

108 SPELLS OF POWER

To get a spell, roll 3d. The first die is halved and is the hundreds place. The second die is the tens place. The third die is the ones place.

- 111. Acid Stomach: Anything you eat dissolves instantly.
- 112. Adhere: Object is covered in extremely sticky slime.
- 113. Anchor: A strong wire sprouts from your arms, affixing itself to two points within 25ft on each side.
- 114. Animate Object: An object obeys your commands as best it can.
- 115. Anthropomorphize: An animal either gains human intelligence or human appearance for one day.
- 116. Arcane Eye: You can see through a magical floating eyeball that flies around at your command.
- 121. Astral Prison: An object is frozen in time and space within an invulnerable crystal shell.
- 122. Attract: Two objects are strongly magnetically attracted to each other if they come within 25ft.
- 123. Babble: A creature must loudly and clearly repeat everything you think. It is otherwise mute.
- 124. Bait Flower: A plant sprouts from the ground that emanates the smell of your choice.
- 125. Beast Form: You and your possessions transform into a mundane animal.
- 126. Befuddle: A creature of your choice is unable to form new short-term memories for the duration of the spell.
- 131. Bless: You or a creature have enhanced attacks.
- 132. Bird Wings: Your arms turn into large bird wings.
- 133. Body Swap: You switch bodies with a creature you touch. If one body dies, the other dies as well.

- 134. Change Weather: You may alter the type of weather at will, but you do not otherwise direct it.
- 135. Charm: A creature you can see treats you as a friend.
- 136. Comprehend: You become fluent in all languages for a short while.
- 141. Command: A target obeys a single three-word command that does not harm it.
- 142. Cone of Foam: Dense foam sprays from your hand, coating the target.
- 143. Control Plants: Nearby plants and trees obey you and gain the ability to move at a slow pace.
- 144. Cure Wounds: Restore 1d Health to a creature you touch.
- 145. Deafen: All nearby creatures are deafened.
- 146. Detect Magic: You can see or hear nearby magical auras.
- 151. Disassemble: Any of your body parts may be detached and reattached at will, without causing pain or damage. You can still control them.
- 152. Disguise: You may alter the appearance of one character at will as long as they remain humanoid. Attempts to duplicate other characters will seem uncanny.
- 153. Displace: An object appears to be up to 15ft from its actual position.
- 154. Earthquake: The ground begins shaking violently. Structures may be damaged or collapse.
- 155. Elasticity: Your body can stretch up to 15ft.
- 156. Elemental Wall: A straight wall of ice or fire 50ft long and 10ft high rises from the ground.
- 161. Fear: A creatures become terrified of a type of object or person of your choice.
- 162. Filch: A visible item teleports to your hands.
- 163. Flare: A bright ball of energy fires a trail of light into the sky, revealing your location to friend or foe.
- 164. Fog Cloud: A dense fog spreads out from you.
- 165. Frenzy: A nearby creature erupts in a frenzy of violence.

- 166. Gate: A portal to a random plane opens.
- 211. Ghost Sound: You create illusory sounds that seem to come from a direction of your choice.
- 212. Gravity Shift: You can change the direction of gravity for yourself.
- 213. Greed: A creature develops an overwhelming urge to possess a visible item of your choice.
- 214. Haste: Your movement speed is tripled.
- 215. Hatred: A creature develops a deep hatred of another creature or group and wishes to destroy them.
- 216. Hear Whispers: You can hear faint sounds clearly.
- 221. Hover: An object hovers, frictionless, a few feet above the ground. It can hold up to one humanoid.
- 222. Hypnotize: A creature enters a trance and will truthfully answer one yes or no questions you ask it.
- 223. Icy Touch: A thick ice layer spreads across a touched surface, up to 15ft in radius.
- 224. Illuminate: A floating light moves as you command.
- 225. Invisibility: You and all worn items cannot be seen for one minute.
- 226. Invisible Tether: Two objects within 15ft of each other cannot be moved more than 15ft apart.
- 231. Knock: A nearby mundane or magical lock unlocks – loudly.
- 232. Leap: You jump up to 50ft, once.
- 233. Liquid Air: The air around you becomes swimmable.
- 234. Magic Dampener: All nearby magical effects have their effectiveness halved.
- 235. Manse: A sturdy, furnished cottage appears for 12 hours. You can permit and forbid entry to it at will.
- 236. Magic Missile: You shoot an arcane missile that can seek its target around corners.
- 241. Manipulate Gravity: The gravity in a circle with a radius of 50ft triples or is reduced to one-third.

