



## Sorcerous Grimoire

# Animal Summoning

**Level:** 1   **Range:** 20'   **Duration:** Varies   **Casting Time:** 1 round   **Save:** None

*The caster invokes animal spirits to summon forth a mundane animal. The caster must be familiar with the animal type and have some material remnant to expend in casting the spell (e.g., hair, fur, paw, tooth, skull, etc.).*

**Misfire:** Roll 1d4: (1) caster inadvertently summons a swarm of aggravating insects, such as bees, wasps, or locusts; (2) instead of summoning an animal, the caster inadvertently sends one away: The caster's familiar or the next-closest mundane animal vanishes for 1d4 rounds only to return dirty, wet, and angry; (3) caster summons only part of an animal, causing a pile of bloody rabbit ears, severed goat horns, dislocated wolf legs, or bloody viscera to appear; (4) caster correctly summons an animal but incorrectly places it inside a nearby building or terrain feature, or the floor/ground if there is no other nearby feature the animal dies instantly and its body is difficult to recover now that it is fused with the object.

**Corruption:** Roll 1d8: (1) wizard takes on minor facial trait of the animal he attempted to summon, such as whiskers, longer ears, cat eyes, etc.; (2) wizard emits an odor which humans find strange but animals find irresistible; (3-5) minor corruption; (6-7) major corruption; (8) greater corruption.

**Mercurial Magic:** Cannibal magic. The caster suffers damage equal to 1d4+the spell's level each time he casts it, unless he is physically touching another individual willing to suffer the damage in his stead. Unwilling or unknowing individuals cannot be forced to suffer for the wizard.

## Spell Results

**1:** Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + misfire + patron taint, (1-2) corruption, (3) patron taint (or corruption if no patron), (4+) misfire.

**2-11:** Lost. Failure.

**12-13:** The caster summons one mundane animal of 1 HD or less. The animal remains for up to 1 hour, though it hungers, thirsts, and rests as normal. The animal obeys the caster's commands within normal bounds suicidal commands or those contrary to its nature (e.g., ordering a rabbit to consume meat) have a 50% chance of releasing the animal from service, in which case it returns from whence it came. Due to the nature of the summoning, the caster cannot directly harm the creature summoned.

**14-17:** The caster summons one mundane animal of up to 2 HD, or two animals of 1 HD or less. The animals remain for up to 1 hour, though they hunger, thirst, and rest as normal. The animals obey the caster's commands within normal bounds suicidal commands or those contrary to its nature (e.g., ordering a rabbit to consume meat) have a 50% chance of releasing the animal from service, in which case it returns from whence it came. Due to the nature of the summoning, the caster cannot directly harm the creature summoned.

**18-19:** The caster summons one mundane animal of up to 2 HD, or two animals of 1 HD or less. The animals remain for up to 2 hours, though they hunger, thirst, and rest as normal. The animals obey the caster's commands within normal bounds suicidal commands or those contrary to its nature (e.g., ordering a rabbit to consume meat) have a 50% chance of releasing the animal from service, in which case it returns from whence it came. Due to the nature of the summoning, the caster cannot directly harm the creature summoned.

**20-23:** The caster summons one mundane animal of up to 4 HD, two animals of 2 HD, or up to four animals of 1 HD or less. The animals remain for up to 2 hours, though they hunger, thirst, and rest as normal. The animals obey the caster's commands within normal bounds suicidal commands or those contrary to its nature (e.g., ordering a rabbit to consume meat) have a 25% chance of releasing the animal from service, in which case it returns from whence it came. Due to the nature of the summoning, the caster cannot directly harm the creature summoned.

**24-27:** The caster summons one mundane animal of up to 8 HD, two animals of 4 HD, four animals of 2 HD, or up to eight animals of 1 HD or less. The animals remain for up to 2 hours, though they hunger, thirst, and rest as normal. The animals obey the caster's commands within normal bounds suicidal commands or those contrary to their nature (e.g., ordering a rabbit to consume meat) have a 25% chance of releasing the animals from service, in which case they return to whence they came. Due to the nature of the summoning, the caster cannot directly harm the animals summoned.

