannot cast spells if you recovered HP in the last 3 rounds.
- You cannot cast spells if you healed anyone's HP in the last 3 rounds.

Perks

- When you cast them, “raise ____” spells have the 'sustainable' keyword.
- You can cast speak with dead at will.

Spell List

1. Essential Salts
2. Explode Corpse
3. Death Mask
4. Fear
5. Rot
6. Raise Zombie
7. False Life
8. Raise Crawling Claw
9. Death Scythe
10. Raise Skeleton
11. Doom Song
12. Raise Skin Kite

Legendary Spells

13. Revenant
14. Lichdom (up to DM)

Mishaps

1. Gain 1 Trauma.
2. Take 1d6 damage.
3. Random mutation 1d6 rounds, then make a save; permanent if you fail.
4. Fear 1d6 rounds against target of spell.
5. 1d6 random nearby corpses raise as zombies

and attack you for 1d6 rounds.

6. You die. Make an Int check every hour to find your way back from the lands of the dead. The first time you survive this mishap, you gain a contact in the afterlife (a demon, a psychopomp, or a death).

Necromancer's Doom

One way to escape this doom is to eat the heart of an immortal creature. Another way is to journey into hell and make a bargain with the Underpope or one of the Satans.

1. You die and spend the next 1d6 days in the afterlife. You revive afterwards as long as your body is intact. Your body will rot after 2 days unless it is preserved in some way (the services of an embalmer, freezing, dessication, pickling). These preservation methods will not affect your ability to revive—rot is the only thing that will prevent it. (Assume that all necromancers know of this incipient Doom and forewarn their companions.)
2. You become undead, permanently.
3. All corpses in 20 miles rise as skeletons and attempt to kill you. Average = 3d20 skeletons. Highest level skeleton is HD 1d4+4, accompanied by 1d3+1 lieutenant undead of HD 1d4+1. (For example, perhaps a nearby hill is the cairn of a long-buried skeletal giant and his two corpse mammoths. The hill just cracks open and spills out undead.) These undead were sent by someone you pissed off (the Underpope, a Satan, a powerful psychopomp) and will follow you to the ends of the earth. Until you destroy them, they will pursue you, and they will be joined by those that they kill.)

Spells

Save vs Magic

Unless otherwise noted, creatures and magic items are always allowed saves against spells, although they can also choose to fail their save. Magic items have a Save of 10, but if they are held by someone with a better Save, they'll use their holder's Save.

Keyword: Splittable

When you cast a splittable spell, you can choose to cast multiple copies simultaneously. Each copy of the spell must have a different target, and each copy must have casting dice invested separately. However, dice are pooled when considering mishaps and dooms.

For example, a wizard with 3 dice in his casting pool could cast knock on two different doors simultaneously. They might invest 1 die towards one door and 2 dice towards another, but they cannot invest 2 dice towards each door, because they don't have enough dice in their casting pool.

Reading the Spell Description

Here's an example:

Spell Name

R: range

T: target

D: duration

keywords

Here is a description of the spells effects.

[dice] is a number. It is equal to the number of invested casting dice. 2[dice] is equal to [dice] times two.

[sum] is also a number. It is equal to the sum of all this spell's casting dice. 2[sum] is equal to [sum] times two.

Keyword: Sustainable

When you cast a sustainable spell, you can choose to have the spell last indefinitely. However, casting dice invested in the spell will not refresh until you choose to dispel it.

For example, a necromancer might cast raise skeleton, creating a minion that normally falls apart after 2 hours. If the necromancer chooses to sustain the spell, the minion will last forever (or until destroyed by damage). Three days later, the necromancer chooses to dispel the skeleton, and the lost MP returns on the next morning.

Using Spells

Spell descriptions are minimal. They do not list all of a spell's possible uses. It is not explicitly spelled out, for example, that you can use lock to seal a wizard's mouth shut in order to prevent him from spellcasting, that you can use floating disk to cross a pool of acid, or that you can use feather to raise a sunken ship.

The spells are designed to be versatile, and lend themselves to clever uses. It is up to the players to be clever, and discover them.

Spell List

Charm Person

R: 50' T: person D: [dice] hr

The person regards you as a good friend and ignores the obvious spell you just cast on them. If you invest at least 4 dice into this spell, the duration becomes permanent.

