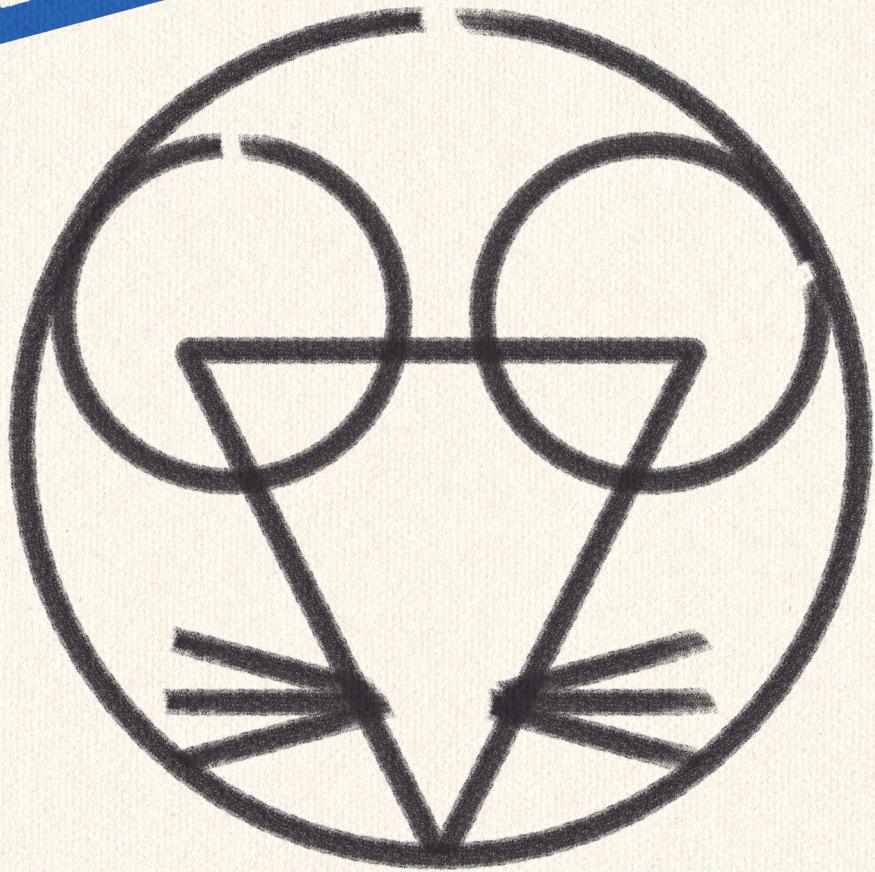


Mauszauber



Compatible with

Mausritter

Id#	Spell	Effect	Recharge
1 1	Anchor	Set [DICE] ghosts to haunt an area for [SUM] seasons.	Free a ghost from the mortal realm while holding this spell.
2	Begill	Grow Gills for [DICE] x 6 turns.	Leave in the belly of a fish for 3 days.
3	Blind	A creature is unable to see for [SUM] rounds.	Stay blindfolded for 3 days while holding the spell.
4	Bloodling	Deal [SUM] damage to a creature. Create [DICE] bloodlings that follow your command that last for [DICE] turns.	Nurse a stranger to full health.
5	Bloom	The surrounding area will have the plants bloom the most beautiful flowers for [DICE] days.	Bury Under a flower for three days.
6	Bridge	Roots grow out to bridge a gap [DICE] feet wide.	Coat in a bundle of roots for 3 days.
7	Burn Out	Instantly put out a [SUM] x 2" radius sphere of fire.	Throw into the heart of a wildfire.
8	Chronal Hibernation	An incapacitated creature can be left unattended for an additional [Sum] x6 exploration turns.	Have no one look at the spell for 3 weeks.
2 1	Cocoon of Vivacity	You are encased in a cocoon and can complete a full rest in 6 - [DICE] watches.	Douse in the juices of a mid metamorphosis butterfly.
2	Collapse Space	Create a portal connecting two spaces within 60" of each other. The portals last [SUM] turns.	Spend a day worshiping the void between spaces.
3	Constrict	Astral serpents bind a creature. The creature cannot move from that spot for [DICE] turns.	Find yourself inadvertently trapped while carrying this spell.
4	Contact	You are able to speak to the spirit of a creature that is dead. You remain in contact for [DICE] turns.	Give the spell a proper burial and leave undisturbed for a week.
5	Dream Voyage	[DICE] creatures can be brought through to other realms for a day.	Sleep with this spell as a pillow three nights in a row.
6	Earthen Shaping	Move a [Dice]+[sum] x 2" sphere of earth up to 24".	Leave in a cave for 3 days.
7	Echolocation	[DICE] creatures are able to navigate without light for [DICE] turns.	Let the spell absorb the shock of a sonic boom.
8	Erode	Turn [SUM] x 2" radius of stone into loose sand.	Leave in a river bed for 3 days.

