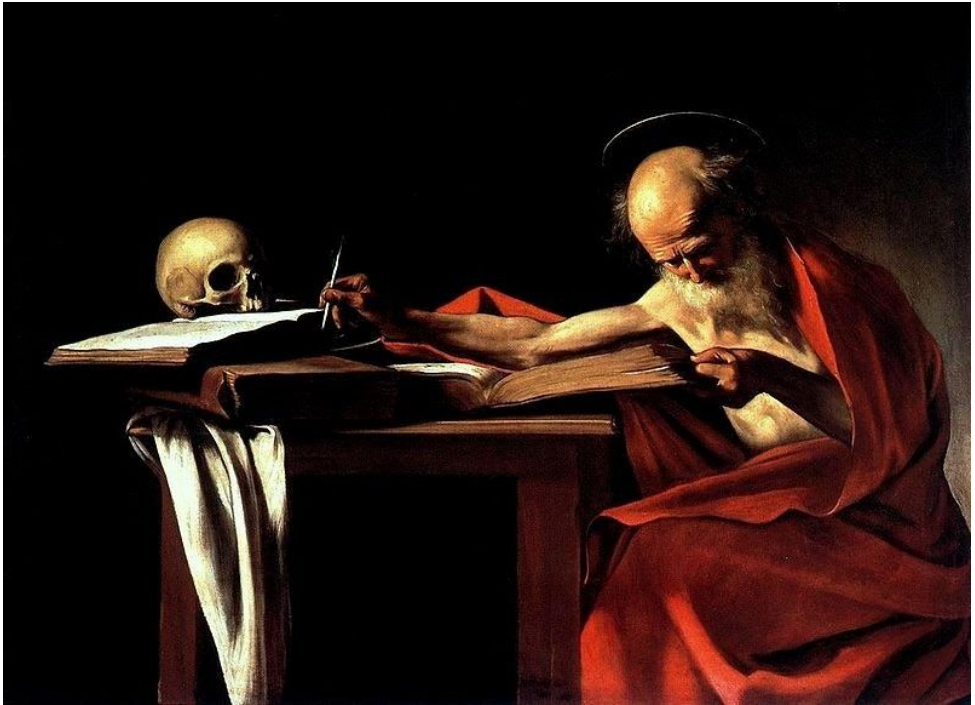


WEIRD MAGIC SPELLS



Vagabundork

Cover painting: **Caravaggio**

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Something About Magic

Magic is not evil or good. People are.

These spells use the weird magic rules that can be found in [Vaginas are Magic!](#) and [Eldritch Cock](#), and you need either to make use of these.

I Got a Stupid result!

Some miscast effect might not be possible under the actual circumstances of play, or become pointless (a rain under the water would not be noticed). The referee is urged to think a way to convey the same mechanical effect by reskinning the effect to a more appropriate one, and if that doesn't work, roll again.

Weird Magic-User Spells



W. Cade Gall

Beyond the Black Diamond Gates

Ah, the dreaming, the last frontier, the door to the impossible. But dreams are not real, sadly, therefore they leave with a bittersweet feeling in the morning, they show you what you could but can't achieve. But it doesn't have to be like that.

It is rumored that certain oneiromancers have managed to pass through the Black Diamond Gates that allow dream objects to be brought into the material world in which most of us live.

This spell allows a Magic-User to instantly get any one item the he could normally carry with him (a weapon, some clothes, food) just by reaching out, as though the item was in front of him.

- 1 Wrong item. Something useless; a bag full of dust, a broken glass, a dissected hand.
- 2 The Magic-User sleeps in his last resting place, he thinks everything his last sleep is only a dream until he realises he's alone (unless he casted the spell in that same place and time), and that he simply was teleported there. He slept for about one minute, only, but he doesn't know it.
- 3 Something invisible severs the Magic-User's hand but the hand is nowhere to be seen. No item, either.
- 4 The spell fails, the Magic-User casts Sleep instead, targeting his partners first, neutral NPCs then and enemies last.
- 5 The spell works but something in the Magic-User's sleeping schedule breaks and he can no longer fall asleep no matter how hard he tries, also becomes immune to magical Sleep. He's always somnolent (-1 to all his rolls) and can't prepare spells anymore, but other than that, he's as healthy as always.
- 6 One random character (PC, NPC or monster) falls asleep. The only way to wake him up is by casting a reverse version of the Sleep spell.
- 7+ See Vaginas are Magic! or Eldritch Cock main miscast tables.

