

Simpler System Options: Mana (Level Less) Magic for Knave



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Mana (Level Less) Magic:

Rules:

Mana (Level Less) Magic Perk Table:

	Ability:	Dice Type:	Exhaust Spell Die on:	Bonus Dice:
None:	Untrained	d3	1-2	0
Perk Level 1:	Competent at	d4	1-2	+1
Perk Level 2:	Good at	d6	1-3	+1
Perk Level 3:	Skilled at	d6	1-3	+2
Perk Level 4:	Expert at	d6	1-2	+2
Perk Level 5:	Mastered	d6	1-2	+3

Mana (level less) magic users start with 1 Spell Die and gain 1 Spell Die per 3 Character Levels.

Benefits of Sorcerous knowledge to Mana (level less) magic in addition to the perk bonus die to spell casting rolls:

- Sorcery Perk Level 1 – +1 Spell Dice and +1 Die Type.
- Sorcery Perk Level 2 – +2 Spell Dice and +1 Die Type.
- Sorcery Perk Level 3 – +2 Spell Dice, +2 Die Type, and lower Exhaust Spell Die on: by 1.
- Sorcery Perk Level 4 – +3 Spell Dice, +2 Die Type, and lower Exhaust Spell Die on: by 1.
- Sorcery Perk Level 5 – +3 Spell Dice, +3 Die Type, and lower Exhaust Spell Die on: by 1.

Spell Casting Procedure:

1. Spend preparation time setting up and activating spell charm.
2. Modify Spell Casting DC by casting modifier, see table below.

Time spent on spell casting	Casting Modifier:	Time spent on spell casting	Casting Modifier:
1 Round	0	1 Day	+30
1 Minute	+5	1 Week	+35
10 Minutes	+10	1 Month	+40
1 Hour	+15	A Year	+50
6 Hours	+20	A Decade	+60
12 Hours	+25		

3. Roll $d20 + \text{Intelligence Modifier} + \text{Sorcery Perk Level} + \text{total difficulty bonuses and penalties}$ vs Spell Casting DC.
4. Spell Casting Results:
 1. Special Success: If you succeed by five or more or you roll a natural 20, you cast the spell in a particularly awesome fashion. You are one with the universe. Choose one of the following:
 1. Increase damage by an additional $\frac{1}{2}$ (Round up).
 2. Increase range by an additional $\frac{1}{2}$.
 3. Increase number of targets or radius of effect by $\frac{1}{2}$.
 4. Penalize savings throws against the spell by the number of your Spell Dice.
 5. Personalize magic in your own dramatic fashion. This may not cause any of the above choices or inflict additional damage.
 2. Success: You made your roll. The stars aligned or you read the local ley lines correctly. The spell operates as usual by the book.
 3. Failure: You failed your roll. Reality hiccuped. You fail to complete the spell this round. This consumes all your time this round. You may continue the casting process into next round. Apply a penalty of -1 to your next spell casting roll for this spell. Additional failed rolls increase the penalty by -1 each. The penalty only applies to this one spell casting attempt. For each failure, make a Constitution save or gain one level of exhaustion.
 4. Special Failure: If you failed your roll by ten or more or you roll a natural 1, roll again. Any success is a failure, roll five Spell Dice and check for Mishaps or Dooms. Any failure or a natural 1 is a special failure. Punishment befalls you for having stared too long into the abyss, drawing attention from beyond the veil, or having seriously misread the magical environment. Roll on the Spell Casting Mishaps Table page 24. You may continue the casting process into next round. Apply a penalty of -1 to your next spell casting roll for this spell. Additional failed rolls increase the penalty by -1 each. The penalty only applies to this one spell casting attempt.
 5. On a Special Success or Success check #6 and #7 if applicable. Then proceed to #8.
 6. Caster level check = $\text{Mana (Level Less) Magic Perk Level} + \text{Sorcery Perk Level} + d20$ vs DC number.
 7. Spell resistance is a special defensive ability. If your spell is being resisted by a creature with spell resistance, you must make a caster level check. Roll $\text{Mana (Level Less) Magic Perk Level} + \text{Sorcery perk} + d20$. The result must exceed the creature's spell resistance for the spell to affect that creature. The defender's spell resistance is like an Armor Defense against magical attacks. Spell resistance applies only when a resistant creature is targeted by the spell, not when a resistant creature encounters a spell that is already in place.
8. Spell Dice results:
 1. Roll spell dice being used.
 2. Apply results, including mishaps and dooms.
 3. Remove spell dice that rolled within your spell dice exhaustion range.
 4. Return dice to pool which roll greater than exhaustion numbers.
 5. Recover exhausted spell dice after a night's rest.

Spell casting materials and use of enchanted spell casting enhancements can increase spell casting rolls with bonus modifiers or add to spell dice for spell effects. These material additions do not count for the purpose of counting Mishaps and Dooms. These adjuncts can not lower the DC below 10.

Mishaps:

Any doubles that you roll on Spell Casting Procedure #4.4 and #8.2 above compels a 1d6 roll on the table below. Unless otherwise specified, the spell still works.

Roll a d6 and consult the following:

- 1: Lose the ability to cast this spell for 1 day.
- 2: Take 1d6 damage.
- 3: Cannot cast any spells for 1d6 rounds.
- 4: Lose 1 spell die to a minimum of zero for 24 hours.
- 5: Agony (Stunned) for 1D6 rounds.
- 6: Roll on Random Mutation Table Page 29. This lasts for 1d6 turns, then make an Intelligence save. Mutation lasts [Spell Dice] months if you fail.

Dooms:

Any triples that you roll on Spell Casting Procedure #4.4 and #8.2 above compels a 1d6 roll on the table below. All magicians walk a dangerous path. They burn their souls like candles, and in doing so, court damnation.

Roll a d6 and consult the following:

- 1-2: Lose the ability to cast spells for 1 day.
- 3-4: Lose the ability to cast spells for [Spell Die] days.
- 5: Roll on the Spell Casting Mishaps Table Page 24.
- 6: Roll on Random Mutation Table Page 29. This lasts for 1d6 hours, then make an Intelligence save. Mutation is permanent if you fail.

Sample Spell Book:

Spells – A:

Arcane Bludgeon

Duration: Instant

Range: [Spell Dice]x30'

Radius: NA

Number of Targets: 1 Creature

Damage: [Sum]

Complexity: NA

DC: 12

Description: Invisible mystic clubs strike from all over. The targeted creature takes [Sum] bludgeoning damage, Make an Intelligence save for half damage, and is pushed [Spell Dice]x5' in a random direction.

Arcane Volley

Duration: [Sum] Rounds

Range: [Spell Dice]x50'

Radius: NA

Number of Targets: 1 Creature

Damage: [Spell Dice]+1d6

Complexity: NA

DC: 14

Description: Once per round, you may fire a bolt of arcane energy that does 1d6+[Spell Dice] damage. A Dexterity save negates damage. Human sized targets or smaller who take more than ½ Strength points of damage are also knocked prone.

Arrows of Direction

Duration: [Sum] rounds

Range: 50' per Character Level

Radius: NA

Number of Targets: 1 Creature

Damage: See text

Complexity: Partial

DC: 18

Description: A magical lens appears 5' over the target. Any arrows that pass within [Spell Dice]x10' of the lens are directed to the target. Make a new attack roll if the arrows would have ordinarily missed the target. This only affects arrows, not stones, spears, or crossbow bolts.

Spells – B:

Beam of Blinding

Duration: Variable. See text.

