

SPACE-AGE SORCERY*

(d80)

1. First Level

	d9
1. Brain Dump (9)	1
2. Detect Machine (11)	2
3. Drain Battery (12)	3
4. Memories of the Ancient Astronauts (16)	4
5. Melt (16)	5
6. Merklin's Side-Slip (16)	6
7. Rugosity (18)	7
8. Spasm of Horror (19)	8
9. Squamosity (19)	9

2. Second Level

	d12
10. Anthropophagy (7)	1
11. Bolt of the Vacuum (9)	2
12. Call of the Mutant (10)	3
13. Chill of the Outer Void (10)	4
14. Diligum's Declinative Disinterestation (11)	5
15. Doctor Basilton's Horrific Visions (12)	6
16. Fungal Armor (14)	7
17. Infect (15; and goto: https://sparkjoy.org/interloper-miniatures/files/2018/07/Dungeon-Funk-Table.pdf)	8
18. Merklin's Traveling Limbo Show (17)	9
19. Peterson's Piranha Jaws (18)	10
20. Spore Blast (19)	11
21. Unhinged Mind (22)	12

3. Third Level

	d25
22. Angstromony (7)	1
23. Animate Machinery (7)	2
24. Azetbur's Absolutely Useful Stasis (8)	3
25. Barker's Sensory Overload (8)	4
26. Boom (9)	5
27. Brainfire (9)	6
28. Coagulation (10)	7
29. Control Fungi (11)	8
30. Control Robot (11)	9
31. Coruscatory Conduit (11)	10
32. Cranial Detonation (11)	11
33. Energetic Bleed (13)	12
34. Fulgerous Flames of Fallajorre (14)	13
35. Glutinous Globs (14)	14
36. Gruesomry (14)	15
37. Implant (15)	16
38. Insidious Vigilance (15)	17
39. Microski's Micro-Missiles (17)	18
40. Molt (17)	19
41. No Signal (17)	20
42. Saw Bones (18)	21
43. Sensory Scramble (18)	22
44. Summon Ancient Dead Astronauts (20)	23
45. Summon Space Phantom (20)	24
46. Waste Away the Years (22)	25

4. Fourth Level

	d16
47. Alter Signal (7)	1
48. Bastion's Barb-Wire Blast (8)	2
49. Brazen Mien (10)	3
50. Destroy Fungi (11)	4
51. Destroy Robot (11)	5
52. Edelarri's Egg (12)	6
53. Egregious Wounding (12)	7
54. Eight-Spoked Spheres of Doom (13)	8
55. Hybridification (15)	9
56. Instantaneous Hyperspace Jump (15)	10
57. Pecuniarize (18)	11
58. Peterson's Lobster Claws (see below)	12
59. Space/Time Rip (19)	13
60. Summon Lesser Krell Thought Monster (20)	14
61. Summon Mugwump (20)	15
62. Transfer Brain (22)	16

5. Fifth Level

	d11
63. Altered States (7)	1
64. Autoparthenogenesis (7)	2
65. Basalt Barrier (8)	3
66. General Chang's Clinging Cloak of Cloying Darkness (14)	4
67. Gut Worm (15)	5
68. Parasitizory Embrace (17)	6
69. Pretervolve (18)	7
70. Repair Machine (18)	8
71. Slow Ship (19)	9
72. Sub-Atomic Re-Embroidery (19)	10
73. Summon Beast of the Fire Maidens From Outer Space (20; and goto: https://sparkjoy.org/interloper-miniatures/files/2018/07/Dungeon-Funk-Table.pdf)	11

6. Sixth Level

	d7
74. Black Aperture of Doom (8)	1
75. Black Horizon (8)	2
76. Catabolic Exgestion (10)	3
77. Omnimosiis (17)	4
78. Summon Supplicants of the Event Horizon Configuration (21)	5
79. Transvective Dismemberment (22)	6
80. Uttermost Ruin (22)	7

*: All except below from Version 1.5, (2013).

This one's on me:

Peterson's Lobster Claws

Spell Level: Wizard 4th

Range: Caster

Duration: 1d6 Turns

This spell causes the caster's arms to be sheathed in the glowing translucent claws of an enormous proto-lobster. On a successful hit the claws affect a sophont opponent with a combined Intelligence and Wisdom of 12 or less with Cranial Detonation (page 11). They affect an opponent with a combined Intelligence and Wisdom from 13 to 24 with Brainfire (page 9; effects of multiple hits are cumulative). Opponents with combined Intelligence and Wisdom of 25 and higher are unaffected.

Non-sapient opponents are not harmed by the claws.

The claws can also be used to parry.