Color Spray

R: 15' cone T: sighted creatures D: varies

If [sum] is equal or greater to the creature's HD, it is befuddled for 1d6 rounds. If [sum] is three times the creature's HD or more, it is stunned for a round, then befuddled for 1d6 rounds. If [sum] is five times the creature's HD, it is stunned for 1d6 rounds, then befuddled for 1d6 rounds.

Sidebar: Befuddled

Befuddled creatures cannot tell any two creatures apart—everyone looks the same to them. Whenever they attack, they attack a random creature. When a Befuddled creature casts a spell, they cast a random spell at a target picked randomly from all eligible ones. Whenever they try to run through a door, they run through a random door. The DM should feel free to dictate additional effects as necessary.

Death Mask

R: touch T: humanoid corpse D: permanent

You touch a corpse and the face peels off like a mask, while the rest of the corpse quickly rots into dust. When you (and only you) wear the mask, you will look and sound like the person whose face you're wearing, but only to sentient people (no effect on animals, spirits, or constructs). The mask will rot into uselessness after [sum] days. If [dice] is at least 4, the mask is permanent. This spell consumes the corpse.

Death Scythe

R: touch T: corpse D: [dice] * 30 min

The corpse disintegrates as you pluck a black scythe from its center of mass. This scythe is a scythe +1 (a Heavy weapon) that deals double damage to creatures of the same type. (For example, a scythe made from a troll corpse would deal double damage to trolls.) This spell consumes the corpse.

Disguise

R: touch T: object D: [dice] hr splittable

You cloak the object in illusion, making it appear as another object of the same type. An apple could be disguised as any other type of fruit; a table could be disguised as any other type of furniture. A humanoid can be disguised as any other humanoid of comparable size. This only extends to the visual properties of the object (not voice, smell, etc).

The maximum size of the object depends on how many dice are invested in the spell.

- 1 die: human-sized
- 2 dice: ogre- or wagon-sized
- 3 dice: dragon- or tavern-sized
- 4 dice: ship- or bridge-sized

Doom Song

R: 50' T: creature D: concentration splittable

Target creature takes [sum] damage. On each subsequent turn, the damage increases by +1d6 and repeats (this stacks).

(Remember that concentration spells end if the target moves out of range or line of sight, and that concentration ends if you take any damage or major distraction).

Essential Salt

R: touch T: corpse D: 0

You reduce a corpse into a coarse grit that can be stored in a tiny (3 per inventory slot) pouch or vial. You can cast speak with dead to speak with the spirit as many times as you want (normally you are limited to one attempt per corpse). This requires you to spread the salt out on a flat surface; be mindful it doesn't get blown away or mixed in with mundane sand. After several conversations, spirits tend to regain much of their memory, personality, and goals. This spell consumes the corpse.

Explode Corpse

R: 50' T: corpse D: 0 splittable

Target corpse explodes, dealing [sum] * 2 damage in a 20' diameter, up to a maximum dependent on the size of the corpse. This spell affects undead.

- Dog 1d6
- Human 2d6
- Cow 4d6
- Elephant 6d6
- Whale 8d6

Dexterity check for half damage. Normal corpses and undead you control automatically fail their save. This spell consumes the corpse.

Fade

R: 50' T: object D: [dice] rounds splittable

Target phases out, and becomes unable to affect the world in any way except visually. It just floats/stands there like an illusion until the spell concludes. Not even magic can affect the target. If they would be in a solid object when the spell expires, they are harmlessly shunted into the nearest open space.

The maximum size of the object depends on how many dice are invested in the spell.

- 1 die: human-sized

- 2 dice: ogre- or wagon-sized
- 3 dice: dragon- or tavern-sized
- 4 dice: ship- or bridge-sized

False Life

R: touch T: creature D: 0

Creature is healed for $[\text{sum}] * 2$ HP, up to $[\text{sum}]$ points higher than their normal maximum HP. Creature's healed in this way gain the Curse of False Life, and cannot regain HP by any means for $[\text{dice}]$ days.

Fear

R: 50' T: creature D: $[\text{sum}]$ rnd splittable

Creature is Afraid of you. NPCs make a morale check, while PCs make a Save vs Fear.

Sidebar: Fear

If a Player Character is Afraid of something, they take 1d6 non-lethal damage when they approach or attack the object of your Fear (max 1/round). If this reduces them to 0 HP and they don't faint, they flee and hide uncontrollably for the next 10 minutes.

