# The Mage's Grimoire

By Brad Kerr and Gavin Norman

## New Spells

This article presents ten spells to expand the *OSE* magic-user spell list. The new spells are inspired by classic magicks from *AD&D* which are missing from *Old-School Essentials*.

PCs might discover these new spells in scrolls, spell books, or grimoires (see ***p21***), learn them from mentors, or create them by research (see ***Magical Research*** in *Old-School Essentials*).

Alternatively, the referee might decide to add these new spells to the standard magic-user spell list, expanding the selection of spells available to all casters.

### Burning Hands

**1st level magic-user spell**
**Duration: Instant**
**Range: 5′**

A fan of searing flame shoots from the caster's fingertips, targeting creatures and objects in front of the caster.

**Damage:** Creatures caught in the flames suffer 1 damage per level of the caster.

**Flammable materials:** Are ignited. This includes flammable materials carried or worn by creatures.

**On fire:** A creature in contact with burning material (e.g. their clothing) suffers 1 damage per subsequent round, for up to 3 rounds.

**Extinguishing:** Burning creatures can spend a round to extinguish the fire.

### Feather Fall

**1st level magic-user spell**
**Duration: 1 round per level**
**Range: 60′**

Creatures and objects selected by the caster are protected from falling damage.

**Subjects:** Must all be within a 10′ cube and weigh at most 2,000 coins per level of the caster. (A typical human weighs around 1,500 coins.)

**Rate of falling:** While the spell duration lasts, subjects fall at 10′ per round and suffer no damage upon landing.

**Instant casting:** *Feather fall* can be cast as an instant utterance when the caster or another target within range starts falling. In combat, it does not need to be declared and does not count as the caster's action for the round (though it cannot be cast in the same round as another spell).

### Shocking Grasp

**1st level magic-user spell**
**Duration: Instant**
**Range: Creature or object touched**

The caster imbues their hands with electricity to transfer a powerful shock to a creature via touch.

**Damage:** The shocking grasp deals 1d8 damage plus +1 per caster level. In combat, a melee attack roll is required.

**Conductors:** A caster can alternatively discharge the spell on an electrical conductor. Damage is divided between creatures touching the conductor.

## Unseen Servant

**1st level magic-user spell**
**Duration: 6 turns +1 per level**
**Range: 30′**

The caster summons an invisible force to perform mundane tasks such as fetching items, opening unstuck doors, moving chairs, and cleaning up.

**Restrictions:** The unseen servant cannot carry more than 200 coins of weight. It cannot fight or directly inflict harm to a creature.

**Cancelling:** The unseen servant is dispelled if it moves outside of the spell's radius.

**Damage:** The unseen servant cannot be directly attacked, but area effects (e.g. breath weapons) can harm it. It has 6hp.

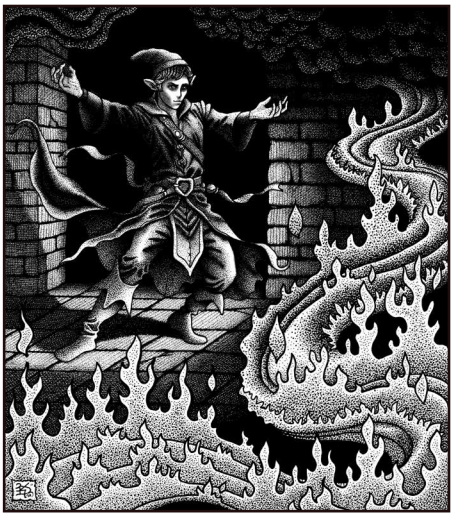
## Pyrotechnics

**2nd level magic-user spell**
**Duration: Special**
**Range: 160′**

This spell manipulates an existing source of fire. It has two usages; using either immediately extinguishes the originating flame. Especially large fires are only partially extinguished by a *pyrotechnics* spell.

**Fireworks:** Dazzling coloured fireworks erupt from the flame. Onlookers within 120′ must **save versus spells** or be blinded for 1d4+1 rounds.

