

<p>S001</p> <p> <b>Fandango</b></p> <p>In order to cast this spell wind your whole body up and then launch the spell while crying, "Viva la Fandango!" and then roll a (d6)</p> <p>Causes unsuspecting foes to dance wildly (with great style) until they pass out cold</p> <p>Destroy a Foe or Catch a Criminal</p>	<p>S002</p> <p> <b>Bewilderment</b></p> <p>In order to cast this spell waggle your fingers while singing, "Dewdrops on posies and peach cotton lilies, la la la la la and something with mittens"</p> <p>Thinking itself a butterfly your foe suddenly begins fluttering about in search of flowers</p> <p>Destroy a Foe or Catch a Criminal</p>	<p>S003</p> <p> <b>Topsy Turvy</b></p> <p>To cast this spell move your hips and hands while saying, "Flippity floppity bibbity bobbity shakey shakey money makey... Topsy Turvy!"</p> <p>Flips the foe upside down and shakes them wildly for a few moments, after which they remain suspended in the air</p> <p>Destroy a Foe or Catch a Criminal</p>	<p>S004</p> <p> <b>Entangle</b></p> <p>Start by making elaborate motions in the direction of your foe as if wrapping them up in a Vine of Entanglement</p> <p>Launch the spell with the command, "Tanglethorpe!" and then roll a (d6)</p> <p>The magical vines take care of the rest, as you see fit</p> <p>Destroy a Foe or Catch a Criminal</p>	<p>S005</p> <p> <b>Shrink-i-fecto</b></p> <p>Begin the motions with arms up high and work them down along with the incantation, "Toasted grubs, melancholy slugs, teensy weensy mollusk hugs... Nematode!" and then roll a (d6)</p> <p>Shrinks your foe down to a teensy weensy size</p> <p>Destroy a Foe or Catch a Criminal</p>
<p>S006</p> <p> <b>Mortimer's Arrows</b></p> <p>In order to cast this spell make like you're pulling out an arrow, notching it and then declare, "Quiver quiver bundle of bows, Shooppy shoop shoop!" while releasing the spell... and then roll a (d6)</p> <p>These enchanted arrows can change direction mid-flight, and almost always find their target</p>	<p>S007</p> <p> <b>Unbottomless Pit</b></p> <p>In order to cast this spell you must make circular motions level with the ground while saying, "Slime and snails and gusty gales, away we go..." and then in a dramatic fashion pull something down into the hole and say, "Woopsie-poopsie!"</p> <p>Suddenly a deep pit will open up just beneath your foe, occasionally spitting some loot back out</p>	<p>S008</p> <p> <b>Daffodil</b></p> <p>In order to cast this spell hold out your hand as the daffodil sparkles into form and say, "Light, bright, Daffodil flight" and then gently blow it in the direction of your foe</p> <p>When danger comes calling the prudent course is to summon a daffodil, because daffodils after all are not to be trifled with</p>	<p>S009</p> <p> <b>Spell of Surprise</b></p> <p>Search within and channel the Guiding Melodramagica. Then, using your instincts, cast the spell in the way that comes to mind ...and then roll a (d6)</p> <p>This spell has a different effect each time it's used. Be sure to describe whatever strange outcome has befallen your foe</p> <p><i>Nothing can be transformed into Fish, Loot or Items</i></p>	<p>S010</p> <p> <b>Foot</b></p> <p>Invoke the spell first with words, "Fetid cheese, trundlesmush, smackashoe... Ginormous Crush!" and smash one hand onto the other. Then roll a (d6)</p> <p>Summons a big hairy foot to crush your foe to smithereens. Dramatic. Effective. Best to avoid using at close range</p>