There are two ways for Player Characters to reduce the duration of Fear:

1. If you are safe (not threatened, out of sight), you can spend a standard action reducing the duration of the fear by 1d6 rounds.
2. If you damage the object of your Fear, the Fear is immediately dispelled.

If an NPC is Afraid of something, it will try to run away. If left to its own devices, it will hide in the adjacent room/area that is most safe and return to combat when the duration is up. NPCs resist Fear with a morale check, made as a group.

Feather

R: touch T: object D: $[\text{dice}] * 3$ rnd splittable

Object's weight (but not mass) drops by 99%. You can cast this spell on yourself as a reaction (even when it isn't your turn). Most things fall at 60' per round.

Fireball

R: 200' T: 20' diameter D: 0

Does $[\text{sum}]$ fire damage to all objects.

Floating Disk

R: 5' T: conjured disk D: $[\text{dice}]$ hr splittable

A floating disk springs into existence beside you. It always floats 4" above the floor and never exerts any weight on the floor beneath it. It will automatically follow you, always staying within 5' of you. It can go up stairs and across the surface of water. Maximum weight is $[\text{dice}] * 500$ lbs. If you stand atop it, you

can direct it.

Grease

R: 50' T: object, surface D: [dice] * 2 rnd splittable

Can be cast directly on a creature or a 10' x 10' surface. Grease causes held objects to be dropped and moving creatures to fall prone, if a Dex check is failed.

Knock

R: 50' T: object D: 0 splittable

Object is opened. Doors are flung wide, locks are broken, shackles are bent open, belts come undone. Treat this as a Strength check made with a Strength of 10 + ([dice] * 4). Worn armor falls off if the wearer fails a save. Creatures must save or vomit (a free action).

Levitate

R: 50' T: object D: [dice] * 2 rnd, conc. splittable

You will an object to raise, lower, or hover. You cannot move the object horizontally, and you cannot move it more than 10' per turn. Maximum weight is 500 lbs * [dice]. Lasts as long as you concentrate, but not longer than [dice] * 2 rounds.

Lock

R: 50' T: object D: 10 minutes splittable

Non-living object closes and becomes locked. If the object is a door, chest, or similar object, it will slam shut, dealing [sum] damage to any creature passing through it and then trapping them. This spell works on things that aren't technically portals (for example, a sword could be locked in its scabbard). Each casting die you invest beyond the first makes the object more difficult to open, and gives -4 to any Strength checks made to force the object open.

Alternatively, this spell can be cast on a creature's orifice; the creature gets a save to resist, and another save at the end of each of its turns.

Hypnotic Orb

R: touch T: object D: 10 minutes

You enchant a mostly-spherical object so that it's surface is covered with a captivating, shimmering pattern. (Apples and most potatoes count as mostly-spherical; coins do not). Any creature who sees the enchanted object must make a save or be compelled to sit still and observe it for the spell's duration. Flying creatures will land, or circle it. You are not immune to this effect.

The effect is broken if the line of sight is broken, if something startles them (a loud adjacent shout), or if they see signs of obvious danger (such as someone killing their friends).

Groups of statistically identical NPCs should make their saves as a group.

Illusion

R: 50' T: [dice] * 5' diameter D: concentration

You create an illusion (basically a perfect hologram) of whatever object or creature you want. It can move as long however you dictate, but it cannot make any sound (or smell, touch, etc). Remember that illusions can only add, not subtract. (They can cover up a hole, but not create the illusion of a hole).

Invisibility

R: touch T: object D: [dice] * 10 min splittable

Object is invisible as long as it doesn't move. Each round of movement reduces the duration by 10 minutes. Invisible creatures gain the ability to see other invisible objects. Alternatively, can be used to suppress an object's invisibility.

Light

R: touch T: object D: 2 hr * [dice]

Object illuminates within 20' + ([dice] * 10'). With a successful attack roll, you can touch a creature's face, blinding them with glare. If you invest at least 4 dice, this light has all the qualities of natural sunlight.

Mage Armor

R: touch T: armor, clothing D: 2 hours

Target's Defense improves to 14 (as chain) +1 for each die invested beyond the first.

Magic Missile

R: 200' T: creature D: 0 splittable

Target takes [sum] + [dice] damage, no save.