**Smoke:** A writhing trail of smoke billows from the flame and fills a 30′ radius area. This smoke obscures vision beyond 2′ and lingers for 1 round per caster level.



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## Ray of Enfeeblement

**2nd level magic-user spell**
**Duration: 1 round per level**
**Range: 30′**

A magical ray leaps from the caster's finger to drain a humanoid target of its physical strength. The target may **save versus spells** to resist. The effect differs on targets with a rated STR score and those without.

**STR score:** The target's STR is reduced by 5. Targets reduced to 0 STR cannot move or act.

**No STR score:** The target suffers penalties to their physical attacks: –2 to hit and –1 damage for every damage die rolled (to a minimum of 1 damage per die).

## Stinking Cloud

**2nd level magic-user spell**
**Duration: 1 round per level**
**Range: 30′**

The caster conjures a noxious 20′ diameter cloud of foul-smelling gas. Living creatures within the cloud must **save versus poison** or retch helplessly for 1d4+1 rounds (unable to move or act).



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## Blink

**3rd level magic-user spell**
**Duration: 1 round per level**
**Range: The caster**

The caster randomly teleports a short distance each round, making it difficult for opponents to attack them.

**Teleportation:** At the end of their side's initiative each round, the caster teleports 5′ in a random direction. Re-roll random directions that would place the caster within solid rock, etc.

**Initiative:** Creatures acting before the caster's side in a round's initiative sequence can target the caster normally with spells and attacks. Those acting after cannot target the caster.

**Area effects:** (e.g. dragon breath, *fire ball*) can affect the caster if they encompass both the caster's original location and the random teleport destination this round.

## Slow

**3rd level magic-user spell**
**Duration: 3 turns**
**Range: 240′**

Up to 24 creatures in a 30′ radius area must **save versus spells** or be enchanted to move and attack half as quickly as normal.

**Movement:** Subjects' maximum movement rates are halved.

**Attacks:** Subjects can only attack every other round.

**Spells:** The number of spells a subject can cast per round is not affected.

**Magical devices:** The use of devices such as wands is also not affected.

**Counteracting *haste*:** *Slow* counteracts the effects of a *haste* spell, and vice versa.

## Tongues

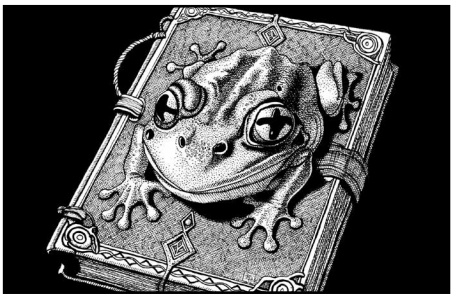
**3rd level magic-user spell**
**Duration: 1 turn**
**Range: 60′**

The caster is able to speak and understand any language within the spell's range.

**Writing:** The caster does not gain the ability to read or write other languages.

### Reversed: Babble

Cancels the effect of *tongues*. All spoken language is garbled and unintelligible within the spell's range.



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## **Enlarge** *(Reversible)*

*Arcane Transmutation/ Alteration*

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| **Level:** | Magic user 1 |
| **Range:** | 5 ft/ caster level |
| **Duration:** | 1 turn/ caster level |
| **Area of Effect:** | One creature or object |
| **Components:** | V,S,M |
| **Casting Time:** | 1 segment |
| **Saving Throw:** | Negates |

This spell causes a creature or object to grow in size and weight. The spell increases a creature's size and weight by 20% for each level of the caster (to a maximum increase of 200%) or increases an object's size and weight by 10% per caster level (to a maximum increase of 100%). The magic user's power limits the volume of material that he or she can enlarge; the mage can affect no more than 10 cubic ft of living matter, or 5 cubic ft of non-living matter, per level. A normal sized person doubled in size will generally have strength of 18, and tripled in size would have strength of 20+. The spell's reverse applies in the same ratios, but with the effect of reducing the size of an object or creature. If the spell is cast on an unwilling recipient, a successful saving throw will negate the spell, but willing recipients may choose to forgo the save.

