

WEIRD THAUMATURGY

“New Rule for All RPGs - No more Fireballs. More this.” - [Trent B](#)

Roll a d38 pick the relevant entry.

1. [Trent B](#) - Transmute Hair to Leeches: No spell details required.
2. [Jez Gordon](#) - Snailskin: d300 necrotic snails appear - under the dermis of target
3. [Cole ConstantCon](#) - Flaming Fear: i don't have the stats on it but basically you take a little fire damage each round and run around in a panic so it's hard to douse
4. [Arthur Fisher](#) - Soul of the Were Bard: Like a vampire's energy drain, only instead of draining a level, it replaces the character's level with a level in something else; bard is you can because that pleases no one.
5. [Cole ConstantCon](#) - Ull-Veig's Horrible Stench: inflicts target with an acrid oily stench (target himself is at -2 to resist his own stench). works like ghaist smell. Option : allow stench to be 'contagious' by touch
6. [Stuart Robertson](#) - Hamsa Charm: one of the victim's hands and arm is controlled by the spell-caster and can be used to attack anyone within reach (including the victim) or perform any other one-handed task within reach (discard items, pick-up items, etc). Attempts to restrain the hand succeed on a saving throw vs spells, but the character can take no other actions.
7. [Trent B](#) - Curse Of The Calamity: Anything the target touches (with its hands?) evaporates into black mist. In the case of very large items, it evaporates like 2sq ft of material. Duration dependant on GM taste.
8. [Kirk Stone](#) - Zer-Throgg's Wrathful Vengeance: Your foe is struck by a lime green rain and immediately is pregnant for 6 rounds.
9. [Trent B](#) - Rubert Moncrieff's Blasphemous Bastion
 - Targets movement halved.
 - Target gains +1 to hit, AC and damage for all living things (of reasonable size) within (10 yards?).

- All within 10yards receive -1 to hit, AC, damage.
 - All within 10yards must save or lose half HP if target dies. Or something.
- Probably important to describe that some portion of all of the non-targets souls are dragged into the target, who grows larger and is anchored by some invisible burden. Upon Targets death, all non-targets affected feel the death and blood pours out of eyes and orifices for D6 seconds.

10. [Jez Gordon](#) - Mascis' Chaotic Pain Translocator (thanks to Dinosaur Jr and the Ork Codex

I'm reading): for 1+1d6 rounds the following effect occurs to (roll d6 each round):

- 1) All damage dealt is transferred to the caster.
- 2) Any damage dealt is also suffered by the attacker's immediate ally to their left.
- 3) All damage dealt is transferred to a one random target, friend or foe, within a 60' radius.
- 4) All damage dealt is transferred to the youngest sapient within an 6 mile radius.
- 5) All damage dealt is transferred delayed one round, then delivered in addition to the new damage dealt to the new target (damage stacks this way, so if 5 is rolled 5 times followed by a 1, 5 rounds worth of damage os transferred to the caster.
- 6) All damage dealt is transferred to the target of the caster's choosing.

"All damage dealt" refers to physical damage that has occurred within 60' of the caster.

11. [Kirk Stone](#) - Palace of Revenge: Every point of damage taken by caster causes 1 foot of gigeresque material to rise from the ground, eventually entombing the entire battlefield.

12. [Trent B](#) - Curse Of The Careless: Anyone who rolls a 1 catches fire. (If you don't have any catching fire rules, D6 damage per round until you can make yourself not-on-fire somehow, eg one round of rolling around and cloak-hugging or whatever).

13. [HUDSON BELL](#) - Turd Burglar: evacuates their waste & forms monster that attacks them & robs them.

14. [Reece Carter](#) - Spirit jump: cause the victim to be "shunted" into the spirit realm. For all intents and purposes they are there, with everything they currently have on their person. For every one not affected by the spell they see the targets body collapse in a lifeless heap, with only the most minimal of life signs. This spell causes 0 damage, target is trapped within the spirit realm for 2+1D4 hours, once the time is up they snap back to their body.

15. [Cole ConstantCon](#) - Verger's Cerebral Courier: embeds a message in the target's brain.

when target comes within sight of designated recipient, a walnut sized portion of the brain forms into a tiny homonculus which crawls out of the nose and delivers the message. 2d6 damage plus victim is confused for equal number of rounds. system shock or lose 1 pt intelligence

16. [Jeffrey Queen](#) - When Chaos Blooms: For the next d10 weeks, the world will "glitch" for the affected. Hallucinations of fiery stones slamming into the ground or buildings and having no effect

and no one else notice, birds flying backwards, insane dreams involving colors that don't exist, intense deja-vu, etc. Every week this is in effect, a save must be passed. If it fails, the hallucinations become more and more real until after three failed saves, the hallucinations are fully real for the person as they have gone mad enough to believe them. Simply put, this can be used to screw with a player or two and if they fail their saves, really start making the game tense and mildly hilarious. Can be as gonzo or as vicious as one wishes; hell you can even tie it into some favorite demon or evil god or whatnot. Very simple with lots of room for playing around :D

17. [Gabriel Harley](#) - "Obliverate": target's liver shrivels to a dried prune upon consumption of the next alcoholic beverage. -1d8 CON per day until toast.