<p>S011</p> <p> <b>Topi-Morph</b></p> <p>In order to cast this spell you must wave your wand or hands as if conducting an orchestra while saying, "Florum, Plorum, Transfigure-um... Topiary!" and then roll a (d6)</p> <p>Turn even the most gruesome foe into a lovely topiary. Great for sprucing up a lawn or garden</p>	<p>S012</p> <p> <b>Spillagher's Mop</b></p> <p>Conjure forth the enchanted mop of suds and mayhem by saying, "Moppy mopey floppy soapy" and then send it flying toward your foe with a final, "Filthbegone!" <i>Whooooohh! Now roll a (d6)</i></p> <p>Eliminates all manner of grime, ruffians and other filth... with extreme prejudice</p>	<p>S013</p> <p> <b>Magic Stones</b></p> <p>In order to cast this spell cup your hands while saying, "Double double toil and trouble, four three two one... Ninja Time!" and then send them sailing with both hands like throwing stars (Roll a d6 to discover the result)</p> <p>These smooth enchanted stones will find their mark with astonishing force and accuracy</p>	<p>S014</p> <p> <b>Mortimer's Knot</b></p> <p>In order to properly cast this legendary spell draw a figure eight in the air while saying, "Loopity loop and knotty knot, Catshank twist... Turtle hitch!" and then roll a (d6)</p> <p>Twists your unsuspecting foe into one of Mortimer's famous overunderhand knots</p>	<p>S015</p> <p> <b>Slingshot</b></p> <p>In order to cast this spell you must do an impressive little hip-shaking dance while saying, "Babbleflew, Skipadoo, Bebopalooobop... Slingaroo!" and then roll a (d6)</p> <p>Hence, a most gigantic slingshot will materialize and launch your foe into nearby trees &amp; walls, or away to the distant horizon</p>

<p>S016</p> <p><b>Vacuum Jar</b></p> <p>In order to do this without causing a major kapushkapoozle skillfully conjure the jar with, "Pickles onions turnips and jam. Marmelaaaaade! Walakazaaam!"</p> <p>and snap your fingers</p> <p>Summons a magical jar that swallows up a foe, big or small. And it keeps them fresh too</p> <p>Destroy a Foe or Catch a Criminal</p>	<p>S017</p> <p><b>Floating Log</b></p> <p>In order to cast this spell and conjure the log use the ancient Schmoiglefrump command, "Woodchuck, pickaxe, Ogres and mash, swift and heavy... Karma baby!"</p> <p>and send it flying as you control its attack. Then roll a (d6)</p> <p>A magical floating log under the control of a skilled wizard is an impressive sight indeed</p>	<p>S018</p> <p><b>Furbonite</b></p> <p>In order to cast this spell you must twinkle your fingers and gyrate your hands while saying, "Bandy brandy stuck-in-the-moat, Oohoo Ah-ha Bamboozle Flamboat!"</p> <p>and then roll a (d6)</p> <p>This spell deep freezes your foe into a nearly perfect furbobsicle</p> <p>Destroy a Foe or Catch a Criminal</p>	<p>S019</p> <p><b>Tulula's Mystery Spell</b></p> <p>Search within and channel the Guiding Melodramagica. Then, using your instincts, cast a spell in whatever way comes to mind</p> <p>This spell has a different effect each time it's used. You may describe the outcome accordingly</p> <p><i>Nothing can be transformed into Fish, Loot or Items</i></p>	<p>S020</p> <p><b>Miniature Meteors</b></p> <p>In order to cast this spell murmur softly into your hands and then toss the meteors into the air, roll the die (d6) and then give the appropriate sound effects if the spell is successful</p> <p>These miniature meteors are so effective there will most likely be little left but a small crater or, sometimes many little craters ...and perhaps some loot</p>
<p>S021</p> <p><b>Mulch-i-lizer</b></p> <p>The only correct way to cast this ecologically sound spell is to make wizard-like motions with your whole body and say, "Humina humina humina Compost!"</p> <p>and then roll a (d6)</p> <p>And Poof! All that remains is a small bit of loot, along with some of Feonora's finest fertilizer</p>	<p>S022</p> <p><b>Mordokai's Tuning Spork</b></p> <p>To cast this spell make like you're drumming while saying, "Dandy spoon musical fork, behold the power... of a Tuning Spork!"</p> <p>with one arm raised high in the air. And then roll a (d6)</p> <p>The Tuning Spork is dreaded by even the most dreadful villains</p>	<p>S023</p> <p><b>Petrify</b></p> <p>An ancient spell far beyond the level of an apprentice. Motions are swift and precise and delivery is key. Wind up and let it fly while giving the command, "Petrify!"