242. Marble Craze: Your pockets are full of marbles, and will refill every 6 seconds.

243. Masquerade: A character's appearance and voice becomes identical to those of a character you touch.

244. Miniaturize: A creature you touch is shrunk down to the size of a mouse.

245. Mirror Image: An illusory duplicate of yourself appears and is under your control.

246. Mirrorwalk: A mirror becomes a gateway to another mirrored surface that you looked into today.

251. Missile Shield: A creature you touch is protected from mundane missile attacks.

252. Multiarm: You gain an extra arm.

253. Night Sphere: A 50ft wide sphere of darkness displaying the night sky appears before you.

254. Null Magic: You counter a spell or negate a magical effect.

255. Objectify: You become any inanimate object between the size of a grand piano and an apple.

256. Ooze Form: You become a living jelly.

261. Pacify: A creature near you has an aversion to violence.

262. Pit: A pit up to 15ft wide and 15ft deep opens in the ground.

263. Primal Surge: An creature rapidly evolves into a mutated version of its species.

264. Push/Pull: An object is pulled towards/pulled away from you with the strength of three men.

265. Raise Dead: A skeleton rises from the ground to serve you. They are incredibly stupid and can only obey simple orders.

266. Ray of Frost: A creature or object is encased in ice.

311. Read Mind: You can hear the surface thoughts of nearby creatures.

312. Repel: Two objects are strongly magnetically repelled from each other if they come within 15ft.

313. Scry: You can see through the eyes of a creature you touched earlier today.

314. Sculpt Elements: All inanimate material behaves like clay in your hands.

315. Shroud: All creatures around you are invisible until they move.

316. Shuffle: Two creatures you can see instantly switch places.

321. Sleep: A creature you can see falls into a light sleep.

322. Slick: Every surface in a 50ft radius becomes frictionless and slippery.

323. Smoke Form: Your body becomes living smoke.

324. Snail Knight: 10 minutes after casting, a knight sitting astride a giant snail rides into view. He is able to answer most questions related to quests and chivalry, and may aid you if he finds you worthy.

325. Sniff: You can smell even the faintest traces of scents.

326. Sort: Inanimate items sort themselves according to categories you set.

331. Spark: You create a blinding light followed by a frighteningly loud boom.

332. Speak with Dead: The spirit of a dead body rises and will answer three questions truthfully.

333. Spider Climb: You can climb surfaces like a spider.

334. Stoneskin: A creature's skin becomes solid rock.

335. Switcheroo: You swap places with a creature.

336. Summon Cube: Once per second you may summon or banish a 5-foot-wide cube of earth. New cubes must be affixed to the earth or to other cubes.

341. Summon Idol: A carved stone statue the size of a mule rises from the ground.

342. Swarm: You become a swarm of crows, rats, or piranhas. You can only be harmed by blast attacks.

343. Telekinesis: You may mentally move 1 item under 60lbs.

344. Telepathy: Two creatures can hear each other's thoughts, no matter how far apart they move.

345. Teleport: An object or person you can see is transported from one place to another in a 50ft radius.

346. Thicket: A thicket of trees and dense brush up to 50ft wide suddenly sprouts up.

351. Time Rush: Time in a bubble with a 25ft radius starts moving two times faster.

352. Time Slow: Time in a bubble with a 25ft radius starts moving two times slower.

353. Tristan: A benign, ordinary, average man appears until end of spell. He will obey polite commands.

354. True Sight: You see through all nearby illusions.

355. Upwell: A spring of seawater appears.

356. Vision: You completely control what a creature sees.

361. Visual Illusion: A silent, immobile, room-sized illusion of your choice appears.

362. Ward: A silver circle 50ft across appears on the ground. Choose one species that cannot cross it.

363. Web: Your wrists shoot thick webbing.

364. X-Ray Vision: You can see through walls, dirt, clothing, etc.

365. Wizard Mark: Your finger can shoot a stream of ulfire-colored paint. This paint is only visible to you, and can be seen at any distance, even through solid objects

366. Zone of Truth: All creatures in a 50ft bubble are compelled to speak the truth.