Range: 20' per Character Level

Radius: NA

Number of Targets: 1 Creature

Damage: NA

Complexity: Partial

DC: 15

Description: A glittering, multi colored ray shoots from your hand. The target must make an

Intelligence save or go blind for:

1 [spell dice]: 1 Spell Die minutes,

2 [spell dice]: 1 Spell Die hours,

3 [spell dice]: 1 Spell Die days, or

4 [spell dice] 1 Spell Die weeks.

You blind all of the target's eyes, even multi eyed monsters. This spell can be reflected by mirrors

Befuddlement

Duration: Variable

Range: Touch

Radius: NA

Number of Targets: 1 Creature

Damage: NA

Complexity: Mostly

DC: 12

Description: You strike the target on the forehead. The target's mind and senses become jumbled and disconnected with reality. The target is befuddled for the spell's duration. If [Sum] is 12 or less the effect is [Sum] rounds. If [Sum] is greater than 12 the effect is [Sum] days. Befuddled creature defend with full defenses. They may not talk or follow directions other than to be led.

Bestow Exhaustion

Duration: Instant

Range: [Spell Dice]x5'

Radius: NA

Number of Targets: 1 Creature

Damage: See text

Complexity: Cosmetic

DC: 10

Description: You bundle your levels of exhaustion into a ball and toss it at a creature within range. The creature must make an Intelligence save or be rattled for [spell dice] rounds and gain your levels of exhaustion. If the target saves, you retain the exhaustion levels.

Boom

Duration: [Sum] Rounds

Range: [Spell Dice]x20'+50'

Radius: [Spell Dice]x10'

Number of Targets: NA

Damage: NA

Complexity: Cosmetic

DC: 21

Description: A circle of continuous, roaring explosions in the radius appears at a point you designate. Creatures inside the circle must make a Constitution save or be deafened for [sum] rounds. If [sum] is greater than 12, they are permanently deafened. Creatures inside the circle cannot hear anything outside the circle, and creatures outside the circle cannot hear anything inside the circle.

Bouncing Lightning

Duration: [Sum] Rounds

Range: [Spell Dice]x50'

Radius: 10'

Number of Targets: NA

Damage: 2d6

Complexity: Cosmetic

DC: 19

Description: A ball of lightning appears within [sum] feet of you. Each round, it moves 5' straight ahead (you designate the original direction). It gives off flashes of arcane lightning as it passes creatures or objects. Those in a 10' radius of the ball take 2d6 lightning damage. A successful Dexterity save negates damage as you dodge out of the way. If the ball strikes a creature or object directly or is struck (Defense 12), then the ball will bounce in a random direction. It may gain speed if struck with significant force. The ball floats 5' off the ground.

Spells – C:

Candles of Magic Warding

Duration: [Spell Dice] Hours

Range: Touch

Radius: See text

Number of Targets: NA

Damage: NA

Complexity: Partial

DC: 15

Description: The caster gains a +3 and [Spell Dice] creatures gain a +2 on magic saves for the spells duration. [Sum] mystic candles can be placed on objects you touch. The candles must be placed in 5 minutes. The candles are lit and burn for 3 hours. They can be detached, but will fade from existence within 5 minutes. If any spells are cast within an area illuminated by a summoned candle, the candle's flame will turn blue and point to that spell's caster.

Celestial Augury

Duration: [Sum] Minutes

Range: NA

Radius: Self & see text

Number of Targets: Variable

Damage: NA

Complexity: Partial

DC: 13

Description: Glittering images of the planets, cardinal stars, sun, and moon appear around you. You can use them to determine the time of day, true north, and your approximate geographic position. You can also spend 3 minutes to read the horoscope of one of [spell dice] sentient creatures per casting. Roll 1d10. 1-8. No effect aside from the usual platitudes. 9. Doom. Recipient rolls with disadvantage on any important rolls for the next 24 hours. 10. Triumph. Recipient rolls with advantage on any important rolls for the next 24 hours.

Command Others

Duration: [Sum] Rounds

Range: [Spell Dice]x20'

Radius: NA

Number of Targets: Variable

Damage: NA

Complexity: Partial

DC: 17

Description: You give an imperious single word command to your target, who must make an Intelligence save or obey. The command cannot directly cause the target harm or force them to commit a directly harmful action. You could cause them to run into a trap they didn't know was there, or into a tactically disadvantageous position, but not off a cliff. For each [spell dice] you add past the first, you can affect 2 additional creatures, or add an additional word to your command.

Concealing Mist

Duration: [Spell Dice] Hours

Range: [Sum]x2'

Radius: NA

Number of Targets: Self

Damage: NA

Complexity: NA

DC: 17

Description: You conjure up a swirling, opaque spiral of mist. Everything up to [Sum]x2' away from you is obscured. Make a Wisdom save to use ranged weapons at disadvantage. Otherwise, no other attacks are possible. The magic deals no damage, but creatures move at half speed within the spells effect.

Cone of Shredding

Duration: Instant

Range: [Spell Dice]x20'

Radius: Cone: [Spell Dice]x5' at range

Number of Targets: NA

Damage: [Sum] piercing damage

Complexity: NA

DC: 14

Description: Your magic summons razor sharp crystals that fly from your hand. The shards lacerate anything in their path and then evaporate. It causes [Sum] piercing damage, Make a Dexterity save for half damage.

Crystal Bridge of Balance

Duration: [Spell Dice] Hours

Range: Touch+[Spell Dice]x100'

Radius: NA

Number of Targets: NA

Damage: NA

Complexity: NA

DC: 17

Description: A shimmering bridge of crystal lace appears from an object the caster touches and extends in a single direction for [Spell Dice]x100'. Both ends of the bridge must touch solid objects. The bridge is 1' wide and thin as a sheet of gossamer. Slowly walking across it does not require a save, but running or a slight breeze will require a Dexterity save. The bridge shatters if it is dealt any damage.

Curse of the Gibbering Mouth

Duration: Variable

Range: [Spell Dice]x20'

Radius: NA

Number of Targets: 1 Creature

Damage: Variable

Complexity: Cosmetic

DC: 13

Description: The target must make an Intelligence save or their mouth twists into a garish grimace.

They scream whenever they open their mouth. The blood curdling screaming is very unpleasant. It causes them to lose [spell dice]+1d4 Charisma, to a minimum of 1, for the duration of the spell. The target may make an Intelligence save at the end of each duration interval. Success ends the effects. 1 [spell dice]: 1 Spell Die rounds, 2 [spell dice]: 1 Spell Die days, 3 [spell dice]: 1 Spell Die weeks, 4 [spell dice]: 1 Spell Die months.

Spells – D:

Dart of Delivery

Duration: Instant

Range: [spell dice]x20'+100'

Radius: NA

Number of Targets: See text

Damage: Variable

Complexity: Partial

DC: 18

Description: A held vial of potion, poison, or other liquid is changed into a glass dart. It fires at an enemy within range. The enemy must make a Dexterity save or be struck. The dart's contents immediately take the effect. Roll saves and apply effects as usual. If you invest 2 [spell dice] or more, you can redirect a missed syringe, once, to a new target with a successful Intelligence save. If you invest 3 [spell dice] or more, you can mix [spell dice] potions together into the same syringe. If you invest 4 [spell dice] or more, the target does not get a Dexterity save to dodge.

Deafening Ray

Duration: Concentration up to [Sum] Rounds

Range: [Spell Dice]x20'

Radius: Cone. [Spell Dice]x10' wide at range.

Number of Targets: NA

Damage: See text.

Complexity: Cosmetic

DC: 18

Description: A deadening crescendo fills the cone. All other sounds are masked within the area of this spell. Creatures are deafened until the spell ends or they leave the spell's area.