Mirror Image

R: 0 T: self D: 10 minutes

You create 1d4+[dice] illusory images of yourself, which move as you move and always stay within 5' of you. They are constantly stepping through each other, so that it is impossible to tell which is which. When an enemy attacks you, roll to see if they hit you or an image. An image vanishes as soon as it suffers a solid impact (a blow from a mace, but also a slap). Area effects such as a dragon's breath will cause all images to instantly vanish (and you'll take fire breath damage, naturally).

Mirror Object

R: touch T: mirror D: [dice] hours

You reach into a mirror-like surface and pull out a copy of an object adjacent to the mirror. The object that you pull out must be within reach of the mirror (as if it were a window), small enough to fit through the mirror (as if it were a window) and light enough for you to pull through with one hand.

The mirror object looks and feels exactly like the object it copied. It doesn't copy any magical properties of the object. You cannot duplicate living things in this way. The mirror object pops like a bubble if it

suffers a solid blow (a mirror sword could be used once before it vanishes).

If you invest at least 4 dice into this spell, it can copy the magical properties of an item, but those magical properties will only function once. For items with continuous properties, such as a flying carpet, the magic properties will last no longer than 10 minutes (DM's choice).

Mirror Self

R: touch T: mirror D: concentration

You reach into a mirror-like surface and pull out a copy of yourself. The mirror must be large enough for you to pass through.

Your mirror clone behaves as you wish. It can walk and talk, but it cannot pick anything up. You can see through its eyes and hear through its ears. You can cast spells through it. (Remember that you cannot normally cast spells while concentrating). You can switch places with your mirror twin as a free action. The mirror twin pops like a bubble if it suffers a solid blow.

Prismatic Ray

R: 200' T: object D: 0 splittable

Target suffers a different effect depending on which color strikes the target. Roll a d10.

1. Red. Target takes [sum] fire damage, save for half.
2. Orange. Target takes [sum] bludgeoning damage and is knocked prone. Save negates.
3. Yellow. Target takes [sum] lightning damage, save for half.
4. Green. Target takes [sum] acid damage, save for half.
5. Blue. Target takes [sum] ice damage, save for half.
6. Purple. Target takes [sum] necrotic damage and is blinded for [sum] rounds. Save negates.
7. Struck twice. Roll a d6 twice. Add effects; make one save.
8. As 7.
9. As 7.
10. Struck thrice. Roll a d6 three times.

Raise ____ (template)

R: 20' T: corpse D: 2 hours splittable

Target is raised as a certain type of undead that is obedient to the caster. When calculating the HD of the resultant undead, use the basic racial HD, as if they were an unskilled member of their species. You cannot use this spell on a corpse that has HD greater than 2[dice].

The stats given are for a human-sized hand. Larger ones will be stronger and deal more damage. When this spell expires, the undead collapses into dust.

Undead are technically non-sentient, but can still be commanded. Their Int score represents their ability to behave intelligently in combat. They understand commands of up to two words, optionally accompanied by pointing at something.

If you die while undead are under your control, each undead has an independent 50% chance of going wild and attacking the nearest living thing, and a 50% chance of seeking to devour your corpse and then attack

the nearest living thing.

These spells consume the corpse.

Raise Crawling Claw

HD 0, Def 12, Claw 1d2 + Choke, Climb 9, Int 5, Mor 20, Stealth 10. *Choke – Target is unable to breathe or speak.

You know how to carve an eye rune into the crawling claw (a one hour process). If you do, you can close your eyes and touch the claw's opposite hand. If you do this, you can see through the eye-rune for up to 10 minutes (but you cannot control the crawling claw except verbally). When you stop looking through the eye rune, the crawling claw disintegrates.

Raise Skeleton

HD as base creature, Def 14, Weapon or Claw 1d6, Move 12, Int 0, Mor 20. Double damage from bludgeoning. These stats are for a human-sized skin skeleton.

Raise Skin Kite

HD as base creature, Def 10, Whip 1d6, Fly 12, Int 5, Mor 20. Carrying capacity: 40 lbs. These stats are for a human-sized skin kite.

You can carve a mouth rune into a skin kite (a one hour process), which allows you to cast a single spell through the skin kite (as if you were the skin kite). You must be able to see both the skin kite and the skin kite's target. After casting a spell through a skin kite, the skin kite disintegrates.