18. [Jeffrey Queen](#) - Curse of the Immovable Body: The target must succeed at a save or have their personal gravity altered to where they are no longer "attached" to the planet's gravity and air flow. They are immobile for one turn (10 minutes) as the world moves its proper speed below them. Better hope there's no - anything - ahead.

[Trent B](#) - Hahaha.... immobile relative to the centre of the universe? After 10 minutes of that, i think you're probably in a new genre and campaign. Which could be awesome.

[Jeffrey Queen](#) - Interpreted to however vicious you feel like being: relative to the planet, the universe, etc. Want to touch into the absurd, make them ethereal before hand. Ten minutes later, where the hell are you now? Better hope it ain't straight space. Poor character would be traumatized seeing every object in the nearby solar system slam through their body o.o
Or be an asshole and make it all an illusion. Sanity roll, anyone?

19. [Logan Smith](#) - Samulsons Nefarious Spell of Itch: Target must save or becoming accursed by a horrible itch on their 1d6 1. Head 2. Back 3. Either Arm 4. Legs 5. Ass 6. Feet. Each round they must make a save versus the itch, or be forced to immediately scratch it, dropping and removing any gear that would get in the way. The save against the itch should get increasingly hard each round they go without itching, after a good scratch the save should be reset (yet continues to get grow again while they aren't scratching). The itch is magical and lasts 1d8 hours, and can be cured by anything that the DM thinks is reasonable.

20. [Kirk Stone](#) - Money Can Do Everything: Every gp thrown to the ground to dissipate grants the caster mechanical bonuses of their choice the next round (to hit, to damage, to save-- minus to foes to hit, to dmg, to save). Imagine a lich pouring coins from urns and unhittable by the pcs.

21. [Cole ConstantCon](#) - Black Candle: sinister candle floats in the air or is held by caster, rapidly burning down in (caster level) number of rounds. Everyone in the candle's illumination except the caster takes 1d6 damage each round as their flesh melts away, 2d6 following round, etc. Area illuminated by candle increases by 10' each round. Spell can be stopped by dousing candle. If it's floating it has one point of AC per level of caster plus dex 18, to those who would strike or catch it.

22. [Jensan Thuresson](#) - I've Got Your Back, Man: a helpful annoying henchman grows out of the

caster's targeted player's back (he's immobile and depending on the caster to move, though) for a couple of rounds. (You may also randomly decide whether he's capable of using magic, -or even loyal to the caster at all-). He will try to grab the player's arms, weapons, hair etc. After that, he melts away like an icicle in spring *and it feels like popping a really tough pimple*.

23. Trent B - Horrible Tentacle Spell: Caster sends a horrible magic tentacle of evil slime to

attach itself to the target. Target can no longer move away from the caster, only towards. If Target comes into contact with caster, tentacles wrap the target in horrible sliminess and begin to drain it of delicious fluids. Target is held and loses D10HP per round, Caster gains D10. Lasts until spell ends or either of them dies. Duration = Caster level rounds.

24. Jeremy Deram - Dropbear Attitude: The bad guy should just blink around like Nightcrawler

and grab PCs and blink them up in the air and drop them for crappy fall damage, but the only time they can get a good shot at him is when he appears up in the air to drop the victim - thus creating a good opportunity for PCs to shoot their friends if they have shit rolls. If they do nothing they will eventually start dying from the repeated fall damage.

25. Reece Carter - Curse of the Disempowered Princeling: the target of this curse is given a

vision of a far away land where there is a tower guarded by a <insert appropriate monster> inside the top window of this tower is an exact copy of the target. Roll a will save DC-20, if failed they feel compelled to save them selves, if they pass its really up to them. Inside the tower the copy is actually waiting for the target to arrive, so that they can knock them out/kill them, then the copy will replace them. The copy has it's own agenda and is "evil"

26. C Huth - Mirror Un-Mastery: You cast it on a foe, and the foe is duplicated as per mirror

image. Both images act on the same initiative, but which one is the 'real' character is decided randomly each round after action is declared (50% chance of either); the other either (roll 1d10) 1-5 stands around; 6-9 takes one move action in a random direction; 10 attacks someone (choose randomly) adjacent to them. If the character speaks, it appears as if both the potentially real and potentially illusory versions are speaking. Any effect or action targeting one of the versions has a 50% chance of affecting the real character. This spell can be cast on the same person multiple times, creating a new mirror each time.

27. Split Personality: Kind of like Mirror Image, but instead, both individuals are 'real;' they are

bilocated. However, each instance of the character can only do one action per round: that is to say, they can both move, or one can move and the other can attack/cast a spell. (or, if one does **nothing** than the other can move + do a standard action, but the non-active one is treated as flat-footed). If they can convert a standard action into a free or other kind of non-move or non-standard action, either may do that in addition. If both instances of the character are subject to the same spell or effect (an area attack spell, for ex.) they save individually and also take damage individually—which means they essentially could take the damage twice.