Deflect Magic

Duration: Instant

Range: NA

Radius: Self to [Spell Dice]x10'

Number of Targets: Variable

Damage: NA

Complexity: Partial

DC: 12

Description: This spell may be cast as a reflexive reaction. It halves the duration, effects, and/or damage of a spell that would affect you or anything within [Spell Dice]x10' of you. You cannot affect the spell's range or area. If the spell requires a save, you may instead have any affected targets gain +4 to their save. The [Sum] of this spell must equal or beat the [Spell Dice]x2 spent powering the attacking spell.

Spells – E:

Enhance Spell Dice

Duration: [Spell Dice]+1d6 Rounds

Range: Touch

Radius: NA

Number of Targets: 1 Creature

Damage: NA

Complexity: Mostly

DC: 14

Description: Any Spell Dice you or your target expends on other spells are exhausted on a 1, instead of their usual range for the duration of this spell. When this spell's duration ends, you must an Intelligence save or suffer a Mishap.

Spells – F:

Find

Duration: [Sum] hours

Range: NA

Radius: [Spell Dice]x1 mile

Number of Targets: 1 Creature or Object

Damage: NA

Complexity: NA

DC: 25

Description: You create a floating, flickering candle like flame. Name a unique object you have clearly seen before. The flame will locate the object if it is within range by flying to it. It moves at your preferred speed, up to 120' per round. It will then hover near the target, tolling as loud as a church bell. The seeker has 1 HP and a Defense of 16. If the object is not within the spell's range, the spell has a 50% chance of seeking out a similar object. Otherwise, it fails.

Flare the Fire

Duration: Instant

Range: [Spell Dice]x30'

Radius: [Spell Dice]x20' radius flame based light sources in area

Number of Targets: Variable

Damage: Variable

Complexity: NA

DC: 16

Description: All flame based light sources in the radius of this spell explode. They damage creatures within a 10' radius per 1d6 of damage inflicted. Candles and matches deal 1d3 damage. Torches and lanterns deal 2d6 damage. Campfires deal 3d6 damage. Bonfires deal 4d6 damage. Magical light sources with a duration of at least 1 round deal damage equal to the [Spell Dice] or [Spell Level] invested in their casting +1d6. If a non magical light source deals 4 or more damage it is also extinguished.

Flash of Fire

Duration: Instant

Range: [Spell Dice]x20'

Radius: Cone. [Spell Dice]x5' cone wide at range

Number of Targets: NA

Damage: [Sum]

Complexity: NA

DC: 14

Description: A cone of fire flashes through the area of effect along the ground. Creatures in that area take [Sum] damage. Dexterity save for half damage. The flames are particularly damaging to inanimate objects, which take [Sum]x2 damage. Creatures and objects are not set on fire by this spell.

Floating Cargo Chests

Duration: [Sum] Hours

Range: NA

Radius: Self

Number of Targets: NA

Damage: NA

Complexity: Partial

DC: 17

Description: You create two secure locked chests out of pure force. They float two to twelve feet off the ground. Their speed is 40' per round. They follow your verbal commands. They cannot move in reverse, slow down, jump, or climb. It can only "go", "stop", "up", "down", "turn left", and "turn right". Each chest can carry 500 lbs or 100 item slots. It has [Spell Dice]x2 HP. Any attacks automatically hit it. They are completely mindless and extremely literal. The cargo chests will obey your last command until the spell's duration expires.

Floating Objects

Duration: Concentration up to [Spell Dice] Minutes

Range: Touch

Radius: NA

Number of Targets: [sum] objects

Damage: NA

Complexity: NA

DC: 20

Description: Items that weigh no more than [spell dice] lbs can be suspended up to 15' in the air. The slightest effort knocks them to the ground. You do not need to see the suspended objects, but you do need to maintain concentration to keep them afloat. If you break concentration, the objects fall gently to the ground in one minute.

Flying Guillotine

Duration: Instant

Range: 50' per Character Level

Radius: NA

Number of Targets: Variable

Damage: [Sum] to Variable

Complexity: NA

DC: 16

Description: You fire a whirling mystic disc of doom from your fingertip. The disc screams like a damned soul. It deals [Sum] damage to its target. If it deals more than 6 damage, it bounces towards a random creature within 20', dealing [Sum]-2 damage. If it deals more than 6 damage, it bounces towards another random creature within 20', dealing [Sum]-4 damage. This continues, losing 2 damage with each bounce, until there are no valid targets or the spell deals 6 or less points of damage to a creature.

Flying Knives

Duration: [Sum] Minutes

Range: NA

Radius: 10'

Number of Targets: NA

Damage: 1d6

Complexity: NA

DC: 11

Description: Mystic blades fly around the caster. All creatures in area take 1d6 damage each round the spell is maintained. Roll damage for each creature individually, starting with those closest to the caster. The spell ends automatically when [Sum] damage has been dealt. The blades will also cut or damage fragile objects in the area.

Fog of Mental Disorientation

Duration: [Sum] Hours

Range: NA

Radius: Self

Number of Targets: NA

Damage: NA

Complexity: Partial

DC: 17

Description: You create a swirling, ever changing, stream of opaque foggy thoughts in your mind. Anyone attempting to read your mind or cast a memory altering spell must make an Intelligence save or become lost in the fog. Once per hour, they can make an Intelligence save to escape. Very experienced mind readers [Level=6+] may exhaust a [Spell Die] to automatically escape in 1d10 minutes. While a creature is trapped in your mind, you can distantly hear it's thoughts.

Fog of Molasses

Duration: [Sum] Minutes

Range: [Spell Dice]x30'

Radius: [Spell Dice]x20' Cylinder

Number of Targets: NA

Damage: NA

Complexity: Cosmetic

DC: 22

Description: A dense fog fills an area you select becomes as dense as molasses. You can still breathe it, but you can also swim in it. Projectiles passing through the area do half damage within 10' of the perimeter and stop past that, hanging in the air. Flying creatures entering the area must make a Constitution save or be stunned for one round. The fog obscures the effected area. Vision related rolls are at disadvantage within the fog.

Spells – G:

Gelatinous Kin

Duration: [Sum] Minutes

Range: NA

Radius: Self

Number of Targets: Self

Damage: NA

Complexity: Mostly

DC: 17

Description: You become gelatinous. You can squeeze through gaps as small as keyhole with a great deal of effort. You take no damage from bludgeoning weapons for the duration of the spell. Any acid damage you take heals HP instead. Your clothes and items are not affected by this spell.

Spells – J:

Jump

Duration: [Spell Dice] Minutes

Range: Touch

Radius: NA

Number of Targets: 1 Creature

Damage: NA

Complexity: NA

DC: 10

Description: Recipient can leap up to [Sum]x5' high and/or [Sum]x5' forward in a straight line. They take no damage if they land on or above the level they jumped from. So you can jump from the ground to top of an inn or you could jump over the inn to land on the ground. You suffer normal falling damage if you jump from the top of a inn to the ground. On landing, the target may Dexterity save with a +[Spell Dice] bonus to change direction and repeat the jump. You cannot cast spells or attack while jumping.

Spells – L:

Loitering Fog of Fumes

Duration: [Spell Dice] Hours

Range: 20' per Character Level

Radius: [Spell Dice]x10'

Number of Targets: NA

Damage: NA

Complexity:

DC: 20

Description: A pea sized bead of emerald ooze lands at a point you select within range. Within [sum] rounds, you activate the foul smelling fog, filling a radius of [Spell Dice]x10'. Any creatures within effect or entering the area of effect, must make a Constitution save or flee the area nauseated and rattled. The area is filled with a thick emerald mist that lasts for [Spell Dice] hours. The spell does not affect creatures with no sense of smell, mindless creatures, or creatures who habitually live in filth (goblins, shambling mounds, etc.)