**28-29:** The caster summons one mundane animal of up to 8 HD, two animals of 4 HD, four animals of 2 HD, or up to eight animals of 1 HD or less. The animals remain for up to a day, though they hunger, thirst, and rest as normal. The animals obey the caster's commands within normal bounds suicidal commands or those contrary to their nature (e.g., ordering a rabbit to consume meat) have a 10% chance of releasing the animals from service, in which case they return to whence they came. Due to the nature of the summoning, the caster cannot directly harm the animals summoned.

**30-31:** The caster summons one mundane animal of up to 16 HD, two animals of up to 8 HD, four animals of up to 4 HD, or up to eight animals of 2 HD or less. The animals remain for up to a day, though they hunger, thirst, and rest as normal. The animals obey the caster's commands within normal bounds suicidal commands or those contrary to their nature (e.g., ordering a rabbit to consume meat) have a 10% chance of releasing the animals from service, in which case they return to whence they came. Due to the nature of the summoning, the caster cannot directly harm the animals summoned.

**32+:** The caster summons a large group of mundane animals. This could be a herd of cattle, a pride of lions, a flock of geese, or a pack of wolves. All animals must be of the same type, and the total hit dice must be 100 HD or less. The herd remains for up to a week, though they hunger, thirst, and rest as normal. The animals obey the caster's commands within normal bounds and even undertake suicidal commands or those contrary to their nature (e.g., ordering a rabbit to consume meat). Due to the nature of the summoning, the caster cannot directly harm the animals summoned.

# Magic Shield

**Level: 1**   **Range: Touch**   **Duration: Varies**   **Casting Time: 1 action**   **Save: None**

*The caster conjures up a magical shield that defends him from opponents.*

**Misfire:** Roll 1d4: (1) caster's shield appears as force burst aimed inward instead of spreading out, causing 1d4 damage as it explodes against him; (2) shield is accidentally summoned to benefit nearest enemy, granting that enemy a +4 bonus to AC for 1d3 turns; (3) caster accidentally summons shield horizontally below his feet, lifting him up 3" from the ground and causing him to "slide" on it for next 1d3+1 rounds; this increases his speed by +10' but imposes a -1 penalty to attacks, spell checks, damage, and AC as he slips and slides haphazardly; (4) caster completely encases himself in a shield that blocks all attacks, damage, spells, and physical contact between him and the rest of the world, such that he is completely encased in a transparent bubble which renders him invulnerable to attack but also unable to move or communicate outside the bubble for 1d4 rounds.

**Corruption:** Roll 1d8: (1-4) minor; (5-7) major; (8) greater.

## Mercurial Magic:

### Spell Results

**1:** Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + misfire; (1-2) corruption; (3+) misfire.

**2-11:** Lost. Failure.

**12-13:** The caster conjures a weak shield that provides a +2 bonus to AC for 1d6 rounds.

**14-17:** The caster conjures a shield that provides a +4 bonus to AC for 2d6 rounds.

**18-19:** The caster conjures shield that provides a +4 bonus to AC for 1d3 turns. When casting the spell, the caster can apply the shield to himself or one ally touched.

**20-23:** The caster conjures a shield that provides a +4 bonus to AC for 1d3 turns. When casting the spell, the caster can apply the shield to himself or one ally touched. In addition to the AC bonus, the shield also blocks magic missiles automatically (missiles usually have no effect; see magic missile spell description).

**24-27:** The caster conjures a shield that protects him or an ally touched. The shield lasts 1d4+1 turns and has three benefits: it provides a +4 bonus to AC; it blocks magic missiles automatically (see magic missile spell description); and it blocks most attacks from mundane projectiles, reducing damage from any arrow, sling stone, bolt, dart, or other ranged weapon by 10 points per attack for the duration of the spell.

**28-29:** The caster conjures two shields that protect him and one ally touched. Each shield lasts 1d4 hours and has four benefits: it provides a +4 bonus to AC; it blocks magic missiles automatically (see magic missile spell description); it blocks most attacks from mundane projectiles, reducing damage from any arrow, sling stone, bolt, dart, or other ranged weapon by 10 points per attack for the duration of the spell; and it provides a benefit in counterspelling equal to a +2 bonus to any subsequent spell check made as a counterspell.