</p> <p>and then roll a (d6)</p> <p>Instantly turns your foe into stone. Also a great way to liven up a courtyard or hedge maze</p>	<p>S024</p> <p><b>Kronfelm's Toaster Oven</b></p> <p>Start by forming your hands into a small square, increasing it ever so gradually in size while saying, "Crackled toast slug meat pie, a hearty meal comes falling from the sky"</p> <p>and then roll a (d6)</p> <p>Conjures a massive toaster oven above your foe, which then drops down with an earthshaking Thud!</p>	<p>S025</p> <p><b>Polymorph</b></p> <p>In order to cast this spell alternate between extending each arm and index finger toward your foe while saying, "Trinkle grackle mold and fold, shmackalacka change behold... Transmorpheus!"</p> <p>and then roll a (d6)</p> <p>This spell has a curious way of transforming the target into a random inanimate object</p>
<p>S026</p> <p><b>Swarm</b></p> <p>Once a closely guarded secret this dark magic has an ominous pallor of cloud and smoke, "Darkness looms and tempest swells, shambles creak" (pause and make the motion) "toll the waking bells... Release!"</p> <p>and then roll a (d6)</p> <p>The swarm will consume all but the most boney bits of the foe</p>	<p>S027</p> <p><b>Spell of Long Lost Magic</b></p> <p>Search within to channel the Guiding Melodramagica. Then, using your instincts, cast the long forgotten spell as it once was</p> <p>This ancient spell has a different effect each time it's used. Be sure to describe the outcome</p> <p><i>Nothing can be transformed into Fish, Loot or Items</i></p>	<p>S028</p> <p><b>Blue Screen of Doom</b></p> <p>To properly cast this spell make like you're typing on a keyboard and give the command, "Partitionum, Bootloader, Repository... Uploadicus!"</p> <p>and then hit the Enter key</p> <p>Your foe has just been zapped by the dreaded BSOD, and now resides on a neat little USB drive</p>	<p>S029</p> <p><b>Vortex</b></p> <p>In order to cast this spell swirl your wand or hands while saying, "Austru, Levantera, Mistral... Zephyros!"</p> <p>and then release it with a dramatic thrust (without hurting anyone sitting nearby). Then roll a (d6) to discover the result</p> <p>A small vortex will materialize near your foe and (shhhooooop!) away they go, minus a few coin</p>	<p>S030</p> <p><b>Lightning Bolt</b></p> <p>To properly cast this spell work your wand or hands while speaking the words very fast, "Jaunty flaunty squeezeme kissme telephone balderdash Lightning Flash!"</p> <p>and then roll a (d6) to discover the result</p> <p>Lightning Bolt is best used when one wishes to vaporize their foe with a dazzling flash of light</p>

<p>S031</p> <h3>Ice Sculpture</h3> <p>To properly cast this spell do a little bobbing dance while chanting the cryptic incantation, "Arctic freeze and chilling breeze, popsicle, spongecake, Spongecake!?! ...make it Fruity!" <i>Whoooooshhhhh!</i></p> <p>and then roll a (d6)</p> <p>Turns your foe into a magnificent ice sculpture</p>	<p>S032</p> <h3>Comubstion</h3> <p>This is a spell that requires focus and depth, for to properly cast it one must ~ Sing it!</p> <p>"Dance magic dance magic, Dance magic dance magic ...Alderaan!"</p> <p>Roll a (d6) to discover the result</p> <p>Causes your foe (but hopefully not their loot) to explode into a dazzling display of fireworks</p>	<p>S033</p> <h3>Ipso Facto</h3> <p>One must never invoke Ipso Facto unless they are prepared to use the forbidden command, "Apostrophes, Hebrides, Gonnasneeze... Socrates!"</p> <p>After which roll a (d6)</p> <p>One small gesture and... Zing! Blam! Splat! your foe goes bouncing (like a pinball) off every rock, wall and tree in sight</p>	<p>S034</p> <h3>Thunderstrike</h3> <p>Air guitar or hold a microphone while singing the chorus to the popular song that starts with, "When the sky falls down like rain..." (next two lines, and finishes with) "...two hearts like a Thunderclash!"</p> <p>then roll a (d6)</p> <p>Your voice will summon a mighty shock-hammer that appears in a flash to pummel and smash</p>	<p>S035</p> <h3>Disintegration</h3> <p>Three powerful words (if done correctly). Quick and efficient ...a most technologically advanced spell, "Transportius, Beamium... Flabbergast!"</p> <p>Roll a (d6) to discover the result</p> <p>The most elegant thing about this spell is that it may not disintegrate the target's loot</p>