Spells – M:

Magical Sponge

Duration: [spell dice] hours

Range: NA

Radius: NA

Number of Targets: NA

Damage: NA

Complexity: Partial

DC: 15

Description: A yellow sponge the size of your head is summoned. The sponge can instantly absorb up to [Sum]x25Gallons of liquid without growing heavier. You can squeeze the liquid free, but only at the rate of a normal sponge (2½ Gallons/Minute). The sponge can be reused if it is wrung out completely. If you cast this spell with 4 [Spell Dice], the sponge lasts for a year and a day, but you are unable to cast the spell again until the sponge duration expires or the sponge is dispelled. The sponge is impervious to harm caused by the liquids it absorbs.

Spells – O:

Orb of Cacophony

Duration: [Spell Dice] Rounds

Range: 50'+10' per Character Level

Radius: [Sum]x5'

Number of Targets:

Damage: NA

Complexity: Cosmetic

DC: 17

Description: You may fire a small orb of force to a point you designate as an attack or create it in your hand for placement. When activated the spell creates an incredibly loud, discordant, and alarming noise when it detonates. Creatures within [Sum]x5' must make a Constitution save or be rattled for [Spell Dice] rounds. It is audible up to a mile away. The noise lasts for [Spell Dice] rounds. Creature

must make another save each round they are within the area of effect. Effects of failures are cumulative. You can designate [Spell Dice] conditions under which the orb will detonate. You could say "on impact", "if anyone touches it" or "in the presence of food". The conditions must be obvious and be within 5' of the orb. If the orb has not been activated, it lasts [Sum] hours. With the spell's expiration, you can choose to have the orb detonate or vanish silently. The orb is solid and can be moved or thrown.

Overwhelming Grief

Duration: Instant

Range: 10' per Character Level

Radius: NA

Number of Targets: 1 Creature

Damage: NA

Complexity: Mostly

DC: 15

Description: Recipient of [spell dice] HD or less must make an Intelligence save or believe that someone close to them has suddenly and tragically died. They will flee to their loved one's side in their grief.

Spells – P:

Paper Simulacrum

Duration: [Sum] Hours

Range: Touch

Radius: NA

Number of Targets: 1 Piece of Paper

Damage: NA

Complexity: Mostly

DC: 18

Description: This enchantment causes a piece of plant based paper or parchment to obey your commands. It folds into a tiny humanoid shape and follows simple instructions. It can lift nothing heavier than a single coin, but it can write and read. It has [Spell Dice] HP and Defense 10, but takes no damage from bludgeoning weapons. The size of the automaton depends on the dice you invest in the spell. 1 [Spell Dice]: mouse 2 [Spell Dice]: dog, 3 [Spell Dice]: person, 4 [Spell Dice], elephant.

Path Clearing Phantoms

Duration: Instant

Range: [Spell Dice]x100' + Variable

Radius: [Spell Dice]x10' Wide

Number of Targets: NA

Damage: NA

Complexity: NA

DC: 14

Description: In one round your mystic servants sweep along a clearly defined path. Any light debris on the path (snow, small stones, leaves, grass) is pushed to the side. Any pressure plates or tripwires are activated. You do not have to be able to see the entire path, but you do need to know the approximate route they will take. The path is [Spell Dice]x10' wide. If you cast this spell with 3 [Spell Dice] or more, the range becomes [Sum]x100'.

Pit of Despair

Duration: Variable

Range: 10' per Character Level

Radius:

Number of Targets: 1 Creature

Damage:

Complexity:

DC:

Description: Recipient has the illusion of falling into bottomless pit filled with despair. Make an Intelligence save or the creature is rattled. If they are of [Spell Dice] HD or less, the effect lasts [Sum] days, and if [Sum] is greater than 12, the effect is permanent. If the target has more than [Spell Dice] HD, the effect lasts [Sum] rounds.

Pull of the Earth

Duration: [Sum] Rounds

Range: 10' per Character Level+50'

Radius: [Spell Dice]x10'

Number of Targets: NA

Damage: NA

Complexity: NA

DC: 16

Description: Targeted creatures must be touching the ground. If they fail an Intelligence save, they must keep at least one limb touching the ground at all times. They can jump or run for one round if they make an opposed Strength check against Strength 20. This check must be made every round they wish to jump or run. If a target is knocked prone, they must make a Strength save with disadvantage to rise from prone. Combat rolls and Dexterity saves are made with disadvantage.

Push

Duration: Concentration to [Sum] Rounds

Range: 10' per Character Level+50'

Radius: NA

Number of Targets: 1 creature or object

Damage: Variable

Complexity: Cosmetic

DC: 17

Description: Your magic surges forth. It pushes your target backwards. Target must make a Strength save or be pushed away from you 10' per round. Very large creatures only move 5' per round. The effective Strength of the beam depends on the dice invested. 1 [die]: 14, 2 [Spell Dice]: 16, 3[Spell Dice]: 18, 4 [Spell Dice] 20. If the target is an object, treat it as being struck by a blow of equivalent Strength each round. Each round you maintain concentration adds +1 to the Strength of this spell used in the strength test, to a maximum of 22 Strength. If the target cannot move backwards, it takes 1d6 bludgeoning damage per round.

Spells – R:

Reverse Gravity

Duration: [Sum] Rounds + Variable

Range: [Spell Dice]x20'

Radius: [Spell Dice]x5'

Number of Targets: NA

Damage: NA

Complexity: Cosmetic

DC: 18

Description: If you cast this spell outdoors, the height limit is [Range] high. If you cast this spell indoors, the height limit is the solid roof. All creature in or entering into the target area are effected.

The target area that you specify has its gravity altered. It is lowered to a strength that you specify, up to 0% for the duration of the spell. If you dismiss the spell or it expires, normal falling damage is

applied for the height dropped. The spell's effect takes place gradually, giving creatures a chance to make a Dexterity save to hang on to something. In lower gravity, you can jump proportionately higher and farther, but virtually any other action requires a Dexterity save. If you invest 3 or more [Spell Dice] the spell's duration becomes a year and a day.

Roar of Thunder

Duration: [Sum] Rounds

Range: [Spell Dice]x50'

Radius: [Spell Dice]x10'

Number of Targets: NA

Damage: [Spell Dice]+1d6

Complexity:

DC:

Description: All creatures within [Spell Dice]x10' of the target are deafened for [Sum] rounds. If [Sum] is greater than 12, the effect is permanent. They also take [Spell Dice]+1d6 damage.

Spells – S:

Sand Trap

Duration: [Sum] Rounds

Range: [Spell Dice]x30'

Radius: [Spell Dice]x5'

Number of Targets: NA

Damage: Variable

Complexity: NA

DC: 14

Description: A circle [Spell Dice]x5' in radius becomes sticky and soft. Creatures in the area move at half speed. Any creature that was running or charging in the round before this spell was cast must make a Dexterity save or take [Sum] damage and be immobilized for [Spell Dice]+1d6 rounds. Creatures with multiple legs save with disadvantage.

Seeking Bolt

Duration: Instant

Range: [Spell Dice]x100'

Radius: NA

Number of Targets: 1 Creature

Damage: [Sum]

Complexity: Cosmetic

DC: 17

Description: Recipient takes [Sum] damage. You do not need to see the target, but you do need to know their approximate location (within 10'), and there must be a clear path a bolt could trace to reach them. The bolt can pass through gaps as small as a quarter. Double the Range and damage if you know the creature true name.

Sharpness

Duration: Instant

Range: Touch

Radius: NA

Number of Targets: 1 Object

Damage: 1d6

Complexity: NA

DC: 10

Description: You trace mystic symbols over an edged melee weapon or 10 arrows/bolts. The object becomes razor sharp and hits creatures that require magical weapons to be damaged.