Death

Cartomancers say the Death card doesn't imply a physical death, but an end, possibly of a relationship or interest, and therefore implies an increased sense of self-awareness. But cartomancy is not an exact science, and sometimes a cigar is a cigar and a death is a death.

The Magic-User casts this spell to skip to the end of the current scene.

If it's a combat scene, the next action, either by her own team or another, decides the winner; the winners can decide what to do with the losers, either leaving them be, taking them prisoners or killing them.

If it's a social scene, the referee and players must decide how it ends.

In any case, all participants are aware that they skipped some seconds or minutes, and they can't remember having done what they knew they did that brought them to this moment. Example, if the scene involved a marriage proposal, we skip the scene until the moment when both the person who proposes and the object of their interest are back in their respective homes; if the second accepted, she *knows it* but feels puzzled because she *doesn't remember* having accepted.

If a situation like this involves a player character, it's best to let the player choose their character's actions, even if the character won't remember. Of course, if it doesn't break any boundaries and there's trust among everyone around the table, the referee can make the choice, and it can be the seed of a new adventure: "How do a break my engagement without dying trying?"

- 1 The spell fails, everyone in the scene must save vs. Poison or die.
- 2 Everyone involved skips not a few seconds or minutes, but all time and they are now at the end of time. The referee has to decide what it means, either that they die, they become immortals, history re-starts or something else.
- 3 The Magic-User ages 3 years per level; every 10 years, her physical stats are reduced by 1.
- 4 A giant bony hand emerges from the underworld. One random PC or NPC is taken. NPCs roll morale, players decide their actions.
- 5 Nothing happens. What did you expect? Divination is superstition and quackery (not to mention it was not used for divination until the 18th century). All your enemies gain +1 to their next action.
- 6 The Magic-User loses interest in the situation at hand and becomes increasingly interested in herself and her inner space; she loses all her next action until something brings her back (damage, a catastrophe, a witchfinder, you name it!)
- 7+ See Vaginas are Magic! or Eldritch Cock main miscast tables.

Ephemeral Winter

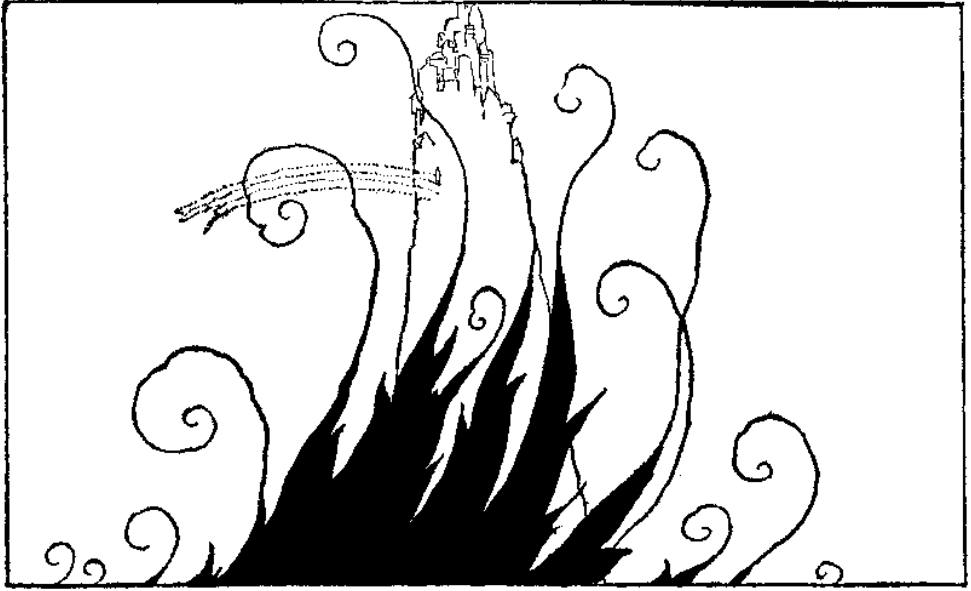
Fimbulwinter in the palm of a hand. The Magic-User can summon the harsh winds and cold that precedes the end of the world and put an end to all life on Earth... one living thing at a time.

