

# Six Spells: Monster-Making

By Derek Holland & the Skirmisher Game Development Group

*The idea of magic users creating or changing life is a very old one. Here are six spells that relate to studying, altering, and creating creatures. Unlike most spells, the GM needs to customize most of these for the setting they are to be used in and there are no suggestions on how extensive some of them should be in their effectiveness. Some GMs may allow Mutation I, for example, to provide a -1 bonus to armor class and others may allow -2 or even -4. It may help the GM who is considering allowing player characters access to these spells to have the players do the grunt work in writing charts with potential mutations and creations. Note that the following spells are formatted so as to be compatible with any games using the sorts of basic fantasy role-playing game rules developed starting in the 1970s. They can be used as-is with games like Goblinoid Games' Labyrinth Lord and Mutant Future and can be easily modified and expanded for use with successor systems like OGL or other games altogether.*

## Bloodline

**Level:** 1    **Duration:** instant    **Range:** touch

With a touch, the caster gains knowledge of a creature's ancestry. Useful for standard breeding techniques, it also assists in making mutants. Bloodline can be used on people and royalty and nobility use it to prove their family lines.

## Imbue Life I

**Level:** 7    **Duration:** instant    **Range:** touch

The caster can create life from non-living materials. Only creatures without magical powers can be created with this spell. The result is free-willed and can be no more intelligent than a dog. It can be mutated, however. The spell takes one year to cast and costs 50,000 gold pieces, plus 1,000 per trait (e.g., flight, poison, infravision). The GM may want to add to the cost of these monster(s) if they have an unusually low armor class, high hit dice, or extreme movement rate.

It can be cost-effective to make more than one creature at a time. If more than four are being made, reduce the price by 10% and, if more than 10 are being made, reduce the price by 25%.

## Imbue Life II

**Level:** 9    **Duration:** instant    **Range:** touch

The ultimate spell for making monsters, transfiguration II allows the caster to create just about anything. The result is free-willed and may or may not be intelligent. The spell takes 10 years to cast and costs 500,000 gold pieces, plus 1,000 per non-magical trait; 10,000 (times the spell level) for magical powers; and 50,000 for human level intelligence. The GM may want to add to the cost of the monster(s) with an unusually low armor class, high hit dice, or extreme movement rate.

It can be cost effective to make more than one creature at a time. If more than four are being made, reduce the price by 10% and, if more than 10 are being made, reduce the price by 25%.

## Mutation I

**Level:** 5    **Duration:** instant    **Range:** touch

Mutation I allows the caster to alter a creature permanently. Only non-magical traits can be granted. Mutation I can be cast on a creature multiple times, potentially making the resulting mutant very different from the stock.

This complex spell takes one month to cast and costs 1,000 gold pieces.

GMs may want to limit the type of creatures that can be affected by this spell or allow multiple spells that can only affect one kind or type. It could also be limited to features drawn from the creature's ancestry if the GM uses evolution in his or her setting.

## Mutation II

**Level:** 8    **Duration:** instant    **Range:** touch

Mutation II allows the caster to grant any non-magical trait or magical power up to 4th level to a creature he touches. Mutation II can be cast on a creature multiple times, potentially making the resulting mutant very different from the stock.

This spell takes six months to cast and costs 5,000 gp, plus an additional 500 for every spell level.

GMs may want to limit the type of creatures that can be affected by this spell or allow multiple spells that can only affect one kind or type.

## Remove Mutation

**Level:** 4    **Duration:** instant    **Range:** touch

Any creature that is affected by this spell must save versus spells or lose one trait or magical power. If a caster uses this on one of his own creatures, all the selected traits and powers can be removed at once and there is no save.



# Six Spells: Monster-Making

By Derek Holland & the Skirmisher Game Development Group

**Skirmisher Publishing LLC**

499 Mystic Parkway  
Spring Branch, TX 78070

**Email:** [d20@skirmisher.com](mailto:d20@skirmisher.com)

**Website:** <http://www.skirmisher.com>

**d-Infinity Online:** <http://www.d-Infinity.net>

**Artist:** William T. Thrasher

**Editor/Layout & Design:** Michael O. Varhola



Contents of this publication Copyright 2018 by Skirmisher Publishing LLC, all rights reserved.  
First Self-Standing Publication: August 2018; revised April 2021.

## OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original

material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

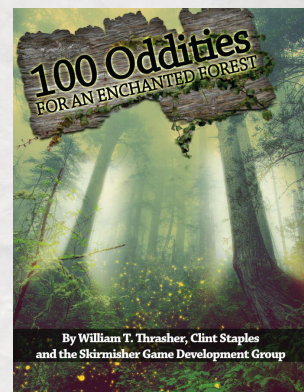
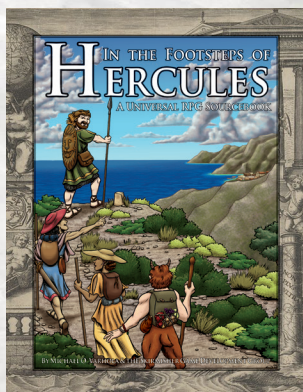
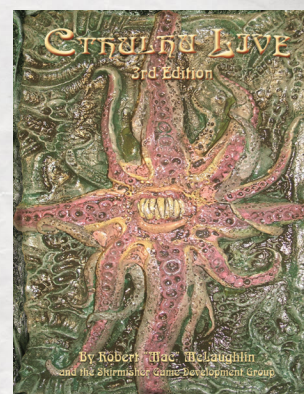
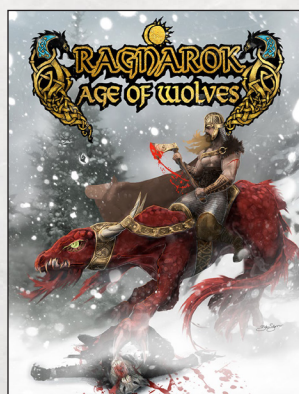
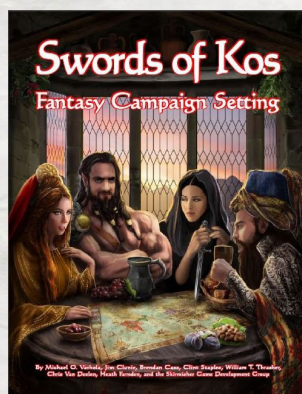
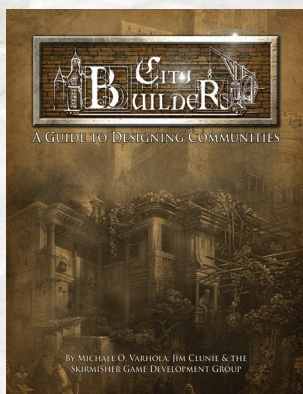
12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE. Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc. "Six Spells: Monster-Making" copyright 2021, Skirmisher Publishing LLC.





BE SURE TO CHECK OUT SKIRMISHER PUBLISHING'S TOP TITLES AND OUR ENTIRE LINE OF POPULAR RPG, LARP, AND WARGAMING PRODUCTS!