- Melee weapons deal an extra 1d6 damage for the next [Spell Dice]x2 hits.
- Missile weapons deal an extra 1d6 damage on the next attack. Hit or miss the magic is expended.

Sift

Duration: [Spell Dice] Hours

Range: Touch

Radius: Variable

Number of Targets: Variable

Damage: NA

Complexity: Cosmetic

DC: 12

Description: You command a mixture of items (a pie or a pile of rocks) that weigh no more than [Spell Dice]x100lbs to separate into [Spell Dice]+1 categories. The separation is slow, and hindered by even the slightest effort. Each category takes 1 turn to separate. The categories must be clearly defined and identifiable by inspection. For example, you could split a pie into "crust", "fruit" and "poison", or a pile of rocks into "shale", "limestone", and "emerald". You could not, however, split a pile of jewels into "handled by goblins" and "not handled by goblins", as there's no way to tell just by inspecting them. You could not separate "locked bank vault" and "it's treasure", because the items could not flow freely into separate piles.

Smoke of Binding

Duration: [Sum] Minutes

Range: 100'

Radius: [Spell Dice]x10'

Number of Targets: NA

Damage: Variable

Complexity: NA

DC: 19

Description: Creatures or objects targeted are grabbed by tentacles of thick black smoke. Make a Dexterity save to negate. Prone creatures automatically fail their save. Effected targets moves at half speed and attack with disadvantage until it can win a Strength save against the smoke to break free. The number of spell dice determine the effective Strength of the smoke. 1 [Spell Die]: 14, 2 [Spell Dice]: 16, 3 [Spell Dice]: 18, 4 [Spell Dice] 20.

Spark the Fire

Duration: [Spell Dice]+1d6 Rounds

Range: [Spell Dice]x50'

Radius: NA

Number of Targets: [Spell Dice]x2 creatures or objects

Damage: 1d6

Complexity:

DC: 19

Description: Targets must make a Dexterity save each round or catch on fire. They suffer 1d6 damage each round they burn. Targets that are completely inflammable (soaked creatures, metal, etc.) do not need to save. Targets that are very flammable (soaked in oil, dry wood) may not get a save. You can target this spell precisely enough to light the wick of a single candle in a bundle, if you can see the wick.

Spraying Stone Mask

Duration: [Sum] Hours

Range: Touch

Radius: Variable

Number of Targets: 1 Object

Damage: NA

Complexity: NA

DC: 16

Description: Your magic causes a stone no larger than your head to grow a face that resembled a gargoyle's. You can designate [Spell Dice] conditions under which the stone face will spray water. You could say "always", "whenever any one but me walks past", "only when an orc walks past". The conditions must be obvious. The water sprayed by the stone does not deal damage, but it has a 50% chance to extinguish torches. The water disappears once it passes more than 100' from the stone. The stone sprays water in a [Spell Dice]x5' long cone that is [Spell Dice]x3' wide at range. If you invest 4 [Spell Dice] or more, creatures passing through the cone must make a Dexterity save or be knocked prone.

Spray of Elemental Destruction

Duration: Instant

Range: [Spell Dice]x20'

Radius: [Spell Dice]x5'

Number of Targets: NA

Damage: Variable

Complexity: Partial

DC: 15

Description: If [Sum] is equal to or greater a creature's hit points in the area, they take 1 [Spell Die] fire damage. If [Sum] is twice the creature's hit points or more, they also take 1 [Spell Die] cold damage. If [Sum] is three times the creature's hit points or more, they take 1 [Spell Die] lightning damage. If [Sum] is four times the creature's hit points or more, they also take 1 [Spell Die] acid damage and are knocked prone.

Starburst Flare

Duration: [Sum] Rounds

Range: [Spell Dice]x20'+100'

Radius: NA

Number of Targets: NA

Damage: 1d6

Complexity: NA

DC: 16

Description: You fire a flare up to maximum range upwards. It hovers there, providing light as bright as moonlight for three times the flare's height around you. You can command the starburst to move horizontally, change color, rise an additional 50' per round, or explode into sparkles. If it strikes anything, it explodes in a burst of light dealing 1d6 fire damage.

Summon the Hidden Object

Duration: Concentration up to [Sum] minutes

Range: [Spell Dice]x20'+50'

Radius: [Spell Dice]x10'

Number of Targets: NA

Damage: NA

Complexity: Cosmetic

DC: 16

Description: Buried or covered objects rise to the surface from a depth of [Spell Dice]x10' in area you designate, [Spell Dice]x10' in radius. If you cast this spell on the ground, coins, stones, and roots will be pulled to the surface. The spell does not work on solid stone. If you cast it on water, sunken objects will rise to the surface and remain there as long as you maintain concentration. The total weight of summoned objects cannot exceed [Spell Dice]x100lbs.

Symbol of Pushing

Duration: [Sum] Rounds

Range: [Spell Dice]x50'

Radius: [Spell Dice]x20'

Number of Targets: NA

Damage: NA

Complexity: NA

DC: 17

Description: You scribe an arcane symbol on an object you touch. Any creature within the target area who looks at it must make an Intelligence save or be pushed back 5' and knocked prone. The symbol vanishes after [Sum] rounds. If you invest 3 [Spell Dice] or more, you can instead set the duration of this spell to permanent until looked up on. Once it is seen, the duration becomes [Sum] rounds as usual.

Symbol of Weakness

Duration: [Sum] Rounds

Range: [Spell Dice]x30'

Radius: [Spell Dice]x10'

Number of Targets: NA

Damage: NA

Complexity: Partial

DC: 20

Description: You scribe an arcane symbol on an object you touch. Any creature within the target area who looks at it must make an Intelligence save or be reduced to Strength 6, [-4] to Strength rolls, for [Spell Dice] rounds. The symbol vanishes after [Sum] rounds. If you invest 3 [Spell Dice] or more, you can instead set the duration of this spell to permanent until looked up on. Once it is seen, the duration becomes [Sum] rounds as usual. Make Intelligence saves every six hours. Successful saves return 1 Strength point until all lost points are regained.

Spells – T:

Tilt the Temperature Balance

Duration: [Spell Dice]+1d6 Rounds

Range: [Spell Dice]x100'

Radius: NA

Number of Targets: 2 Creatures or Objects

Damage: Variable

Complexity: Partial

DC: 13

Description: After casting this spell, you stare at one target and then another target. You can transfer heat between them. For example, if you stared at a torch, you could transfer the fire's heat (1d6 damage/round) to a creature. You can do nothing else for the spells duration. You cannot intensify the heat or cold, so a candle's flame cannot cook like a campfire, but you could transfer the icy cold of a snow bank to a torch and extinguish it.

Spells – V:

Vermin Swarm

Duration: [Spell Dice] Minutes

Range: [Spell Dice]x50'

Radius: NA

Number of Targets: [Spell Dice]

Damage: 1 per Round

Complexity: Cosmetic

DC: 18

Description: A cloud of annoying, flying, and biting insects attack your target. They do 1 point of damage per round to living creatures. Each round, a sentient creature must make an Intelligence save or take a -2 penalty on all rolls. If the target is an object, it takes no damage but will do minor cosmetic damage, such as chewing holes in paper, gnawing wood, chipping paint, and scratching glass.

Spells – W:

Warding Daggers

Duration: [Spell Dice]+1d6 Rounds

Range: 50'

Radius: NA

Number of Targets: [Spell Dice]

Damage: 1d6

Complexity: Partial

DC: 19

Description: You summon [Spell Dice] mystical daggers that circle your head like a watchful guardian. As a free action, even if you are doing something else, you can throw a spike at a target. You can throw one dagger per round during any combat sequence.