The Magic-User touches his target with a hand and the target must save vs. Poison or die, turned into an ice statue. This ice is so cold that not even the heat of the tropics can melt it. Some sorcerers and kings are rumored to keep ice statues in their galleries.

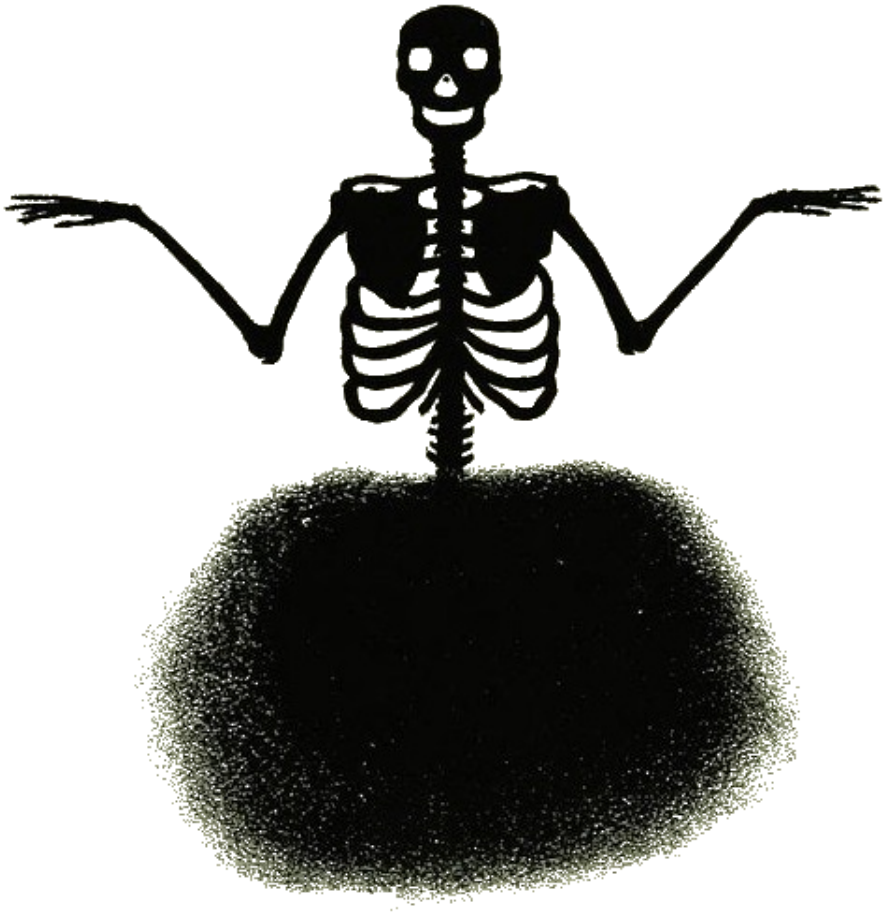
The crystalline statues produce an ethereal music, like that of an harp. Some mad artists or collectors might be interested in a complete set.

A reverse version of this spell can be used to undo its effect, but it only works if the statue is relatively intact.

