

# Simpler System Options: Charm Spell Dice Magic

Version 1.1



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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.

So a 4th level character with skilled at Mana Magic and Sorcery:

- Uses a d10 Spell Die.
- Exhausts a Spell Die on a 1-3 – 1 (Sorcery Perk) = 1-2.
- Has 1 (starting die) + 1 (character level) + 2 (Mana Magic Perk) + 2 (Sorcery Perk) = 6 Spell Dice.

A 6th level character who has mastered Mana Magic and Sorcery:

- Uses a d12 Spell Die.
- Exhausts a Spell Die on a 1-2 – 1 (Sorcery Perk) = 1.
- Has 1 (starting die) + 2 (character level) + 3 (Mana Magic Perk) + 3 (Sorcery Perk) = 9 Spell Dice.

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 | Casting Modifier: | Time spent on | Casting Modifier: |
|---------------|-------------------|---------------|-------------------|
| spell casting |                   | spell casting |                   |
| 1 Round       | 0                 | 1 Day         | +18               |
| 1 Minute      | +3                | 1 Week        | +21               |
| 10 Minutes    | +6                | 1 Month       | +24               |
| 1 Hour        | +9                | A Year        | +27               |
| 6 Hours       | +12               | A Decade      | +30               |
| 12 Hours      | +15               |               |                   |

3. Roll 2d10+Intelligence Modifier+Charm (Spell Dice) Magic Perk+total difficulty bonuses and penalties vs Spell DC.
4. Spell Casting Results:
  1. Special Success: If you succeed by ten 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 and go to step 5:
    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: The stars aligned or you read the local ley lines correctly. The spell operates as usual by the book. Go to step 5.
  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.
  4. Special Failure: If you failed your roll by ten or more or you roll a natural 2, roll again. Any success is a failure, roll five Spell Dice and apply any Mishaps or Dooms. Any failure or a natural 2 is a special failure. Punishment befalls you for having starred to long into the abyss,

drawing attention from beyond the veil, or having seriously misread the magical environment. Roll on the Spell Casting Glitch Table page 27.

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.

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

5. Spell Dice results:
  1. Roll spell dice for spell effects.
  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 nights rest.
  6. Make a Constitution save vs DC of 10 + Spell Dice or gain one level of exhaustion.

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 and #5.2 above compels a 1d6 roll on the table below. On any success result, 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: Gain 1 corruption point.

#### Dooms:

Any triples that you roll on Spell Casting Procedure #4 and #5.2 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. On any success result, the spell still works.

Roll a d6 and consult the following:

- 1: Lose the ability to cast spells for 1 day.
- 2: Take 1d3 of 1d6 damage.
- 3: Lose the ability to cast spells for [Spell Die] days.
- 4: Gain 1 corruption point
- 5: Roll on the Spell Casting Glitch Table Page 27.
- 6: Gain Spell Dice in corruption points.

## 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: 21

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: 20

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: 16

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: 31

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 retain their base AD, but can't use shields. 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: Partial

DC: 17

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: 25

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 twice Constitution Defense, 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: NA

DC: 22

Description: A ball of lightning appears within [sum] feet of you. Each round, it moves 5' straight ahead. It gives off bolts of lightning as it passes. 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: Cosmetic

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: 17

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. On a 1 Doom. Recipient rolls with disadvantage on any important rolls for the next 24 hours. On 2-8 No effect aside from the usual platitudes. On a 9-10. 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: Cosmetic

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: 21

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: 25

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.

[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: NA

DC: 17

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.

## Spells – D:

### Dart of Delivery

Duration: Instant

Range: [spell dice]x20'+100'

Radius: NA

Number of Targets: See text

Damage: Variable

Complexity: Cosmetic

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

### Deflect Magic

Duration: Instant

Range: NA

Radius: Self to [Spell Dice]x20'

Number of Targets: Variable

Damage: NA

Complexity: Partial

DC: 18

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]x20' 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 advantage to their save. The [Sum] of this spell must equal or beat the [Spell Dice or Spell Level]x2 of 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: Partial

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: 33

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: 27

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 more than half 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: 21

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: 22

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 pounds 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: 100'

Radius: NA

Number of Targets: Variable

Damage: [Sum] to Variable

Complexity: Cosmetic

DC: 21

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: 21

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: 22

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: 28

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: 27

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: Cosmetic

DC: 11

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: NA

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: 22

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: 18

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: 25

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: 23

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 6, 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'

Radius: [Spell Dice]x10' Wide

Number of Targets: NA

Damage: NA

Complexity: NA

DC: 21

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.

### Pit of Despair

Duration: Variable

Range: 10' per Character Level

Radius: NA

Number of Targets: 1 Creature

Damage: NA

Complexity: Mostly

DC: 24

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 their Intelligence, the effect is permanent until dispelled. 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: Cosmetic

DC: 21

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 a Strength check against DC 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 24 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: 20

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 6 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: Cosmetic

DC: 29

Description: All creatures within [Spell Dice]x10' of the target are deafened for [Sum] rounds unless they make a Constitution save. If [Sum] is greater than their Constitution, the effect on a failed save is permanent unless healed with moderate magic. 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: 19

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: 32

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: 15

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

move 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: 20

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: [Spell Dice]x5'

Radius: [Spell Dice]x5' Wide Cone

Number of Targets: Variable

Damage: NA

Complexity: NA

DC: 20

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]x5' 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: 21

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. Each instance of damage may be avoided with a Dexterity save.