Water Running

Duration: [Sum] Minutes

Range: Touch

Radius: NA

Number of Targets: [Spell Dice] Creatures

Damage: NA

Complexity: Partial

DC: 19

Description: You can run over water as if it were land. Water hardens beneath your feet with each step. If you slow down, you'll sink. Dexterity save with high waves or you will sink.

Weapon of Fear

Duration: [Sum] Minutes

Range: Touch

Radius: NA

Number of Targets: 1 Weapon

Damage: NA

Complexity: Mostly

DC: 18

Description: All creatures killed by the ensorcelled weapon have their souls ripped from their bodies at death. Their shrieks of horror are terrifying. This effect causes a morale check for the victim's companions, after each death.

Wind Barrier

Duration: [Spell Dice]+1d6

Range: NA

Radius: Self+10'

Number of Targets: NA

Damage: NA

Complexity: Partial

DC: 11

Description: A dome of whirling, gusting wind swirl around you creating a barrier. Any ranged attacks fired into or out of the area automatically miss.

Attacks that target an area (such as a dragon breath or Fireball) are not affected. Creatures other than the caster who end their turn inside the dome must pass a Constitution save or be rattled for [spell dice] rounds.

Wracking Pain

Duration: Instant

Range: [Spell Dice]x50'

Radius: NA

Number of Targets: 1 Creature

Damage: [Sum]

Complexity: Cosmetic

DC: 15

Description: The target is gripped with horrible muscle spasms and wracking joint pain. They take [Sum] damage and must immediately make an Intelligence save or drop whatever they are holding. You can choose to have the target take no damage and their save is with disadvantage.

Spell Casting DC Calculator:

Duration:	Range:	Radius:	# of Targets:	Damage:	Complexity:
Instant[1]	Touch[0]	Self[0]	1[1]	1d6[1]	Cosmetic changes.[3]
[Spell Dice] Rounds [3]	[Spell Dice][3]	3'[1]	[Spell Dice] HD [3]	2d6[3]	
[Spell Dice]+1d6 Rounds[3]	[Spell Dice]x5'[3]	10'[3]	[Spell Dice] HDx2 [5]	[Spell Dice] +1d6[3]	Partial: More radical
[Sum] Rounds[5]	[Spell Dice]x20'[5]	[Spell Dice]x5'[3]	[Spell Dice] [7]	[Spell Die][3]	changes, such as wings,
[Spell Dice] Minutes [5]	[Spell Dice]x30'[5]	[Spell Dice] x10'[5]	[Spell Dice]x2 [10]	[Spell Die]x2 [5]	other appendages,
[Sum] Minutes[7]	[Spell Dice]x50'[5]	[Spell Dice] x20'[7]	[Spell Dice]x5 [15]	[Spell Die]x5 [7]	different form.[5]
[Spell Dice] Hours [10]	[Spell Dice]x100' [7]	[Spell Dice] x30'[10]	[Sum] [15]	[Sum][5]	Mostly:
[Sum] Hours[12]	[Spell Dice]x1 mile [10]	[Sum]x5[5]	[Sum]x2 [17]		Change the subject into another
[Spell Dice] Days [15]	10' per CL [3]	[Sum]x10'[7]	[Sum]x5 [20]		creature or thing
[Sum] Days [17]	20' per CL [5]	[Sum]x20'[10]			entirely, but only within
[Spell Dice] Weeks [20]	50' per CL [7]	[Spell Dice] x1 mile [15]			their physical abilities. [10]
[Sum] Weeks [22]	+10' [1]	[Spell Dice] x5 miles [17]			Total: Subject becomes the
	+50' [3]	[Spell Dice] x10 miles [20]			thing that they are
	+100' [5]	[Sum]x1 mile [17]			transformed into, down to
	[Sum]x1' [5]	[Sum]x2 miles [20]			the fiber of their being,
Variable: Add 10% to total calculated DC.	[Sum]x2' [7]	[Sum]x5 miles [25]			including magical abilities. [15]

Minimum DC = 10.

Values greater than those list above require divine intervention or arcane magical items of great power.

Duration: How long does the spell last.

Range: How far can you cast it.

Radius: How large is the effect zone.

Number of Targets: How many targets will the spell effect.

Radius and Number of Targets do not combine. Pick one or the other.

Damage: How badly does the spell damage a target.

Complexity: How difficult or completely does the spell effect the target.

D66	Spell Casting Mishaps Table
11	You accidentally open a gate to the Elemental Spheres. An elemental (choose its type randomly) appears and attacks you. If not destroyed, the elemental will return to its sphere within 8 hours.
12	Darkness gathers; 1d8 shadows appear and attack you. If not destroyed, they will disappear after 8 hours.
13	You accidentally open a gate to beyond the veil! An invisible stalker appears and attacks you. If not destroyed, it will return to its dimension within 1 hour.
14	You accidentally summon a demon! A hellion appears and attacks you. If not destroyed, it will return to hell within 8 hours.
15	You accidentally open a portal to a dimension of oozes and draw the attention of 1d6 oozes. Throw 1d6: 1-2, grey oozes appear; 3-4, green slimes appear; 5-6, yellow molds appear. The creatures attack you immediately. If not destroyed, they will return to their dimension within 8 hours.
16	Insects gather, attracted by your magic. 1d10 giant cockroaches appear and attack you. If not destroyed, they will leave after 8 hours.
21	You mutate! Roll on the Mutation table.
22	You mutate! Roll on the Mutation table.
23	You mutate! Roll on the Mutation table.
24	You mutate! Roll on the Mutation table,
25	You mutate! Roll on the Mutation table.
26	You mutate! Roll on the Mutation table.
31	You witness unspeakable sights and lose your eyesight for 1d6 days. A restoration spell will reverse this effect immediately.
32	Your aura is ruptured. You "forget" a spell you know; you will have to relearn it.
33	You cause a major explosion! You and all characters within 15 feet must make a Constitution save for half damage or suffer 4d10 damage.
34	The fumes and vapors released by the ceremony cloud your mind. For 1d3 weeks lose 1d6 points of your Intelligence characteristic. A restoration spell will reverse this.
35	The noxious fumes released by your ceremony cause everyone within 30 feet of you to suffer nausea for the next 1d6 hours; -2 (d20) or -1 (2d6) to all actions.
36	Your connection to the mystical realms is disrupted. You may not cast spells for the next 1d3 weeks. A restoration spell allows you to regain your magical ability immediately.
41	You are corrupted by the darkest magic you have ever exposed yourself to. Gain 2d6 additional Corruption points. If this exceeds your Maximum Corruption, throw Wisdom save to avoid dying from the shock to your soul.
42	You fall into a necromantic torpor and will awaken within 1d6 years. You do not age while in torpor. A restoration spell will awaken you.