- 1 The Magic-User becomes an ice statue instead.
- 2 The weather changes. A snowstorm strikes, effects are decided by the referee.
- 3 The spell disrupts the sleep of giants. All the roosters in the world crow. It's Götterdämmerung! Dozens of Frost and Fire giants start appearing on the surface of the world with one goal: destroy all life, including the gods (not that the gods are real, of course).
- 4 The spell works as usual but it heralds the start of a new glacial age. Within a month, the weather has become cold and it's obvious for everyone that this winter is unnatural and will never end.
- 5 The spell works as usual but it doesn't affect the intended target but a randomly chosen one, either friend or foe.
- 6 The spell fails. 1d4+1 hypercarnivorous polar bears appear the next round, and they are hungry, angry and very upset.
- 7+ See Vaginas are Magic! or Eldritch Cock main miscast tables.



The Twilight of the Gods. Willy Pogany



Spectropia. J. H. Brown

the Illiterate Curse

All spellcasters are perverse and selfish monsters, and whoever says otherwise is even worse. These bastards believe themselves to be the center of the universe and their studies are a way of proving that they are right. For them there is nothing more important than to prove their hypothesis, but to achieve this they must prevent others from reaching the same conclusions, since there cannot be two centers in the universe.

In brief, when a Magic-User cannot possess a spell, book, or any other fragment of arcane knowledge, then no one else should.

This spell summons a silverfish swarm that eats away the books, scrolls and other paper and parchment items carried by the target, including spellbooks and magic scrolls. The spell can also be cast on inanimate targets, like bookshelves, but that would be stupid when fire could do the trick.

The target has to be up to 40 feet from the caster. The swarm eats away one random item (or at the referee's choice) per caster level. It takes one round to finish off, after which all the bugs scatter away. The target can make a saving throw vs. Magic to provoke a miscast.

- 1 The swarm instead protects the target, granting him a +1 bonus to AC and a disgusting silvery scale armour.
- 2 The spell summons a single silverfish, but it's mammoth sized. AC 12, HD 4+caster level, MV 120' (40'), #AT bite, DMG 1d8, ML 12, XP it doesn't grant XP.

The spell summons a single silverfish, it appears in the caster's ear and excavates into his brain (1d4 damage, save vs. Poison or -1 to Intelligence). After a week, 2d4 idea-eggs hatch. Roll 1d4 for each: 1. The caster gets one extra spell slot. 2. He suffers 1d4 damage, save vs. Poison or -1 to INT. 3. Save vs. Poison at -1 or a newborn silverfish deposits 1d4 idea-eggs; repeat the cycle. 4. Permanent hearing damage; all his hearing-related rolls are done at -1, including those related to equilibrium and his saves to avoid miscasting spells.
- 4 The swarm eats away the skin and flesh of the target; he dies but his skeleton reanimates and attacks as a 2-HD creature.
- 5 The spell summons a swarm of bees. Angry bees. The caster and those in a 10' area around him suffer 1d6 damage each round for 1d4 rounds or until the bees are scared with fire. Save vs. Breath Weapons for half damage.
- 6 The spell works as intended, except that the swarm is summoned on the caster, so he suffers all its effects.
- 7+ See Vaginas are Magic! or Eldritch Cock main miscast tables.

Life Eternal

If you have an enemy that deserves worse than death, how about eternal life? At first it seems wonderful, but it will soon be clear that living forever is a curse.

The subject of this spell becomes immortal, but she must consume fresh blood if the player wants to keep control of her character, or will become a "hollow zombie", a monster controlled by the referee, without CHA, INT or WIS. The number of days that she can spend without feeding is equal to her CON modifier +1, a negative modifier means that she must feed every day. She can be taken for a vampire, but daylight has no pernicious effect on her. Each day she passes without blood, regardless of her CON modifier, she ages one year. After 100 days without feeding (not in a row, necessarily), her skin begins to decompose and some days later, she becomes a simple Animated Skeleton, but not hollow.

An immortal turned into a monster can recover her health by consuming the blood of a number of victims equal to the days she has passed without feeding. Gradually she will recover her previous appearance, and finally, her autonomy (she can be a PC again).

When the hp of an immortal reaches zero or less, she will be paralyzed for an amount of days equal to the current value of hp -1. That is, if she has -2 hp, she will be paralyzed for 3 days. During that time she will not be able to perform any conscious action and her vital signs will be canceled. Anyone who checks her will think she's dead. The body requires some time to restart.