**FIND FAMILIAR**
*Magic-User Spell — Level 1*

This spell allows the magic-user to summon a small creature to act as a faithful companion. The magic-user must cast the spell in a quiet place, burning incense and selected herbs in a brazier. The ritual requires many hours, determined by the Dungeon Master. The familiar appears only when the environment is suitable for its kind.

A familiar will not normally fight, but warns its master of danger, scouts small passages, and provides companionship. The magic-user may concentrate for one round to see and hear as the familiar does; however, no spells may be cast during that round.

A familiar has few hit points. While it remains within 120 feet of the caster, its hit points are added to the caster's total. If the familiar is slain, the magic-user permanently loses twice the familiar's normal hit points.

The type of familiar depends on the surroundings at the time of the ritual. The Dungeon Master may choose or roll on the appropriate table. A more experienced magic-user summons more reliably; subtract 1 from the roll for every 3 full caster levels.

A roll indicating "Special" means that an Immortal-Touched creature may appear. These beings may accept or refuse the bond, for they act according to the unseen will of the Immortals.

A roll indicating "None" means no creature answers the call, and the spell is expended.

A magic-user may dismiss a familiar at any time. When dismissed, the familiar departs peacefully and causes no harm.

# FIND FAMILIAR

**LAND FAMILIARS (1d20)**

Use this table when the spell is cast in forests, plains, hills, caverns, or ruins.

1–2: Cat
3–4: Weasel or Ferret (AC9)
5: Stoat / Ermine (AC9)
6: Shrew (AC9)
7: Small Lizard (AC9)
8: Toad (AC9)
9: Mouse or Rat (AC9)
10: Mole (AC9)
11: Hedgehog / Small Burrower (AC9)
12: Hare (AC9)
13: Kid Goat (AC9)
14: Tortoise (AC9)
15: Magpie (AC9)
16: Blackbird or Starling (AC9)
17: Sparrow (AC9)
18: Woodpecker (AC9)
19: **SPECIAL** (Immortal-Touched)
20: **NONE**

**IMMORTAL-TOUCHED FAMILIARS (1d12)**

These familiars appear only with the permission of an Immortal. They glow faintly or possess an otherworldly grace. They may leave if the caster acts dishonorably. All are canon BECMI creatures from PC1–PC4 or DMR2.

1: Brownie (PC1, DMR2)
2: Sprite (PC1, DMR2)
3: Flitterling (DMR2)
4: Coltpixy (DMR2)
5: Tabi — Winged Monkey of Serraine (PC2)
6: Pooka (PC1)
7: Wooddrake (PC1)
8: Faenare Sprite (PC1)
9: Nixie (PC3 Sea Peoples)
10: Kna Minnow-Spirit (PC3 Sea Peoples)
11: Feywing (DMR2)
12: Wood Imp, benign type (PC1)

**AIR FAMILIARS (1d20)**

Use this table when the spell is cast on cliffs, towers, high forests, open fields, or mountainsides.

1–2: Owl (AC9)
3–4: Hawk or Falcon (AC9)
5: Bat (AC9)
6: Dove or Pigeon (AC9)
7: Sparrow (AC9)
8: Magpie (AC9)
9: Crow or Raven (AC9)
10: Woodpecker (AC9)
11–14: Any other small normal bird listed in AC9
15: **SPECIAL** (Immortal-Touched)
16–20: **NONE**

**WATER FAMILIARS (1d20)**

Use this table when the spell is cast near a lake, river, marsh, pond, or gentle shoreline.

1–3: Small Fish (AC9)
4–5: Frog (AC9)
6: Small Newt (AC9)
7: Small Eel (AC9)
8: Crab (AC9)
9: Snail or Small Shellfish (AC9)
10: Turtle (AC9)
11–14: Other tiny aquatic animals listed in AC9
15: **SPECIAL** (Immortal-Touched)
16–20: **NONE**