

Broken Moon Wizards

1. Level 1

1. Brain Dump (S)
2. Charm Person (L)
3. Detect Machine (S)
4. Detect Magic (L)
5. Drain Battery (S)
6. Enlarge* (L)
7. Faerie Fire (L)
8. Feather Fall (L)
9. Hold Portal (L)
10. Light* (L)
11. Magic Missile (L)
12. Melt (S)
13. Rugosity (S)
14. Shield (L)
15. Sleep (L)
16. Spasm of Horror (S)
17. Spider Climb (L)
18. Squamosity (S)
19. Summon (L)
20. Unseen Servant (L)

2. Level 2

1. Bolt of the Vacuum (S)
2. Call of the Mutant (S)
3. Chill of the Outer Void (S)
4. Diligum's Declinative Disinterestation (S)
5. Doctor Basilton's Horrific Visions (S)
6. Excruciating Cauterization (E)
7. Force of Forbidment (E)
8. Fungal Armor (S)
9. Infect (S)
10. Knock (L)
11. Light, Continual* (L)
12. Mirror Image (L)
13. Peterson's Piranha Jaws (S)
14. Phantasmal Force (L)
15. Ray of Enfeeblement (L)

16. Spore Blast (S)
17. Stangulations (E)
18. Stinking Cloud (L)
19. Tarnu's Collaring Coiffure (E)
20. Web (L)

3. Level 3

1. Angstromony (S)
2. Animate Machinery (S)
3. Azetbur's Absolutely Useful Stasis (S)
4. Barker's Sensory Overload (S)
5. Boom (S)
6. Brainfire (S)
7. Coagulation (S)
8. Control Fungi (S)
9. Control Robot (S)
10. Coruscatory Conduit (S)
11. Cranial Detonation (S)
12. Fulgerous Flames of Fallajorre (S)
13. Glutinous Globs (S)
14. Microski's Micro-Missiles (S)
15. Molt (S)
16. No Signal (S)
17. Saw Bones (S)
18. Sensory Scramble (S)
19. Summon Ancient Dead Astronauts (S)
20. Tarantella (E)

4. Level 4

1. Bastion's Barb-Wire Blast (S)
2. Beast of Chaos (E)
3. Charm Monster (L)
4. Confusion (L)
5. Deadly Bliss (E)
6. Destroy Fungi (S)
7. Destroy Robot (S)
8. Dig (L)
9. Dimension Door (L)
10. Edelarri's Egg (S)
11. Egregious Wounding (S)

12. Eight-Spoked Spheres of Doom (S)
13. Globe of Invulnerability, Minor (L)
14. Hallucinatory Terrain (L)
15. Hylogenesis (E)
16. Plant Growth (L)
17. Protection from Normal Weapons (L)
18. Shadow Monsters (L)
19. Space/Time Rip (S)
20. Summon Lesser Krell Thought Monster (S)

5. Level 5

1. Altered States (S)
2. Basalt Barrier (S)
3. Chaos (L)
4. Cloudkill (L)
5. Crystallogenesis (E)
6. Deadly Dissolvative (E)
7. Faithful Hound (L)
8. Feeblemind (L)
9. Hold Monster (L)
10. Interposing Hand (L)
11. Most Horrible Absorption (E)
12. Parasitizory Embrace (S)
13. Passwall (L)
14. Pretervolve (S)
15. Repair Machine (S)
16. Six Mouths of Horror (E)
17. Summon Beast of the Fire Maidens From Outer Space (S)
18. Telekinesis (L)
19. Teleport (L)
20. Wall of Force (L)

6. Level 6

1. Animate Dead Monsters (L)
2. Barrier (L)
3. Catabolic Exgestion (S)
4. The Cohesive Cocoon (E)
5. Death Spell (L)
6. Disintegrate (L)
7. Geas (L)

8. Globe of Invulnerability, Major (L)
9. Move Earth (L)
10. Phantasmal Supergoria (L)
11. Projected Image (L)
12. Shades (L)
13. Stone to Flesh* (L)
14. Suggestion, Mass (L)
15. Summon Supplicants of the Event Horizon Configuration (S)
16. Transvective Dismemberment (S)
17. Twilight of Thieves (E)
18. Uttermost Ruin (S)
19. Veil (L)
20. Weird Vortex (L)

[Spell sources: E = Eldritch Weirdness, Book One; L = Lamentations of the Flame Princess, Rules & Magic; S = Space-Age Sorcery.]

N.B.: Feel free to compile your own spell lists – using the above format as your guide – from the hundreds, if not thousands, of spells available for THAT game.

Procedure:

- I. Number of spell *levels* allowed = 8 minus Q. These may be chosen in any combination. So a Q 3+ Wizard has 5 levels worth of spells; he could take three 1st level spells and one 2nd, or one 1st and one 4th, etc.
- II. Choose level of spell desired then roll 1d20.
- III. No duplicates allowed.
- IV. If you roll a duplicate: if the number is odd, add one; if the number is even subtract one. Continue to add or subtract until you land on a new spell.

Spell Ranges:

Caster (and 0) = self-explanatory;

Touch = short stick;

Up to and including all double-digit – in feet – ranges = medium stick; and

All triple-digit – in-feet – ranges, and greater = long stick.

Number of successes = Power of spell = multiples of range stick allowed.

So spending two success on a double-digit range spell means you can cast it up to twice medium.

Caster Level, where required (e.g., for range) by a spell description, is as follows (roll 50/50 or 1d3 as nec.):

Quality	Level
6+	1 st – 2 nd
5+	3 rd – 5 th
4+	6 th – 8 th
3+	9 th – 10 th
2+	11 th – 12 th

Each spell can only be cast once per game.

Rolling three failures = spell failure; the spell is lost, causing no effect. But no “out of power” and no backfire.

Give the figure the Spellcaster (0 points) and Magic Resistance (5 points) Traits. Spells cost 6 points per spell level.

Unless specified otherwise in the spell description, *Restrictions In Spell Casting* (SBHpg23) apply.

No *Spells As Ranged Attacks* and no *Transfix* (SBHpg24).

Saving Throw = Quality Roll to Resist (FFpg33).

The first time each spell is cast read its description, discuss how it should affect the game, using *Fightin’ Fungi’s* spell tags and effects as your guide (as soon as either of you realize you’re stuck in a disagreement, roll a d6 and move on), make a note of that interpretation for future reference (you’re now writing your own spell book!) and roll some dice.

Once you’ve recorded enough spell effects, you can implement the backfire rules through another round of in-game interpretations, again using *Fightin’ Fungi* as your starting point.

Broken Moon Wizards start with this profile:

Q 3+ C 2

If your party includes a Broken Moon Wizard it **may** be the Leader but it is **never** the Champion.

No party may ever include more than one Broken Moon Wizard. Re-roll all duplicates.

The original race or species of the Broken Moon Wizard is irrelevant. They are all so twisted by nuclear, biological, chemical, nanite and arcane agents as to be rendered thoroughly *other*.