**30-31:** The caster conjures a battalion of magical shields that protect him and his allies. The caster is automatically shielded, as are all allies within a 10' radius. Each shield lasts 1d4+1 hours and follows the allies even if they leave the caster's side. Each shield has four benefits: it provides a +6 bonus to AC; it blocks magic missiles automatically (see magic missile spell description); it blocks most attacks from mundane projectiles, reducing damage from any arrow, sling stone, bolt, dart, or other ranged weapon by 20 points per attack for the duration of the spell; and it provides a benefit in counterspelling equal to a +4 bonus to any subsequent spell check made as a counterspell.

**32+:** The caster calls forth a globe of shimmering magical energies that protects him and his allies. The caster is automatically encased in this magical shield, as are all allies within a 10' radius. The shimmering globes last until the next sunrise and follow the allies even if they leave the caster's side. Each globe has five benefits: it provides a +8 bonus to AC; it blocks magic missiles automatically (see magic missile spell description); it reduces damage on all attacks against its target by 2 points; it blocks most attacks from mundane projectiles, reducing damage from any arrow, sling stone, bolt, dart, or other ranged weapon by 20 points per attack for the duration of the spell; and it provides a benefit in counterspelling equal to a +4 bonus to any subsequent spell check made as a counterspell.

# Read Magic

**Level: 1**   **Range: 5'**   **Duration: Varies**   **Casting Time: 1 round**   **Save: None**

*The caster can read magical text, such as magical scrolls, books, and tomes, as well as magical inscriptions on swords, arches, and the like. This allows comprehension but does not activate the spell. The caster can learn the reverse of this spell, called obfuscate magic, which renders magical text illegible (even with the aid of this spell).*

**Misfire:** Roll 1d6: (1) caster's mind scrambles letters, preventing him from reading for 1d4 days; (2) caster scrambles visual perception for all allies within 20', meaning none of them can read for 1d3 hours; (3) caster inadvertently enchants nearest text [probably a book on his person but could be further away], translating it into a magical text that can now only be read via read magic; (4) 1d6 printed pages within 100' are magically distorted such that the letters un-ink, rearrange themselves, and then re-imprint, rendering the page completely unreadable unless the letters are manually resorted; (5) the nearest book is translated into another language entirely [reference Appendix L for ideas; roll d% as wizard]; (6) for the next day, every word spoken by the wizard appears visually in front of him as a gust of dark smoke shaped like the appropriate letters, emanating from his mouth.

**Corruption:** Roll 1d6: (1-2) minor; (3) caster's skin is inscribed with 1d6 glowing tattoos of mystic runes; (4) caster's eyes take on a yellow film whenever he looks upon the printed word; (5) caster's fingertips are permanently blotted in ink; (5-6) major.

**Mercurial Magic:** Mystic twin. Casting the spell causes a fully functioning twin face to appear in the caster's chest. The face remains for 1d3 rounds. During that time, this dual face has its own 1d20 action die under the control of the player, with which it can speak, cast spells as the caster, or spout cryptic wisdom.

## Spell Results

**1:** Lost, failure, and worse! Roll 1d6 modified by Luck: (1 or less) corruption; (2+) misfire.

**2-11:** Lost. Failure.

**12-13:** The caster can read magic text for 1 round, long enough to read a single sentence or phrase. He retains understanding of this phrase even after the duration ends. Reading a complete spell scroll typically takes 1 turn per spell level, so this is not enough time to read a complete spell.

**14-17:** The caster can read magic text for 1 turn, long enough to read a level 1 spell. He retains understanding of this phrase even after the duration ends.

**18-19:** The caster can read magic text for 2 turns, long enough to read a level 2 spell. He retains understanding of this phrase even after the duration ends. The caster can also read basic magic runes and glyphs, enough to decipher the general message of a runic alphabet spell or other rune-based inscription.

**20-23:** The caster can read magic text for 3 turns, long enough to read a level 3 spell. He retains understanding of this phrase even after the duration ends. The caster can also read basic magic runes and glyphs, enough to decipher the general message of a runic alphabet spell or other rune-based inscription.

**24-27:** The caster and one adjacent ally can read magic text for 1 hour. Both caster and ally can also read basic magic runes and glyphs, enough to decipher the general message of a runic alphabet spell or other runebased inscription.

**28-29:** For a period of 1 day, the caster and all allies within 20' can read all magic text, all runes and inscriptions, and 1d4 additional mundane written languages, starting with the first unfamiliar language encountered during the duration and ending after 1d4 have been encountered.