28. Tholian Interphase: At the beginning of the caster's turn every round, everyone in the spell

radius (whatever is good) has to make a Will save or find themselves up to 5x1d2 ft away from where they were originally. They may voluntarily fail this save. Movement happens at the caster's behest. If the end up over a ledge they get a Reflex save to grasp the side. This movement happens extradimensionally, so objects may pass through each other and they do not trigger attacks of opportunity (who uses those anyway?). Because this is affecting the space the characters are in, not the characters themselves, (a la the alcubierre drive) it bypasses SR. Moving up or down within the spell radius doesn't incur falling damage due to the strange qualities of the interphase.

29. Grasp of the World of Ghosts: (this one might be a little... cheap). Within the spell's radius, anyone who falls to 0 or fewer hit points must make a Will save (whatever is appropriate for the level modified by the number of HP below zero they are) or be instantly transported to the Ethereal plane.

30. Inversion of the New Flesh: fort save vs. a whole bunch of damage (or ability damage?) as the character's organs, nerves and blood vessels reorient themselves to grow outside of the body. The organs writhing around the victim feebly clutch at others; within 20ft of the victim, treat as an entangle spell plus a -1 morale modifier to attack and skill rolls due to being severely grossed out as the unfurling viscera gently caress them.

31. Cancer Bullet: Like a magic missile but with poison; initial damage 1d6 CON, secondary damage 1d6 CON. For every 2 CON damage caused, a cancer-blob buds off and then quickly continues growing into a hostile teratomatic mote after 1d2-1 rounds. [Treat as summoning a small water elemental with a Bite or Claw attack instead of Slam attack] Mote is under the caster's control. Instead of attacking, adjacent grown motes may spend a round fusing together. 3 small motes may fuse into a Medium-sized mote. Three medium-sized motes may fuse into a Large mote. Nine small motes may fuse directly into a Large mote, but it takes an extra round.

32. Animate Object Swarm. Animates a swarm of tchotchkes, knick-knacks and small junk into a swarm equivalent to whatever a level-appropriate threat would be.

33. Summon Hoarder's Treasure. A whole pile of junk, smelly trash, and stacks of newspapers begins spewing from dimensional holes, creating obstacles and cover, and otherwise acting like entangle, web and 'wall of x' spells.

34. Curse of the Gorgonian. Ranged touch attack. If successful, a cluster of spectral snakes emerge from the target and attack characters at the casters' behest (with reach equal to the target characters'). The snakes will not attack the person they emerge from, but the person **can** attack the snakes with a standard action (Diminutive +8, circumstantial -4, for an AC of 14). The the snakes as a whole have 1d8 HP. Snake attacks have the same stats as a medusa's hair-snakes (or better, depending on the PC's level). This spell may be cast on the same person multiple times for multiple snake-clusters Snakes last 1d4+1 rounds. Character has to save vs. staggered too, since, you know, snakes coming out of you. Gotta be kinda freaky. [Snakes can alternately be an area affect with a 5ft radius centred on the target, save vs. damage + poison; might be simpler + greater battlefield effect].

35. [Simon Forster](#) - STICKY-FEET: spell mucks the victim's feet melt and stick to the floor, holding them in place. Whether or not it's permanent, is up to you :)

36. [James Smith](#) - Spew of the Abyssal Breath Conjunction/Summoning Level: 3 Range/Area of Effect: Cone, emanating from the caster's mouth, 10 actual feet long and 5 feet wide at its end. Duration: 1 round/level Saving Throw: Special Components: S & M. The Caster vomits forth a slew of monstrous maggots, originating from the lower planes. Any targets within the area of effect will take 1d3 points of damage per round, beginning with the round the spell was cast, as the maggots begin eating their flesh. This damage will cease, once they have spent 3 rounds doing nothing but forcibly removing the demonic maggots from their person (assistance will lower this time, per the adjudication of the DM.) A successful Save indicates only a partial covering and the maggots may be removed with 1 round of dedicated effort. The material component is a rotten piece of meat, which has been soaked in unholy water and consumed by the caster.

37. [Jensan Thuresson](#) - OCSD - Obsessive-compulsive Sneaking Disorder: Failing a saving throw, the player strongly believes he/she is REALLY good at sneaking, and can't stop doing it. They need to walk on their toes. Forcing anyone with OCSD to stand on their heels will make them suffer intellectual damage. People with OCSD will attack anything regardless of the danger, because you know, they are REALLY good at sneaking...

38. [Zzarchov Kowolski](#) - Fae Troll Regeneration (got to use this last night). Simple OSR version. Target regenerates 1d6 hp per round. When they have healed more HP than their Con they have to make con checks each time they heal another HP (penalty equal to the number of extra HP healed) or their body is consumed and replaced with a vicious bloodthirsty troll (or fishman, or dragon or whatever monster you want to switch troll with). Note the PC isn't a troll, their body has been replaced with a troll, and finally their brain was replaced with a troll brain too. The PC is dead.