

JOKE MAGIC

Joke spells are spells that use less than ½ of a spell point to create. They are usually fairly useless, though some enterprising tricksters could probably find some use for more than a few of them. Joke spells require no magical ability; rather than divine blessings or arcane knowledge, joke spells use so little magic that they can be fueled by ambient magic, leftover wisps of spells just floating about. Gnomish philosophers believe that these joke spells actually are powered by humor itself; the funnier the situation, the better the effect will be.

JOKE SPELLS

Joke spells are arcane spells of very low level. Characters with the **Joke Magic** proficiency, **Inherently Funny** custom power, or any joke book(s) gain **three Joke Spell slots**. These slots are not increased by intelligence. Obviously. The spell slots function as level zero arcane spells, allowing the character to cast up to three joke spells of his choice each day. As long as a character has access to at least one joke spell, he will have all three spell slots. If a character loses his joke book, he will lose one joke spell slot a week; however, the **Inherently Funny** custom power allows the caster to retain the spell slots forever. Joke spells are cast similarly to Divine spells; the entire book is available to be cast from.

A Joke spell can be copied to a spellbook at a cost of 3 full days, 100gp, and his dignity. However, joke spells should not be stored in the same spell book as other spells. Due to the contrary nature of joke spells, other spells tend to either destroy them, or are destroyed by them. Once a joke spell is inscribed into a normal spell book, or vice versa, roll 1d6. On a 1, the spellbook is entirely blanked, except for the transcribed spell. On a 2, the spell is destroyed. On a 3 or 4, the spell is subverted, and only causes the *illusion* of its effect; if the spell was already an illusion, then the illusion is only observable to the castor. On a 5 or 6, the spells remain unchanged, but lodge a formal complaint.

JOKE SPELL RESEARCH

Since joke spells are technically **level 0 spells**, magical research is a bit odd. A full arcane caster can research joke spells at level **one**; a ½ or 2/3 arcane caster can research joke spells at level **two**, and a 1/3 arcane caster can create spells at level **three**. Non-arcane casters can research joke spells at level **five**. To research a joke spell, the caster must have access to a library worth at least **2,000 gp**. For every 10,000gp above that, the researcher gains a +1 bonus to his magical research throw.

To research a joke spell, first create the joke, using the guidelines on pages **112-124** of the ACKS Player Companion. The spell must use **0.5 spell points or less** to be considered a 0th level spell. Second, add flavor by writing a humorous description of the spell's effect. The Judge may veto any spell that is too powerful or not funny enough. Finally, make a magical research throw.

To make a magical research throw, the researcher adds his **Intelligence** (and **Magical Engineering**, if he has that ability) to a magical research throw. Regardless of modifier, a 1-3 is a failure. At level 1, arcane casters have a magical research throw of 16+, and it decreases by 1 at every level after. Non-arcane casters have a permanent magical research throw of 18+. If successful, the joke works, and is inscribed into a spell book.

Custom Power: Inherently Funny

Custom Proficiency: Joke Magic (General)

The character begins with one of the joke books below and three joke spell slots.

Wigglebrow's

REALLY

BIG

Grimoire



If You Know What I Mean

BUG REPORT

Taking 1 *turn* to cast, you cause one hostile 1 HD bug to appear within 10'. If the bug makes a saving throw vs spells, it will not appear at all. You must concentrate to keep the bug under control; if you lose concentration, the bug will immediately attack you for as long as it exists. The bug lasts 1 turn per caster level.

FART BALLOON (BLAST)

Target up to 1 HD per caster level worth of creatures in a sphere with a 60' radius, centered up to 15' away, starting with the lowest HD creatures first. Of those, any creature that fails a save vs Blast takes 1d6 damage. Regardless of damage done, the air will be filled with the faint smell of rotten eggs and a “fweeerrrrrt” noise.

MIME KNIFE (BLAST)

Target one creature or object within 15'; unless your target saves vs. blast, it takes a comical 1d4 magical damage. To cast the spell, you must open your eyes wide and make a stabbing motion with your hand towards your victim, while forming your mouth into an “O” shape.