The target can make a saving throw vs. Magic, or she can choose to receive it without resistance, allowing automatic success. The Magic-User must touch the target with both hands for the spell to take effect, and he can cast it on himself, in which case no saving throw is required. The target always knows the effect of the spell.

- 1 The spell works but after only 24 hours without feeding, the subject must make a saving throw vs. Poison or will turn into a monster controlled by the referee.
- 2 The target has to make a saving throw vs. Poison or die right there. If the target is the caster himself, no saving throw is allowed and he dies at the end of the round.
- 3 1d10 dead bodies in a one mile area around the caster come back to life. They are in great pain and mindless, they know who is responsible for their suffering, and they won't regenerate.
- 4 1d10 random NPCs recover all their hp, and make an individual save vs. Magic, and those who fail, will focus their attacks or attention on the caster; realising unconsciously that something is wrong with him.
- 5 All your allies' hp drop to 1; they can't recover hp until they drink at least a glass of blood. This glass unblocks their health recovery system but won't add any hp. After drinking, they can recover as usual.
- 6 It works! Except that it affects one of your allies. The players, not the caster, choose who.
- 7+ See Vaginas are Magic! or Eldritch Cock main miscast tables.

Rarefied Geometry

Angles were designed by god in a bad day. Angles are what Christians think of Angels, but fallen. Angles can make you fall. But when you learn how to control the rare Angles (triangles that contain 179 or 181 degrees), they can teach you how make your enemies fall.

When a Magic-User casts this spell, her target fall through a corner, niche or crack in a wall, and lands in the not-quite sunken city of R'l'yeh, a labyrinth of rarified geometry, where he is unable to escape, and will eventually be devoured by its dweller, who isn't dead but dreaming.

The target must save vs. Poison/Death to dodge such grim end. If he is successful, this spell can't be cast on him again. Ever. He's been rejected by the Great Squidman.

- 1 The target is teleported to the back of the caster and can make a Sneak Attack (if a Specialist) or a surprise attack (if a different class).
- 2 The Magic-User falls through a crack at her feet and lands on the non-Euclidian city. She is doomed unless the referee can think of an adventure for the character, and maybe escape.
- 3 The greatest old one awakes and the end is nigh.
- 4 Towers, spires, cathedrals, buildings with weird shapes, all appear in the area, the lost city is now here. Or a reflection of it, one of its multiple facets. What horrors dwell in the elliptic chambers and hyperbolic streets? Only god (and the referee) knows.
- 5 The Magic-User must have mispronounced a word because an angel has fallen from the sky, dead.
- 6 Crevices open in the ground; everyone in the area save vs. Paralysis or fall through one of these openings, suffering damage as follows: each roll 1d4, 1: 1d6, 2: 2d8, 3: 3d10, 4: 4d12. It will take them that the same number (as de d4) of turns to climb out the crevice.
- 7+ See Vaginas are Magic! or Eldritch Cock main miscast tables.

Retinal Pessimism

“There’s nothing to see and you are seeing it”. With those words, this spell was given.

The eye of the target becomes a small black hole that devours its owner. It’s terrible to see, but it must be worse to be the target of the spell.

The Magic-User is shown an image of the un-universe, the thing that there was before the universe was. It’s the image of nothing. Mentally, and immediately, he can project that image to anyone in his field of vision, and the target must save vs. Magic; if the target fails her saving throw and hasn’t acted yet, she loses her action, concentrated in the most exquisite suffering ever experienced; at the beginning of the caster’s next action, her victim will have been reduced to a small black spot, the black hole that used to be her own eye, now inert.

- 1 The spell works but the Magic-User is unable to project it, and he suffers its effects.
- 2 The spell works but when the black hole continues to devour one random PC, NPC or monster per round for the next 1d6 rounds.
- 3 The spell works as expected, except the caster goes blind.
- 4 The caster is not shown a mental image of the un-universe, he is actually present at the time before time. For game's purposes, he's dead, unless the referee (or perhaps the player) can think of something interesting to do.
- 5 Cosmic pessimism infects the Magic-User, who refuses to take any further action until receiving some form of physical or metaphysical therapy. Whatever that means.
- 6 When night falls, the world doesn't dawn again. There is nothing to see and everyone is seeing it now. Humans, and all things, must develop a way to survive in a world where vision has been banned.
- 7+ See Vaginas are Magic! or Eldritch Cock main miscast tables.