<p>S036</p> <h3>Summon Golem</h3> <p>In order to cast this spell make summoning gestures along with, "Pineapple coffee, hula kona honeybee. Sunset, tropical, mudstone mashy bashy"</p> <p>and then roll a (d6) to discover the result</p> <p>A Large Golem forms from the surrounding matter, sometimes wearing a hula skirt and a lei</p>	<p>S037</p> <h3>Vrolo's Touch</h3> <p>The complexity of this spell must never be underestimated. Two words with intricate motions that (most important of all) must be entirely unique to each Wizard or Magic User who casts it, "Preposteros, Denarios!"</p> <p>There is a chance your foe may turn into a small pile of treasure. If the spell is successful make one additional Loot roll</p>	<p>S038</p> <h3>Suspended Animation</h3> <p>In order to properly cast this spell gently form the contour of a small cage closing around a delicate butterfly while saying, "Flavored jellies, kitty cat bellies... take no flight"</p> <p>If the spell doesn't fizzle or backfire it can be used to catch any Butterfly</p> <p><i>This spell only works on Butterflies</i></p>	<p>S039</p> <h3>Edna's Wormkey</h3> <p>In order to properly cast this spell make the gentle motion of tapping on a lock while saying, "Springs and gears and Goblin ears, click-clock tick-tock slide a bolt and check the lock"</p> <p>and then roll a (d6)</p> <p>This spell can unlock any Big Wooden Door but, curiously only works in Dungeons and Old Ruins</p>	<p>S040</p> <h3>Unlock</h3> <p>In order to properly cast this spell make the gentle motion of tapping on a lock while saying, "Tumbler spool a magic tool, snap a finger (snap) Release the lock"</p> <p>and then roll a (d6) to discover the result</p> <p>This spell can unlock any Big Wooden Door but, curiously only works in Dungeons and Old Ruins</p>
<p>S041</p> <h3>Boothby's Trap Detection 4<sup>th</sup> version</h3> <p>To cast this dubious spell make the special motion while saying, "Finders keepers losers weepers, I hope this works... or bless my bones it's back to the drawing board"</p> <p>and then roll a (d6)</p> <p><i>This spell might, just maybe detect the presence of any booby trap that calls for a Thievery roll</i></p>	<p>S042</p> <h3>Ephasia</h3> <p>In order to properly cast this spell make the motion and say, "Healing hands, living spring... life is given, but sparingly"</p> <p>and then roll a (d6)</p> <p><i>Enables your character to transfer as much Health as they can spare to any other single character. This spell may be attempted freely but only once during any Final Encounter</i></p>	<p>S043</p> <h3>Wafflesnore's Lootfinder</h3> <p>With hands moving slowly over the vicinity cast the spell with, "Pennywhistle, Merrythistle, Seek the treasure... Snootforloot!"</p> <p>If the spell doesn't fizzle or backfire it enables a Magic User to search for Hidden Treasure</p> <p><i>This spell is useless to Treasure Hunters and will only work once on any treasure space... if it works at all</i></p>	<p>S044</p> <h3>Spell of Ultimate Spectacularness</h3> <p>A notarized inscription reads, "If found return (along with detailed instructions) to Magnus Rumwood"</p> <p>While many have tried, none have yet figured out how to actually get this spell to work. You aren't likely to be the first</p> <p><i>This spell has no usefulness</i></p>	<p>S045</p> <h3>Spell of Riches, Fame and Glory</h3> <p>A scribbled note reads, "To unlock the secret send a self-addressed letter and 25 Copper Pieces to Shifty Rick, the handsome-est Noble with the fabulous smile"</p> <p>Despite the claims no one really knows how to cast this spell. Any attempt would be futile</p> <p><i>Making this spell utterly useless</i></p>