PRETTY PRETTY (ILL)

The caster causes a magical effect (rainbows, sparkles, party balloons, etc.) to appear anywhere within a 30' of himself. The effect must be less than 1 cubic foot, and is obviously nothing real. Once it appears, the caster cannot change its appearance. If anyone who sees it saves vs spells, the effect vanishes entirely. It lasts as long as the caster concentrates.

SUPERDASH!

You may touch a single creature, which will give it double movement speed the next round. Before beginning to move, the creature will run in place for a split second; while moving, the creature's legs will blur into a circular shape.

SUPERCLIMB!

The next round, you (the caster) can climb any surface at a rate of 20'. You, and only you, will hear the Spiderman theme song playing.

Bad Spell-ing



BY

GENERAL LEE FUNNY

INSPECTOR DETECTOR

No more than once a week, you may detect your choice of either a known object or an invisible object or creature within a 30' area. This spell takes one turn to cast; you will be aware of the object or creature for 1 round per caster level. You will only be aware of one object for the duration.

MARCO POLO (ENC)

You cause 1d4 humanoids at arm's reach, starting with the lowest HD first, to become confused, unless the humanoid saves vs. spells. The humanoids remain confused as long as you concentrate and do not move.

MIME HAND GRENADE (BLAST)

You may target one creature or object within 15'; on a successful attack throw, it takes 1d12 magical blast damage. It may save vs. spells to avoid the damage entirely. If the attack throw fails, you take 1 point of damage instead. To cast the spell, you must mime pulling the pin from a grenade, hurling it towards your target, and put your fingers in your ears.

PUDDLE STOMPING

The next round, you can walk on water, though you will be unstable (a -1 to all actions). You must concentrate; if interrupted, you will fall into the water to at least shoulder depth, regardless of the depth of water.

QUACKERS

You may choose a comical sound; that sound will will play on a loop. You can move the origin of the sound to anywhere within 60' of yourself, but you must concentrate to keep it going. The sound will stop if anyone who hears it makes a successful save vs. spells. The sound cannot be moved through walls or other solid objects.

TICKLISH TOUCH

For as long as you concentrate, a given target within 30' will feel hands constantly tickling it. If the target successfully attacks anything or makes a save vs. spells, the tickling stops. *For now.*

RUMPLESKIRTSTAIN'S

TOME

OF

Good Clean Pranks

(And Other Lies)



ROCK ON

You may transform up to 3,000 square feet of unintelligent plants at your fingertips to stone. The plants, already fairly dim, will then have the mental characteristics of stone, which is to say none at all. The plants return to their normal form (albeit slightly confused) after 1 turn.

FART WALL (WALL)

You create a wall of noxious fumes up to 60' away; the wall lasts as long as you concentrate. The wall cannot be summoned on top of creatures or objects. It is 1 inch thick and 100 square feet, must be supported by the ground, and will always be shaped like a vertical plane. It cannot move. Any creature that passes through the wall take 1d6 damage, and a further 1d6 damage each round it remains; that damage can be halved on a successful save vs. poison each time. The wall itself does not impede vision or light, though it does have a wispy greenish hue, and smells like rotten eggs.

HEAD IN SAND

Choose a single creature type (human, dwarf, skeleton, red dragon, etc.). As long as you concentrates and remains stationary, that kind of creature cannot attack you without first saving vs. spells.

HARROWING LEAP

You leap through the air up to 20' in any direction! However, you also age 1+1d4 years, and through the next round, you will be unstable, at a -1 to all actions.

UNCOMFORTABLE SILENCE (ILL)

Upon casting this spell, you may mark a target up to 30' away. The next time that creature speaks, it immediately emits a loud, 8 second long flatulent sound, followed by a single second of silence, and finally punctuated by a wet, splashy sound. There are no other effects. If the target attacks someone else, the sound ends immediately.

SMELL-O-VISION (ILL)

You may cause your choice of smell (apple pie, warm manure, baked ham, ogre underarms, etc.) to appear to emanate from any person or object for as long as you concentrate. If your target saves vs spells, moves farther than 30' away from you, or is successfully attacked, the smell vanishes.