Raise Zombie

HD as base creature, HP +50%, Def 10, Slam 1d6, Move 6, Int 0, Mor 20. Zombies that are killed have a 50% chance to regain 1 HP at the start of their next turn; this ability is usable only once but refreshes if the zombie is healed above 1 HP. These stats are for a human-sized zombie. Zombies can fly if the base creature can fly.

Revenant

R: touch T: player corpse D: 10 minutes

A dead PC immediately returns to life as an undead, exactly as they were when they died (except for new injuries they may have gained in the process of dying). Their HP is 2[sum], up to their normal maximum HP. You cannot use this spell against any PC who died more than 10 minutes ago. When the duration elapses, the PC disintegrates.

Rot

R: touch T: object D: 0

Creatures take [dice] * 2 damage, save for half, and show physical (but not mechanical) signs of aging (white hair, wrinkles, but no loss of strength). Objects are aged according to how many dice are invested. Books sprout into mold, wood becomes soggy, lamps run out of fuel and grow cold, and stone is entirely

unaffected.

- 1 die: [sum] days
- 2 dice: [sum] months
- 3+ dice: [sum] years

Undead are not damaged, and are instead healed for [sum] + [dice] HP.

Scry

R: [dice] * 10' T: point in space D: concentration

You conjure an invisible sensor to a point in space that you designate. Unlike most spells, you do not have to have line of sight to cast it. If you can see invisible things, the sensor is a duplicate of your eye. As long as you maintain concentration, you can see through this sensor with your normal senses. This spell requires something to scry on, usually a mirror, quiet pool, clouds, or bonfire.

If you invest at least two casting dice, you can also hear through the sensor. If you invest at least three dice, you can also speak through the sensor.

If you use an actual crystal ball when casting this spell, the range is instead [dice] miles. Crystal balls are rare enough that they are never offered for sale, but are worth upwards of 3,000c.

Sleep

R: 50' T: creature D: 10 min splittable

Target falls into a magical slumber, and can't be awoken by anything less vigorous than a slap (a standard action). Non-alert, unaware targets are not allowed a Save. Has no effect on creatures with HD greater than [sum]. If [sum] is at least 4 times the creature's HD, the duration becomes permanent (until slapped) and the creature no longer needs to eat or drink while sleeping.

Speak With Dead

R: touch T: corpse D: [dice] min

You can converse freely with any corpse that has an intact jaw. The words of the dead tend to be cryptic and unhelpful, especially if the creature has no reason to help you. You can only converse with each corpse once. Corpses usually don't remember exactly how they died. (DM's Note: I recommend roleplaying this conversation and actually using a timer to track the duration.)

Wall of Light

R: 50' T: wall or sphere D: 10 min

You conjure either (a) a hemisphere that is 5' in diameter for every invested casting die, or (b) a 10' by 10' panel for every invested casting die, which can be arranged in any contiguous formation joined by their edges. For example, three casting dice would allow you to build a 10' by 30' wall.

The wall is intangible, but you can control what each side shows. It can be either (a) inky darkness, (b) light out to 30', (c) mirror, or (d) transparency. Both sides do not have to show the same thing, so one side could show a mirror surface while the other can be seen through. You can change these surfaces with a thought.

Wizard Vision

R: touch

T: sighted creature

D: 10 min

splittable

If you invest one die: You can see invisible things. You can see through illusions. Non-magical disguises (such as the ones assassins use) are not penetrated.

If you invest two dice: This can only be cast on yourself. As above, except you can see through magical darkness, and see the true forms of shapeshifters. There are also some permanent effects:

- You can forever see invisible things as a slight warping or lensing of light. You know “there's something over there” and what size it roughly is, but nothing else.
- You can tell if someone else is a spellcaster by looking them in the eyes.

The price for this gift is your mind. It is difficult for the human brain to stare at all the etheropelagic lifeforms that surround us, and all the unseen angles of parallel universes. You suffer a permanent loss of 1d6 Wisdom (as you reject the impossible reality you are looking at, and go a tiny bit insane) or 1d6 Charisma (as you accept this transcendental truth and become forever alienated from your fellow humans, who will never understand the truth).

(Werewolves are both wolf and human, and appear as a wolf through your left eye and a human through your right eye. Doppelgangers have no true form and appear as a roiling mass of all the people they've been before.)