**30-31:** For a period of 1 week, the caster and all allies within 20' can read all magic text, all runes and inscriptions, and 1d4+2 additional mundane written languages, starting with the first unfamiliar language encountered during the duration and ending after 1d4 have been encountered.

**32+:** For a period of 1 month, the caster can read all writing whether mundane or magical, runic or alphabetic, inscribed or invisible. If there is text present within line of sight, the caster can read it.

# Patron Bond

**Level: 1**   **Range: Self or touch**   **Duration: Lifetime**   **Casting Time: 1 week + quests**   **Save: None**

*The caster commits himself to the service of a supernatural lord, forming a pact to gain its support as his patron so long as he continues to please it with his service. This patron may be a demon, devil, ghost, spirit, elemental, angel, chaos lord, or other supernatural being who accepts the caster's service. The initial ceremony takes one week to complete. Once the pact is made, the caster may invoke the patron's support with the spell invoke patron, and it may or may not answer as it sees fit. In return for the patron's assistance, it may ask the caster to do certain things. The caster must act faithfully in its service at all times, lest it cast him off. The caster may perform more than one ceremony to serve multiple masters, but doing so may raise questions as to his true loyalties. This is dangerous magic; a supernatural patron is not the same as the deity that a cleric may worship. The caster should be forewarned that he is in communion with almighty spirits. Alternately, once the caster has formed a bond with his patron, this spell may be cast to create a bond between another mortal and the caster's patron. The mortal need not be a spellcaster; in fact, the second mortal usually is not. In this case, both the caster and the recipient must spend a week on the ceremony, which requires a mighty oath to declare allegiance to the patron. Very powerful creatures are more likely to successfully bond with patrons (who look more favorably upon powerful followers). Typically, a casting of patron bond on behalf of another receives a bonus of +2 if the subject is of 5th-level (5 HD) or higher and +4 if the subject is of 9th-level (9 HD) or higher. At the end of the ceremony, the casting of the spell seals the bond. Recruiting additional followers for his patron brings the caster favor and may grant boons to the other followers; though, their patron will ask fealty of them in exchange. Note that continued casting of this spell may taint the caster, both spiritually and physically.*

**Misfire:** N/A

**Corruption:** N/A - Always patron taint

**Mercurial Magic:**

## Spell Results

**1-31:** See Rulebook

# The King of Elfland

Master of the verdant realm glimpsed only through sun-dappled groves, the mist of great waterfalls, and the moments of dusk and dawn, the King of Elfland rules all elf-kin from his throne of mist and ice. Fierce once roused, the white-bearded regent keeps watch over the dreaming land, protecting against incursion. He grants fearsome powers to his mortal champions, but can often seem fickle and sanguine, neglecting affairs not immediately pertaining to the Elflands.

## Patron Taint

The King of Elfland is a vexing patron, indifferent and then demanding by turns. Those in his service must be dedicated to their liege and vengeful against his foes. Few can view the master of Elfland and not be influenced by his boundless lust for life. When a patron taint is indicated, roll 1d6 on the table below. When a caster has acquired all six taints at all levels of effect, there is no need to continue rolling any more.

**1:** The caster is seized by in explicable longing for the forests of Elfland and yearns to visit the mythic land. If the result is rolled a second time, the longing overcomes the caster; if the opportunity presents itself, he must make a pilgrimage to Elfland. If the result is rolled a third time, the caster can do naught but take steps that will return him to Elfland. If the caster succeeds in making a pilgrimage to the fabled land, he is free to depart after the briefest of visits (returning to the mortal world 3d100 years later).

**2:** The vibrant, verdant power of the Elflands seeps into the caster. The caster's skin takes on a green hue, especially at dusk and dawn. If the result is rolled a second time, the caster buds hints of velvet-covered antlers. If the result is rolled a third time, antlers sprout from the caster's forehead and his skin is covered in a soft coat of green-hued fur.

**3:** The caster adopts the sanguine indifference of his patron. He becomes aloof and easily distracted, reducing his Personality by -1. If the result is rolled a second time, the caster becomes withdrawn from mortal concerns—the promise of gold and glory have little draw; the caster's Personality is reduced by a further -1. If the result is rolled a third time, the caster fully withdraws from the world of mortal suffering, reducing his Personality by a further -1, and can only be motivated if the concern involves himself or the Elflands.