Id#	Spell	Effect	Recharge
3 1	Extra Eyes	A creature has a pair of eyes on the back of their head for [DICE] days.	Be surprised while holding the spell.
2	Fire Parting	Part 24" of flame large enough to pass [SUM] mice shoulder to shoulder through a fire.	Leave frozen in ice for a day.
3	Gale Gate	Create a strong wind that makes a room transversible from a single direction. The wind lasts for [DICE] x 6 turns.	Leave uncovered in still air for three days.
4	Glow	An object glows like the moon for [DICE] watches. Expose the spell only to starlight for 3 nights.	
5	Grub	Create a grub that will pupate into a rideable beetle after 4-[DICE] days.	Bury the spell in rotting wood for 3 days.
6	Homunculus	Create a small cretin that shares a resemblance with you that can carry [DICE] items and last for [SUM] watches.	Cut self for d6 DEX damage, sprinkle with the blood.
7	Hover	You cannot fall for [SUM] turns.	Suspend in the air with twine for 3 days.
8	Ice Sheet	Create a 24" radius sheet of ice over a surface or gap. To move on the ice creatures must make a DEX save or fall prone. The ice lasts [DICE] rounds.	Leave in a winter storm overnight.
4 1	Knot Up	A snake uncontrollably works itself into a knot for [DICE] rounds.	Give generously to a snake while holding this spell.
2	Lightning Strike	Shoot a lightning bolt up to 24". Deal [SUM] damage to the first creature it hits. Any creature within 6" takes [DICE] damage from the bolt arcing to them. The bolt can arc off of any creature it can hit.	Have the spell strike by lightning of a storm.
3	Lucky Brew	You create a small brew that once drunk makes [DICE] added to the luck roll of the drinker.	Suffer intense misfortune while holding this spell.
4	Madden	Deal [SUM] WIL damage to a creature.	Stare unblinking into the space between the stars for 1 night.
5	Magebirth	Create life within a hermetically sealed container. In 3-[DICE] weeks the jar will burst with a perfect copy of you with all your memories prior to the casting of the spell.	Have the spell hanging on the wall of a room during a birth.
6	Paralytic	A ghostly snake lunges forth at a creature 12" away. The creature cannot move its limbs for [DICE] rounds.	Have a snake bite the spell.
7	Predestination	Replace any single result of a roll within the next [SUM]	Consult the cosmos for three days of study.
8	Quicken	[DICE] creatures travel at twice the speed for [DICE] watches.	Eat an entire sugar cube while holding the spell.

1d68 Spell	Effect	Recharge
5 1 Rage On	A fire can burn on for [DICE] days longer than the fuel would allow.	Burn a new candle entirely on top of the spell.
2 Rattle	A creature will let out an ethereal rattle before it attacks for [SUM] turns.	Be ambushed while holding this spell.
3 Safe Landing	Leaves grow from the ground below slowing the fall of [DICE] creatures.	Drop the spell from the top of the tallest tree.
4 Seasonal Shift	[DICE] creatures are teleported forward in time exactly 1 season.	Catch in the light rising sun of an equinox or solstice.
5 Silence	No sounds emanate from a creature for [SUM] turns.	Use the spell as a drum in a performance for a town.
6 Starstrike	A small fiery mote descends from the sky dealing [DICE]+[SUM] damage to a single creature within 24".	Bury in a crater for a night.
7 Tempest Jump	You jump [SUM] x 6" straight up.	Fly the spell on a kite.
8 Tentacular Forelimb	One of your forelimbs elongates into a prehensile tentacle allowing you to reach thing 6" away. Your forelimb reverts after [DICE] watches.	Crush a fish egg with the spell.
6 1 Thunderclap	Force all creatures within a [DICE] x 3" radius to make a WIL save or become stunned.	Use the spell as a windchime during a thunderstorm.
2 Tidal Shove	Push everything in a 24" long by [DICE] x 1" wide line back [SUM] x 1".	Float down a river for a night while holding the spell.
3 Time Mire	A creature can act every other turn for [DICE] x 2 rounds.	Keep in a grandfather clock for a night.
4 Transmute	Turn 1 ration into [SUM] pips.	Give away a great fortune while holding the spell.
5 Unbearable Visage	Your face turns into an unthinkable terror for [SUM] turns. Anyone who sees your face gains the frightened condition.	Stare directly at your greatest fear for a minute while holding the spell.
6 Void Pull	Create a tear into the void up to 24" away, every loose object within [DICE] x 6" radius is moved 6" towards that point.	Leave in a vacuum for a day.
7 Webbing.	You grow a hairless membrane under your forelimbs, you can glide around for [DICE] watches	Throw from one tree to another.
8 Wither	Cause all plant life within a [DICE] x 2" radius instantly die and begin to rot.	Offer the rot to the tribunal of fungi.

The Potmage Tower: A hex location

Somewhere in the wood lies the Potmage tower, a long forgotten vase that had been converted to a mage tower. The open top has been covered by a new looking piece of fabric. Inside you will find three stories made of popsickle stick planks.

The first floor is over grown with moss and a few sprouted seeds.

On the second floor you will mouse bones with 1d3 random spells next to it.

The third floor has

1. A bat that has electricity spark off of them.
2. A random spell that is twice as powerful but cursed
3. A wasp nest lead by a mysterious masked mouse
4. Reverse gravity
5. 3 rats
6. An aura of absolute terror.

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