### Starburst Flare

Duration: [Sum] Rounds

Range: [Spell Dice]x20'+100'

Radius: NA

Number of Targets: NA

Damage: 1d6

Complexity: NA

DC: 18

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 on a failed Dexterity save.

### 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: 22

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]x10 lbs.

### Symbol of Pushing

Duration: [Sum] Rounds

Range: [Spell Dice]x50'

Radius: [Spell Dice]x20'

Number of Targets: NA

Damage: NA

Complexity: NA

DC: 23

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: Cosmetic

DC: 24

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: Cosmetic

DC: 25

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. The creature gets an Intelligence save to avoid damage. 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: 26

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: NA

DC: 11

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. The mystical dagger does d6 damage on if it hits. 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: 22

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: Partial

DC: 18

Description: All creatures killed by the 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 Rounds

Range: NA

Radius: Self+10'

Number of Targets: NA

Damage: NA

Complexity: Partial

DC: 16

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: 33

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 or minor changes.[5]  |
| [Spell Dice] Rounds [2]    | [Spell Dice][3]             | 3'[1]                       | [Spell Dice] HD [3]        | 2d6[3]               | Partial: More radical changes, such as wings, other appendages, different form.[10]  |
| [Spell Dice]+1d6 Rounds[3] | [Spell Dice]x5'[5]          | 10'[3]                      | [Spell Dice] HDx2 [5]      | [Spell Dice] +1d6[3] |  |
| [Sum] Rounds[5]            | [Spell Dice]x20'[7]         | [Spell Dice]x5'[3]          | [Spell Dice] [5]           | [Spell Die][3]       | Mostly: Change the subject into another creature or thing entirely, but only within their physical abilities. [20]                   |
| [Spell Dice] Minutes [5]   | [Spell Dice]x30'[9]         | [Spell Dice] x10'[5]        | [Spell Dice]x2 [10]        | [Spell Die]x2 [5]    |  |
| [Sum] Minutes[7]           | [Spell Dice]x50'[11]        | [Spell Dice] x20'[7]        | [Spell Dice]x5 [15]        | [Spell Die]x5 [7]    | Total: Subject becomes the thing that they are transformed into, down to the fiber of their being, including magical abilities. [30] |
| [Spell Dice] Hours [10]    | [Spell Dice]x100' [15]      | [Spell Dice] x30'[10]       | [Sum] [15]                 | [Sum][5]             |  |
| [Sum] Hours[12]            | [Spell Dice]x1 mile [20]    | [Sum]x5'[5]                 | [Sum]x2 [20]               |                      | Total: Subject becomes the thing that they are transformed into, down to the fiber of their being, including magical abilities. [30] |
| [Spell Dice] Days [15]     | 10' per Character Level [3] | [Sum]x10'[7]                | [Sum]x5 [25]               |                      |  |
| [Sum] Days [17]            | 20' per Character Level [5] | [Sum]x20'[10]               |                            |                      | Total: Subject becomes the thing that they are transformed into, down to the fiber of their being, including magical abilities. [30] |
| [Spell Dice] Weeks [20]    | 50' per Character Level [7] | [Spell Dice] x1 mile [20]   | Save:                      |                      |  |
| [Sum] Weeks [22]           | +10' [1]                    | [Spell Dice] x5 miles [25]  | Save avoids effect [0]     |                      | Total: Subject becomes the thing that they are transformed into, down to the fiber of their being, including magical abilities. [30] |
|                            | +50' [3]                    | [Spell Dice] x10 miles [30] | Save for ½ effect [5]      |                      |  |
|                            | +100' [5]                   | [Sum]x1 mile [20]           | No save [10]               |                      | Total: Subject becomes the thing that they are transformed into, down to the fiber of their being, including magical abilities. [30] |
|                            | [Sum]x1' [5]                | [Sum]x2 miles [25]          | Save with disadvantage [5] |                      |  |
|                            | [Sum]x2' [7]                | [Sum]x5 miles [30]          |                            |                      |  |

Variable: Add 5%xd12 to total calculated DC. 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.