**4:** Animals are inexplicably drawn to the caster. Though they do not obey the caster's commands (and, indeed, ignore the caster's attempts to shoo them), domesticated animals of every sort long to be within the caster's presence. If the result is rolled a second time, the effect extends to small wild animals—birds, rats and the like—which accompany the PC wherever he goes. If the result is rolled a third time, the caster cannot go anywhere without being accosted by animals of all sort.

**5:** The caster sees sprites and the like out of the corner of his vision and just out of sight. If the result is rolled a second time, the caster comes to the very visceral realization that the entire world is alive with spirits and finds himself absent-mindedly consulting them when challenges arise. If the result is rolled a third time, his perception of the natural world of the spirit is far more real than the usual mortal realm, and the caster must make an effort (Will save, DC 15) in order to interact with mortals during anything other than life-threatening situations.

**6:** The caster is easily distracted and struggles to stay focused on the present: The judge may select a single spell that takes 1 round to cast; the caster must succeed on a DC 10 Will check or take an extra +1d3 rounds to cast the spell. If the result is rolled a second time, the judge should choose a second spell; the caster must succeed on a DC 15 Will check or take an extra +1d3 rounds to cast the spell. If the result is rolled a third time, the judge should choose a third spell; the caster must succeed on a DC 20 Will check or take an extra +1d3 rounds to cast the spell.

## SpellBurn

**1:** A fearsome, scintillating dragon appears over the caster's shoulder. As the spellburn takes effect, the dragon is drawn into the caster, the shock of the effect manifesting as stat point loss.

**2:** The caster is granted the spellburn bonus, but must succeed on a minor quest in the next 1d4 weeks; until the quest is completed, the caster cannot regain the burned stat points. The goal of the quest is both trivial and difficult—typically to recover an item with a value only understood by the King of Elfland: a dwarven smith's favorite anvil; the tiara of a lady-in-waiting; the Black Knight's shield; the Emperor of the World's favorite diadem.

**3:** Calling on the sylvan realm causes a bit of the caster's shadow to leave for an errand in the Elflands; forcing one's own shadow away requires great mental force, manifesting as stat loss.

**4:** In order to succeed on the spellburn, the caster must come up with a pun, riddle or rhyme that delights the King of Elfland. If the King is amused, the PC need not spend any attribute points for the spellburn, but if the King is less than delighted, the caster must pay twice as many stat points for the burn.

# Invoke Patron

**Level: 1**   **Range: Self**   **Duration: Varies**   **Casting Time: 1 round; limited x per bond.**   **Save: None**

*In order to learn this spell, the caster must first cast patron bond. The particulars of this spell vary according to the terms of the patron. In casting this spell, the wizard invokes the name of a supernatural patron to request aid. This spell requires at least 1 point of spellburn. The patron responds by sending aid according to the nature of its followers; the judge will provide specifics. Note that continued casting of this spell may taint the wizard spiritually and physically.*

**Corruption:** Roll 1d8: (1-4) minor; (5-7) major; (8) greater.

## Spell Results

**1:** Lost, failure, and worse! Roll 1d6 modified by Luck: (3 or less) corruption + patron taint; (4-5) corruption; (6+) patron taint.

**2-11:** Failure. Unlike other spells, invoke patron may not be lost for the day. Depending on the results of patron bond, the wizard may still be able to cast it.

**12-13:** The King of Elfland answers the petitioner's plea, but is quickly distracted by other matters. The caster receives +4 to his next attack, saving throw, skill check, or spell check.

**14-17:** The caster's weapons are endowed with the slumbering magic of Elfland. For the next 1d5+CL rounds, targets struck by the caster's weapons must succeed on a DC 10+CL Will save or succumb to magical sleep (duration 1d6 hours; can only be roused by violent shaking for 1d4 rounds). The magic is associated with the caster's weapons not the caster; while the magic persists, another character may attack with these weapons to gain the same benefit.

**18-19:** For 1d4+CL rounds, the caster fades from existence, becoming a mere shadow suspended between the fae realms and the mortal lands. His AC and Ref saves improve by +2, and with a successful Will save (DC 10), the caster can turn invisible. If the caster critically fails the Will save by rolling a natural 1, he delves too far into the Elflands, vanishing into the fae realms, never to return.