Screaming Silence

A Magic-User's worst enemy is another Magic-User, they say. And this spell might be proof of that, as it allows the caster to silence her enemies. Silence, the bane of Magic-Users, for in silence they can't utter the words that activate their spells. In silence, they are nothing but pathetic weaklings.

The caster activates this spell with a loud scream, commanding everyone who can listen to be quiet. Every non-caster has a chance to avoid the effect making a saving throw vs. magic. The original caster also is granted a saving throw, but all other casters are not given that chance.

The silence lasts for a number of rounds equal to the caster's level minus the victim's Intelligence modifier, but no matter the result, they are affected by at least one round.

1 The spell works but it lasts for days, not rounds.

2 Only the caster loses her voice for the duration of the spell.

3 Sometime, between the moment when an ancient undead sorcerer taught this spell to his living apprentice, and today, everyone forgot about the undead origin of this spell. That's the reason people gets surprised when they get this effect: The caster's skeleton abandons its body in the most painful of ways; the boneless body doesn't die immediately, and the Magic-User's identity remains in her brain, is not transferred to the skeleton. The skeleton simply runs away and the Magic-User dies in 2d4 minutes.

4 [See result 3] People also get surprised with this effect: 2d3 hostile skeletons emerge from the ground, carrying d6 damage weapons. Each skeleton has as many HD as the caster has levels. If they are attacked with blunt weapons, the skeletons' AC is 12, otherwise it's 14.

5 Rather than silenced, the targets are deafened for the same duration. All affected are penalized with a -1 to all their rolls related to equilibrium and coordination.

6 The spell only works on the caster, but her voice is lost forever.

7+ See Vaginas are Magic! or Eldritch Cock main miscast tables.

Solve et Coagula

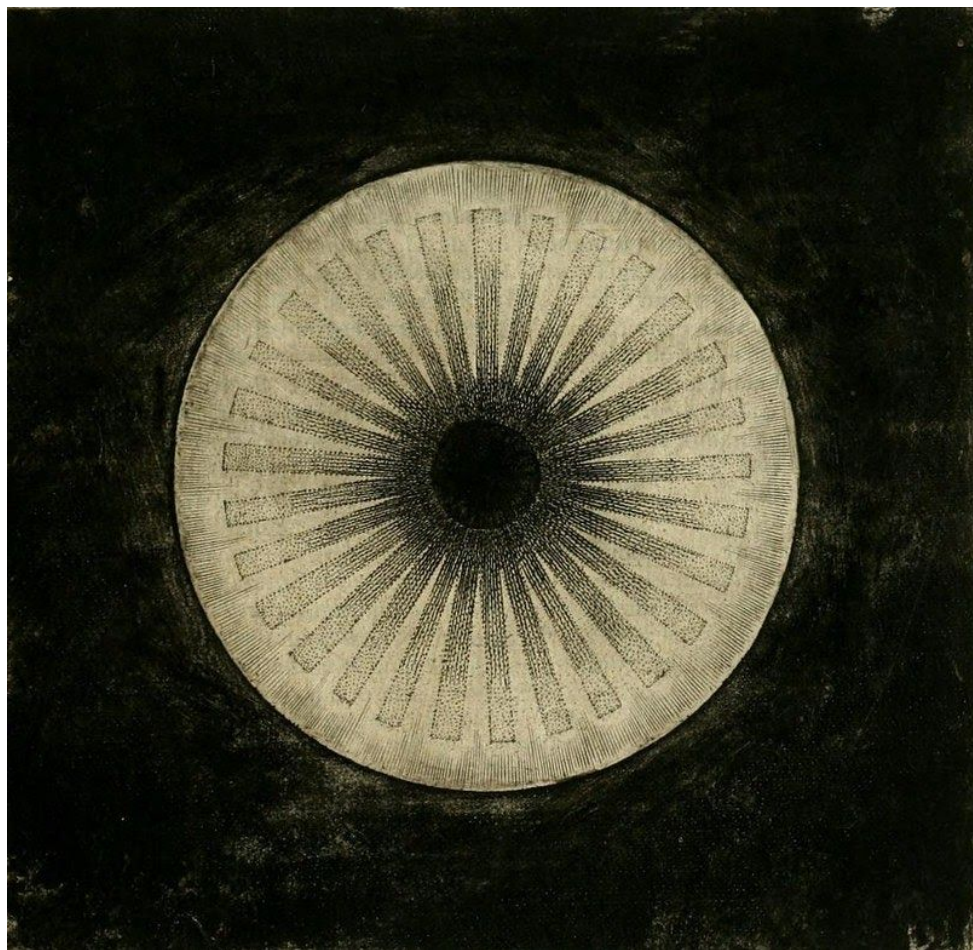
Alchemy works in dichotomies: day and night, male and female, animal and human, *solve et coagula*, "dissolve and coagulate." Something must be broken down in order to later be able to build something new. The transmutation of metals was also an analogy of a person's transmutation towards perfection. To create a new man is necessary to destroy the previous one.