D66	Spell Casting Mishaps Table
43	Tampering with magic takes a toll. Lose 1d6 points of your Constitution characteristic. A restoration spell will reverse this.
44	You project a fearful aura for the next 1d10 months. -2 (d20) or -1 (2d6) to all Reaction rolls and other social skill throws.
45	While casting your spell, you glimpse the essence of Creation – unintended for mortals to view. You suffer from Feeblemind (per the spell). A remove curse, restoration, or wish spell will reverse this effect.
46	You are lost in space and time. A dispel magic spell can bring you back immediately. Otherwise, you will reappear within 1d6 years. You do not age while out of the space time continuum.
51	The gods or spirits curse you! Reduce three randomly chosen Characteristics by half. A remove curse spell can reverse this curse.
52	You are infected with a monstrous extraplanar disease. Constitution save with disadvantage or take 2d6 damage per day. Save once a day until three successes have been made. The disease is contagious. A lesser restoration spell will cure the disease.
53	Your nearest ally is magically infuriated with you and attacks you and anyone standing in their way. They are in a blind rage for the next 1d6 rounds. A remove curse spell reverses this effect.
54	A magical accident injures your body. Throw 1d6: 1-2, lose 1d6-1 fingers; 3-4, you lose half your teeth; 5, your leg is crippled (move at half speed); 6, you lose an eye. The cure moderate wounds spell, or regenerative magical items, can cure this damage.
55	You turn into a random small animal, such as a toad, for 1d6 hours. While you retain your mind, you may not speak or cast spells while in this form. A lesser restoration spell will revert you to your normal form immediately.
56	Your horrid magic causes all creatures, including allies, within a 30 foot radius of you to flee in terror as far as possible from you for 1d6 turns. PC's resist by making a Wisdom save with disadvantage.
61	You age quickly under the stress of sorcerous powers. Add 3d10 years to yours age.
62	Your failed spell exposes you to unspeakable truths from beyond the veil. You lose your sanity for 1d6 days. A restoration spell will cure your mind immediately.
63	You are rendered speechless by the awful powers you command. You become mute for 1d6 hours. Mute characters cannot cast spells.
64	Magic surges through your body. You display random muscle spasms throughout your body. You lose 1d6 Dexterity points for 1d6 months. A restoration spell will reverse this.
65	A wave of wild magic causes your veins to erupt in several places around your body. Suffer 3d12 damage.
66	Your soul is blackened by dark magic! Constitution save with disadvantage or die within 1 round.

Corruption of the Soul:

The Shades of Magic: Magic is powerful but dangerous. Beyond the risk of failure and mishap detailed above, certain spells are unhealthy for the caster's soul. Using magic to harm or enslave others is inherently corrupting. Spells come in three categories, or shades. Spells which are wholesome in purpose are considered white magic. Spells which may or may not corrupt the sorcerer, depending on the circumstances, are grey magic. Spells which always corrupt are black magic.

- Spells that heal, protect, provide information, or call existing creatures to the sorcerer's aid are white magic.
- Damaging spells or spells that charm or command sentient beings for a limited time are grey magic.
- Necromancy, summoning monsters out of thin air, and magically enslaving sentient creatures for the long term are black magic.

Corruption: Spell casters gain corruption points – representing the blackening and corruption of their soul in various ways:

- Each time a spell caster learns a black magic spell, they gain 1 corruption point.
- Each time a spell caster casts a black magic spell, they gain 1 corruption point.
- Each time a spell caster uses a grey magic spell to coerce, deceive, or harm a Lawful or Neutral sentient being, they gain 1 corruption point. Casting grey magic spells against Chaotic beings (i.e. undead, evil monsters, divine spell casters, and so on) or Neutral animals does not cause corruption.

Maximum Corruption: There are no consequences to accumulating corruption points until a spell caster accumulates a number of corruption points equal to their Constitution characteristic. Then, and after that, for each additional multiple of their Constitution characteristic, the sorcerer acquires a corrupting weakness, by rolling once on the Corruption Weakness Table. For example, a sorcerer with Con 13 would roll on the Corruption Weakness table after gaining 13 corruption points, and then at 26, 39, 52, and 54 points, and so on.

Corruption recovery: Three days spent in contemplation at a lawful sanctuary removes one corruption point. Each week spent in contemplation at a neutral sanctuary removes one corruption point. Corruption weakness effects and mutations are typically permanent. Divine intervention of the greater restoration spell will negate them one at a time.

D66	Corruption Weakness Table
11	You mutate! Roll on the Mutation table.
12	You mutate! Roll on the Mutation table.
13	You mutate! Roll on the Mutation table.
14	You mutate! Roll on the Mutation table.
15	You mutate! Roll on the Mutation table.
16	You mutate! Roll on the Mutation table.
21	Dark sorcery has left you disfigured, with misshapen limbs, clawed hands and feet, strangely colored eyes, and so on. You suffer -2 to Reaction and social skill throws vs. non Chaotic sentient creatures.
22	You begin to stutter. Suffer -2 to all Reaction and social skill throws. And this also imposes -1 to spell casting throws.
23	You develop a mild allergy to one common substance chosen by the Referee (such as milk or dog hair). You sneeze uncontrollably or break out in hives while in presence of this substance, suffering from -2 (d20) or -1 (2d6) to all actions until you are no longer in its presence.
24	Meddling in dark lore has left you with an inhuman demeanor and personality. Your Reaction rolls vs. non Chaotic sentient creatures can be greater than Unsure.
25	You grow forgetful, your mind filled with dark lore. Reduce your Intelligence characteristic by 2, to a minimum of 1.
26	Your demonic demeanor and appearance will cause pious persons to denounce you. Reduce your Charisma characteristic by 2, to a minimum of 1.
31	You haunt the night as a creature of darkness; you tend to sleep during the day and suffer -2 (d20) or -1 (2d6) to all throws when in sunlight.
32	You tremble as dark thoughts course through your mind and body. Reduce your Dexterity characteristic by 2, to a minimum of 1.
33	Your skin rots; you take on the appearance of a corpse. Suffer -2 to all Reaction and social skill throws vs. non Chaotic beings.
34	Alien thoughts cloud your mind. Reduce your Intelligence characteristic by 2, to a minimum of 1.
35	You become a predatory being; only fresh, raw meat can sate your hunger. Preserved or cooked meat will not suffice.
36	Your exploration of sinister sorcery has sapped your soul of vigor. Reduce your Constitution characteristic by 2, to a minimum of 1.
41	Your flesh rots and become unholy. You suffer double damage from silver weapons.

D66	Corruption Weakness Table
42	Whispers from beyond haunt you. You suffer -1 to initiative and surprise rolls.
43	Whenever you cast a spell, you emit darkness, as per the spell for ten minutes, centered on you.
44	Your muscles atrophy. Reduce your Strength characteristic by 2, to a minimum of 1.
45	You are repelled by garlic; in the presence of garlic, all your throws are at -2 (d20) or -1 (2d6).
46	Your corruption is unsettling to animals; the dogs at the local village bark in fear when you arrive. You suffer -3 to Reaction throws vs. animals and giant animals.
51	After you cast any spell, your body cools and becomes as cold as a corpse; you suffer -2 (d20) or -1 (2d6) to all physical throws (which, naturally, does not include spell casting) for 1d8 rounds.
52	The full moon calls for you. Once a month, at a time determined by the Referee, you must succeed on a Wisdom save with disadvantage or be overcome with a murderous rage for 1d12 rounds.
53	You immediately age by four years.
54	You grow the horns of a devil! You may cause 1d6 damage by head butting, but your devilish appearance causes you to suffer -2 (d20) or -1 (2d6) to all Reaction and social skill throws vs. non Chaotic beings.
55	Your body rots with dark energy and takes twice the usual time to heal.
56	You begin to lose grip with reality. Each day, upon waking, make a Constitution save or suffer from Feeblemind (per the spell) for 1d6 hours.
61	You grow a forked tongue. You may speak with snakes per the speak with animals spell but suffer -2 to all Reaction and social skill throws vs. non Chaotic creatures.
62	You emit the stench of evil! You may never surprise creatures with a keen sense of smell.
63	You gain low light vision, but your eyes now resemble those of a predatory cat; You suffer DM-2 to all Reaction and social skill throws.
64	You develop the skin of a frog; you must immerse yourself in water for at least an hour each day or gain a level of exhaustion for the next day. This level is only relieved by immersing in water.
65	You are haunted by nightmares from beyond the grave and find it difficult to sleep. Each time you attempt to sleep, throw 1d6; on 1, you cannot sleep; you start the day with one level of exhaustion.
66	You grow vampiric fangs and can only sustain yourself from the blood of other sapient beings. You must drink blood (cause 1d6 damage) from one person per day to sustain yourself, in lieu of food. This can come from a willing donor, or from hapless victims (a resisting victim requires a Grapple, per the Combat chapter). Other than that, you do not need to eat or drink.