**20-23:** The King of Elfland grants the caster a chance to step back in time 1d6+CL rounds. This does not automatically change the flow of events that has already happened; the caster is a visible observer who can interact with those events, even watching his own 'past self' perform activities in the recent past. The caster may be able to prevent some recent event from occurring, aid in an attack that would otherwise have missed, or shout a warning.

**24-27:** The caster's weapons are enchanted with the wrathful magic of Elfland. For the next 1d4+CL rounds, targets struck by the caster's weapons must succeed on a DC 10+CL Will save or vanish into Elfland, returning to the mortal plane some 5d100 years later. Immortals and other extraplanar creatures (at the judge's discretion) may be immune to the caster's dread magics. The magic is associated with the caster's weapons not the caster; while the magic persists, another character may attack with these weapons to gain the same benefit.

**28-29:** The King of Elfland grants the caster a chance to step back in time 1d6+CL hours. This does not change the flow of events that has already happened; the caster is a visible observer who can interact with those events, even watching his own 'past self' perform activities in the recent past. The caster may be able to prevent some recent event from occurring, aid in an attack that would otherwise have missed, or shout a warning.

**30-31:** The caster becomes a shining sylvan paladin in the service of Elfland. For 1d8+CL rounds, the caster and three allies of his choosing receive +4 to AC and all saving throws, +3 to all attacks, spell check and damage rolls, and automatically succeed on any Recovering the Body checks.

**32+:** The King of Elfland anoints the caster as his champion. For 1d12+CL rounds, the caster and five allies of his choosing receive +6 to AC and all saving throws, +5 to all attacks, spell check and damage rolls, and automatically succeed on any Recovering the Body checks. Even if one of the characters is somehow slain, he simply slips into the sylvan realms where he is healed by elven maids, returning to the mortal realms 1d3 days later, healed in both body and soul.

# Forest Walk

**Level: 1**   **Range: Varies**   **Duration: Varies**   **Casting Time: 1 action**   **Save: None**

*Conversant with the spirits and powers of Elfland, the caster employs the hidden byways and secret wynds of the fairy realm, teleporting from one tree to another. The caster must travel between trees of the same species, generally limiting his travel to similar biomes. For example, a caster cannot travel from a rain forest to a deciduous forest or from a northern conifer stand to a temperate broadleaf woodland. At the judge's discretion, appearing from within a tree typically confers surprise. The caster can specify a specific tree to emerge from of which he has knowledge, but he does not need knowledge of the place to which he travels: he can state, for example, "I wish to emerge from an oak tree in the orc realms 100 miles north of here."*

## Spell Results

**1:** Lost, failure, and patron taint.

**2-11:** Lost. Failure.

**12-13:** The caster steps through one tree and instantly emerges from another tree up 100 yards away.

**14-17:** The caster steps through one tree and instantly emerges from another tree within the same forest, up to one mile distant.

**18-19:** The caster steps through one tree and instantly emerges from another tree within the same forest, up to 100 miles distant.

**20-23:** The caster and up to  $1d4 + CL$  allies step through a tree and are instantly transported to another tree within the same forest, up to 100 miles distant.

**24-27:** The caster and up to  $1d8 + CL$  allies step through a tree and are instantly transported to another tree within the same forest, up to 100 miles distant.

**28-29:** The caster and up to  $1d12 + CL$  allies step through a tree and are instantly transported to another tree within the same forest, up to 1,000 miles distant.

**30-31:** The caster and up to  $CL \times 100$  allies step through a tree and are instantly transported to another tree, anywhere on the same plane. This spell remains active long enough for all allies to step through the tree. This spell can be used to allow an army to march through a tree and arrive at a distance place. Allies can be mounted on horses or even in boats provided the tree is adjacent to a waterway.

**32+:** The caster and any number of allies can step through a tree to be instantly transported to another tree, on any plane. Of course, trees of the same species typically grow on similar planes of existence, so planar travel with this is limited, but a carefully cultivated specimen nurtured in advance of casting of this spell can be used as an "anchor point" on another plane. Servants of the King of Elfland use this spell to instantly travel between waystations on his realm of existence and many other planes.