This spell decomposes a target in their elementary particles. To activate it, the Magic-User must spill 25% of his own blood (i.e. Hit Points). At his command, the target will be reinstated but something will have changed. The Magic-User chooses a change category from the following list; the target rolls a dice: an even result produces a good effect, an odd result produces a bad effect.

- A. The physical structure of the target is modified. Either his Strength, Dexterity or Constitution improves or worsens in 1d2 points.
- B. The target's skin becomes more delicate or resistant, his base AC changes from 12 to either 11 (odd roll) or 13 (even roll). This bonus is ignored when wearing armour.
- C. The general shape, musculature and length of the limbs is slightly altered, causing a penalty or bonus of ± 2 to attack rolls.
- D. Something has changed, something ineffable that makes others think that the target is no longer the same as before. The target suffers a penalty or bonus of ± 2 to all their rolls to hire Retainers, their Retainers have the same modifier to their Loyalty rolls, and their human enemies have the opposite modifier to their Morale rolls.
- E. Player and referee make their own transmutations, as dichotomies.

The target will be reconstituted to the caster's command, or in 6 turns, whichever comes first. The reconstructed body will always reappear in the same place where he received the spell, or at the nearest safe point.

- 1 *Solve et Coagula* is also present in nuclear fission and fusion procedures. The target explodes killing everyone, the caster included, in an area of 60' in diameter. Those who succeed in a saving throw vs. Poison, suffer 1d12 damage instead.
- 2 The target reappears in the wrong configuration. Perhaps the head is under the torso, the arms where the legs should be, or the organs, exposed. It will die in 1d4 rounds; a healing spell will not recompose it but will prevent it from dying, leaving it in this configuration.
- 3 The caster becomes the target of his own spell. The referee chooses a category and the players rolls to know if the effect is beneficial or detrimental. He will reappear in 6 turns.
- 4 Sometimes, arcane symbols are very literal. All the wounded, except the caster, in a 60' diameter area around the Magic-User see their wounds close and their blood clot. They recover maximum Hit Points.
- 5 The caster suffers a thrombosis. Save or die! If he survives, he won't be able to take any action for 1d4+2 rounds. He will return to life after 1d3 hours, changed. The player re-rolls his abilities and Hit Points.
- 6 The caster suffers hemophilia and his blood won't coagulate. Whenever he suffers damage, he loses 1 cumulative Hit Point every round after the attack; each round, the caster must save vs. Poison, and when he reached 3 successful rolls (not necessarily in a row), the bleeding stops. This conditions is permanent unless he is casted upon *Cure Disease* once a day for 5 consecutive days without getting wounded.
- 7+ See Vaginas are Magic! or Eldritch Cock main miscast tables.