Save: How the save vs magic roll is modified.

| Spell Casting Glitch Table:                             |   |        |  |
|---|---|--------|--|
| 1-4   | Magic wracks you body. -Spell dice+1d6 to all rolls for spell level rounds.   | 53-56  | Magic wracks you body. -Spell dice+1d6 to all rolls for spell level turns.   |
| 5-8   | 1 Charm overloads and is damaged.*  | 57-60  | 1 Charm overloads and is destroyed.*   |
| 9-12  | 1 Minor magical item overloads and is damaged.*   | 61-64  | 1 Minor magical item overloads and is destroyed.*  |
| 13-16   | 1 Moderate magical item overloads and is damaged.*  | 65-68  | 1 Moderate magical item overloads and is destroyed.*   |
| 17-20   | 1 Major magical item overloads and is damaged.*   | 69-72  | 1 Major magical item overloads and is destroyed.*  |
| 21-24   | Take 2d6 exhaustion levels.   | 73-76  | Take [Sum] spell dice of exhaustion.   |
| 25-28   | Dexterity save or drop anything important for spell dice days.  | 77-80  | Mutter incessantly, Disadvantage to all social rolls for spell dice days.  |
| 29-32   | Down & Out for 1d6 minutes.   | 81-84  | Down & Out for 1d6 hours.  |
| 33-36   | Rattled for 1d6 minutes   | 85-88  | Rattled for 1d6 hours  |
| 37-40   | Make a Constitution save now and hourly or lose 1 Constitution point. Stopped by making 3 saves. Regain 1 Constitution point per month.                   | 89-91  | Magic clouds you thoughts. Roll 1d20. If higher than spell dice, act freely; otherwise stand and stare into the distance. Lasts spell level+1d6 turns.     |
| 41-44   | Magic clouds you thoughts. Roll 1d20. If higher than spell dice x2, act freely; otherwise stand and stare into the distance. Lasts spell level+1d8 turns. | 92-94  | Magic clouds you thoughts. Roll 1d20. If higher than spell dice x3, act freely; otherwise stand and stare into the distance. Lasts spell level+1d10 turns. |
| 45-48   | Stare into the abyss. You are frozen and unable to act for 1d10 rounds. Make an Intelligence save or acquire a curse. GM's choice.                        | 95-97  | Magic muddles you brain and you are charmed by the enemy in battle or your worst enemy in a non combat setting. Make an Intelligence save daily to end.    |
| 49-52   | Frozen in a loop. You are locked into the casting process for an additional 1d3 minutes.  | 98-100 | You cannot cast this spell for spell dice days+1d3. All magic saves or rolls are with disadvantage for the duration.                                       |
| *If not applicable, choose next higher item or re roll. |   |        |  |

| Mutation Table: Roll 1d6. 1-3 roll on the left column. 4-6 roll on the right column. |  |    |  |
|--|--|----|--|
| 1  | Your body pulses with chaos. Your healing times are doubled.   | 1  | Your skin is covered with weeping lesions. -3 Constitution until healed.   |
| 2  | Your nails become claws. You unarmed melee attack add 1d3 damage. You have -1 to rolls involving fine manipulation.  | 2  | You have bat wings. Fly at half speed. Constitution save per minute or take 1 level of exhaustion.   |
| 3  | Carnivore. You require fresh, raw meat.  | 3  | Your eyes glow in the dark.  |
| 4  | Your bones are thin and brittle. You take double damage from crushing weapon and falling damage.   | 4  | Your demonic demeanor and appearance cause disadvantage on all social interactions with non Chaotic beings.  |
| 5  | Your skin grows scales and stinks of fish. You grow gills on your neck and can breathe underwater. Social skills and Reactions throws suffer disadvantage.                                       | 5  | You grow sharp horns. You may head butt for 1d8 but may not wear any helmet. You suffer disadvantage to social skills and Reaction throws.   |
| 6  | You grow fangs. Speech is difficult.   | 6  | Your voice becomes deep and gravelly.  |
| 7  | You grow unnaturally obese. Double your weight. You need custom armor custom at double cost. You must double your food intake (but not double water).  | 7  | Amphibian skin: You must submerge in water 1 hour each day or gain a level of exhaustion. Remove 1 exhaustion level for each 1 hour submerged in water.                                      |
| 8  | Your arm, 1-3 Left 4-6 Right, Becomes a tentacle. You lose fine manipulation.  | 8  | You become blind but can use echolocation out to 60'.  |
| 9  | You become unsettling to animals. Dogs bark in fear at you. You have disadvantage to Reaction throws vs. all animals.  | 9  | You gain an animal like stench. This causes -2 to Reaction throws for sentient beings but +2 to reaction throws for animals.   |
| 10   | Battle madness. In battle throw 1d6. On 1 you do not act. On 2-4 you attack the nearest enemy. On a 5 you attack your nearest ally. On a 6 you act normally. The madness lifts when combat ends. | 10 | You become albino. You suffer -3 to attack rolls while in daylight. Exposure to direct sunlight causes damage to your skin. You take 1d6 damage per 4 hours of continuous sunlight exposure. |
| 11   | You take 1 HP per hour of sun exposure.  | 11 | You bring blight to surrounding lands.   |
| 12   | You emit a foul stench. You never surprise creatures with keen noses.  | 12 | Your mutation is advantageous. Remove one mutation, or you have been spared.   |

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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## Change Log:

April 23, 2023: Version 1.1 Added version number, change log page, and changed d20 to 2d10.

December 29, 2023: Adjusted casting time modifiers, spell construction modifiers, recalculated spells, and updated index.