D66	Mutation Table
11	Roll 1d6; 1-3, you shrink in size (as per potion of diminution) or 4-6 grow to giant size (as per potion of growth). You are unused to your new size, and your Dexterity is reduced to 1; it will recover at the rate of 1 point per week.
12	You develop the pallor and stench of death. You suffer -2 (d20) or -1 (2d6) to Reaction throws and social skill throws vs. living creatures, but undead will refrain from attacking you unless you attack them first or cast White Magic in their presence.
13	A limb normally present in your body is multiplied. Your head or brain cannot multiply. Roll 1d6: 1-2: you gain another leg increasing your movement rate by 10 feet/action, but suffer -1 on Dexterity saving throws, 3-6 or gain another arm useful for manipulation or combat. You do not gain extra attacks per round with an extra arm, but you could carry a two handed weapon and a shield. You cannot wear regular armor due to your unusual shape and must have armor custom-made for you at quadruple price.
14	Your nails become long and sharp. You may make a melee attack for 1d6 more than your usual damage but suffer -1 to dice throws involving fine manipulation.
15	Your skin thickens. You gain natural Armor Class of +3 but lose 3 points of Dexterity (to a minimum of 1) as this skin is inflexible and cumbersome.
16	Your eyes atrophy, but two thermosense organs grow on both sides of your neck. You can sense heat but cannot see color; furthermore, you are immune to all "gaze" type attacks. Treat all situations with full darkness as being dim light.
21	Your bones become brittle and hollow. Your Constitution is halved (round down), and you take double damage from "bludgeoning" attacks (such as from clubs, maces, and hammers) and from falling. Your weight is reduced by 30%.
22	Your skin grows to resemble fish scales, you emit a fishy odor, and you grow gills on both sides of your neck. You may breathe underwater but suffer -2 to social skill and Reaction throws.
23	You are afflicted with a non contagious wasting disease. Constitution save at -2 daily for 1d3 characteristic damage. Roll a 1d6 for random characteristic. Lasts for 1d6 days. A cure disease spell or a successful throw will stop the deterioration, but the damage already done cannot be healed by any means, except a greater restoration or wish spell.
24	Your blood thins and begins weeping from your orifices. Social interaction rolls are penalized by -2 in most situations. If you are Staggered, you begin bleeding, suffering 1 damage per round until you either die or the bleeding is stopped with a successful first aid/medical skill/talent roll or a healing spell is applied.
25	You become albino. You suffer -1 to attack throws while in daylight. Exposure to direct sunlight causes damage to your skin and you take 1d6 damage per 4 hours of continuous sunlight exposure.

D66	Mutation Table
26	Your skin gains a chameleon like color changing characteristic. Gain +2 to Hide and Stealth checks. Also, your face gains some chameleon like characteristics as well, causing -2 to social skill throws.
31	Your body degenerates grotesquely. You permanently lose 1d6 points each from your Strength, Dexterity, and Constitution (to a minimum of 1) and your movement rate is halved.
32	You grow unnaturally obese. Double your weight; you need armor custom made for your shape at double cost; and you must consume double the amount of food a character usually does (but not double water).
33	You grow an alien eye in the middle of your forehead. This eye is closed most of the time. Three times a day, you can open this eye to use the detect thoughts spell for one minute and without a savings throw. You are such a frightful sight that you suffer -3 to all social skills and Reaction throws.
34	You gain a stench which is attractive to predatory animals. The Referee may increase the chance of random encounters with such predators (which may even include predatory monsters) as they see fit.
35	The fabric of your mind cracks. Each day upon awakening, make a Intelligence save or completely forget who you are for that day.
36	You devolve into an ape like (or primitive lizard like) shape – your skin grows hairy (or scaly), your legs grow short, and your arms grow long. You move on half speed if you stand on both legs, but in regular speed if you move on all fours. You may not use your hands for wielding weapons or carrying items when you move in such a way. Armor for your misshapen body costs twice as much.
41	Your joints double and become flexible. You may slip any bonds or manacles with a Dexterity save (taking 1 round). However, your hands are less stable, and you suffer -1 to all attack throws.
42	Your mouth grows large and your teeth sharpen. You can bite for 1d6 damage but cannot speak humanoid languages. You may still cast spells, though.
43	You gain an animal like stench. This causes -2 to Reaction throws for sentient beings but +2 to reaction throws for animals.
44	You grow a pair of bat like (or pterodactyl like) wings. You may fly for short durations (1d10 minutes per jaunt, requiring a turn of rest afterwards) at twice your ground speed per round in any direction. Armor adapted to your shape costs x10 the normal cost and you suffer DM-1 to social skill and Reaction throws
45	Your thoughts devolve into madness under the stress of combat. In every battle throw 1d6. On 1 you may not act. On 2-4 you must attack the nearest enemy. On a 5 you must attack your nearest ally. On a 6 choose your action as normal. The madness dissipates when combat ends.
46	Your ears grow huge, with bat like appearance. You may sense obstacles and creatures up to 30 feet, even in pitch darkness by echolocation, but cannot wear any helmet and suffer -1 to social skill and Reaction throws.

D66	Mutation Table
51	You become a delicate and unnaturally beautiful creature. Gain +2 to all reaction and social skill throws; lose 3 points each of Strength and Constitution (to a minimum of 1).
52	You grow sharp horns. You may head butt for 1d8 + Strength bonus but may not wear any helmet and suffer -1 to social skill and Reaction throws.
53	You instantly age by 1d20 years.
54	You grow a prehensile tail. You may grab objects with your tail, but armor adapted to your new form costs double and you suffer -1 to social skill and Reaction throws.
55	One of your arms becomes a monstrous tentacle. You may attack for 1d8 with the tentacle but suffer a -2 (d20) or -1 (2d6) to all throws requiring fine manipulation, and your Charisma is reduced by 1.
56	You transmit your emotions telepathically to everyone within 30 feet. You may never successfully lie but gain +1 to social skill throws in "positive" situations.
61	Your characteristics fluctuate in a random manner; as a result, 3 characteristics will increase by 2 points each, and 3 will be reduced by 2 points each, to a minimum of 1.
62	You become a nocturnal creature. You gain low light vision but suffer -2 to attack throws in daylight.
63	You become sterile and may not have offspring by natural means.
64	You gain an insectile appearance, including "bug eyes" and your teeth are replaced with insect mandibles. You suffer -2 (d20) or -1 (2d6) to all social skill and Reaction throws but gain +2 (d20) or +1 (2d6) to throws to resist poison and disease.
65	Your body begins to rot. Maggots constantly crawl out of your orifices, and flies buzz around you ceaselessly. Your Charisma becomes 1, and your movement rate is halved. You may no longer heal naturally – only magic can heal your wounds, remove curse provides relief from this condition.
66	Your biological system resets itself; lose one mutation (reroll if you have no mutations).

Magic System adapted from Adrian Hammer

<https://themanwithahammer.blogspot.com/2019/12/knave-my-knave-hack.html>

Spells adapted from: Coins and Scrolls

<https://coinsandscrolls.blogspot.com/2017/03/osr-100-spells-condensed-formats.html>

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