Utriusque Cosmi. Robert Fludd



The Bishop's Ring (Midday). Eduard Pechuël-Loesche

To be Grossly Incandescent

The sun is a magnificent father and this spell allows you to channel the sun's radiance to ignite your own inner sun, that wondrous body, to be so grossly incandescent.

The Magic-User spends his round with his arms extended in reverence, praising the sun. At the beginning of their next round, his inner fire bursts in flames, and he becomes fire. This effect will last 4 minutes plus 1 extra minute per caster level.

During the incandescence, he can make unarmed attacks for d10 damage, or add +4 fire damage to his steel weapons. Wood weapons burn and become ash pretty quickly.

For the duration, he can't be damaged by mundane weapons or fire, only very powerful weapons or hazards (cannon balls, giant boulders, a ram strike) and magic can harm him.

When the effect passes, he must save vs. Magic or lose half his maximum HP.

1 “You died, consumed by the flames.”

2 Somehow, instead of the light, the Magic-User summoned darkness. He becomes an undead. The player can still control her character but the character acquires the stats of a zombie or other simple, low HD, undead.

3 The Magic-User can't control his inner fire, it works as expected but at the end of the effect, he loses 75% of his maximum HP, without making a saving throw.

4 Everyone around you, within a short area (referee's choice), must save vs. Breath Weapon or be blind until they keep their eyes closed for 6 hours, like sleeping.

5 The spell only works for 1 minute but the damage the character inflicts is doubled. After the effect passes, the Magic-User is unable to use this spell until he gains at least one level.

6 The Magic-User explodes in a miniature supernova. Everyone in a radius of 100 meters (350 feet) suffers 2d10 damage, and everyone in the next 100 metres, suffers 1d10 damage. Of the caster, only an atomic shadow on the ground remains.

7+ See Vaginas are Magic! or Eldritch Cock main miscast tables.

Under A Funeral Moon

Science is magic! Magic-Users understand this and they exploit all human knowledge and technique to their own ends. They don't care about progress, they care about knowledge and themselves only. When they help others, it surely is part of some experiment, or a means to an end.

When this spell is casted, everyone but the caster within a 120' diameter area, with the Magic-User as the centre point, falls like birds on the moon, where there is no air. Flight becomes impossible, and movement is reduced to a half speed crawl and all actions are done at -2.

The spell lasts as many rounds as the Magic-User has levels.

- 1 It produces the opposite effect, all within, including the MU, is expelled at high velocity. Each round, they elevate 360'. When the spell ends, they fall and suffer 1d8 damage per the first 3 rounds the effect lasted; 4+ rounds mean save vs. Poison or die.
- 2 The spell produces a cosmic cold effect. Everyone within, including the MU, must save vs. Paralysis or freeze for the duration, suffering 1d4 cold damage per round.
- 3 The gravity force is so strong it attracts some heavy object that would have been orbiting Earth. A rock, a spacecraft, the moon herself! The effects are devastating to the area. Save vs. Poison; if successful, you don't die but only have 1 hp remaining.
- 4 The area of the spell is a wormhole and something is coming this way! It closes after the effect ends. It's some pelagic horror from the depth of the cosmic ocean. AC 18, HD 16, MV 240' (80'), #ATT 4 tendrils per round, DMG (1d10 per tendril). AC , HD , MV , #AT , DMG , ML , XP
- 5 You changed the orbit of the planet. Roll 1d6: 1. Eternal night in Europe. 2. Eternal summer worldwide. 3. Six months of autumn, six of winter. 4. The poles melt; in a month, it's waterworld. 5. The entire continent is covered in fog. 6. Earth and Mars collide. End of the world and the beginning of a post-apocalyptic Early Modern period.
- 6 The spell doesn't ends. The victims, not including the Magic-User, keep going and going up and then die when oxygen is insufficient. The MU has to leave the area of he, too, will be affected. Save vs. Paralysis to be able to move away.
- 7+ See Vaginas are Magic! or Eldritch Cock main miscast tables.