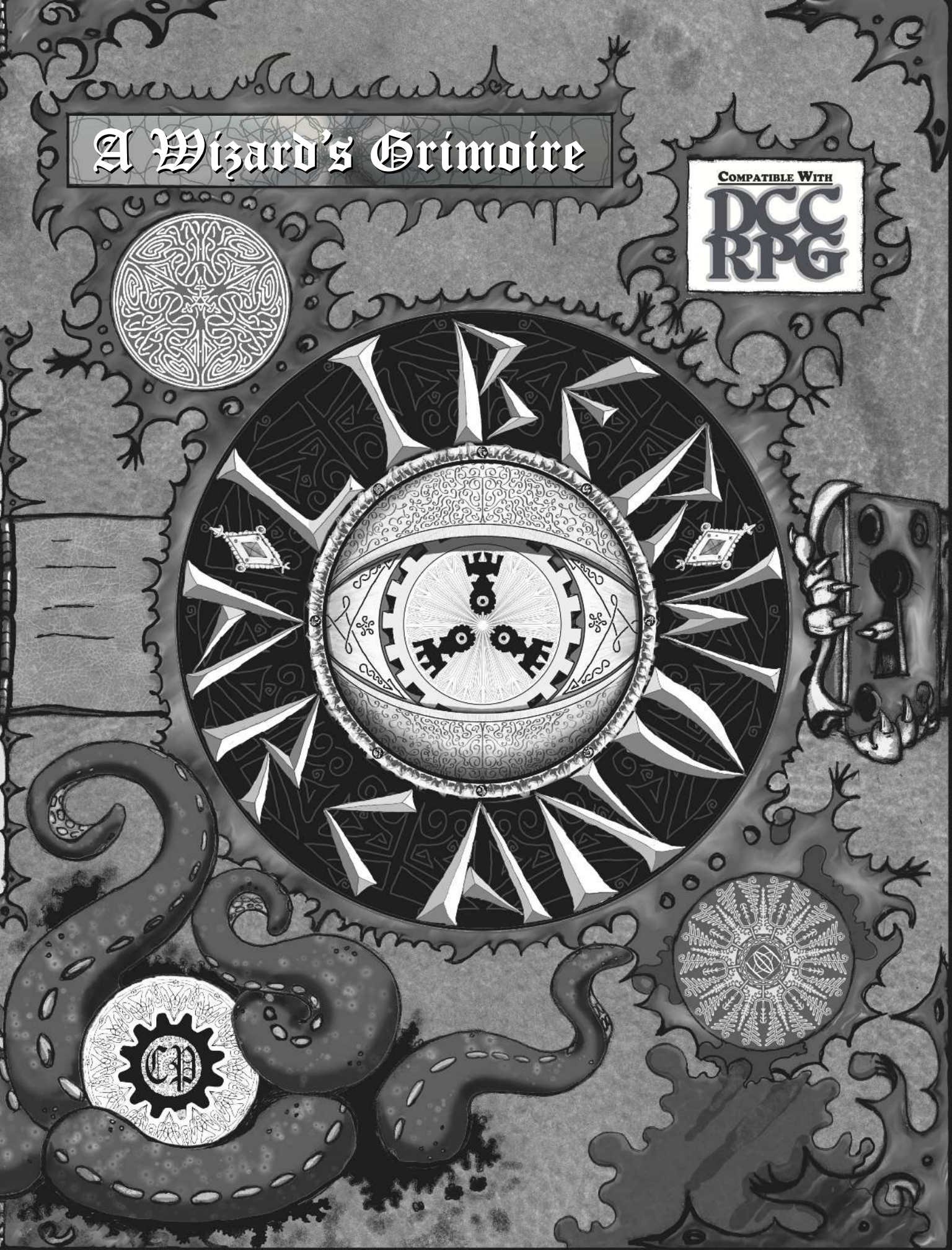
A Wizard's Grimoire

Compatible With DCC RPG





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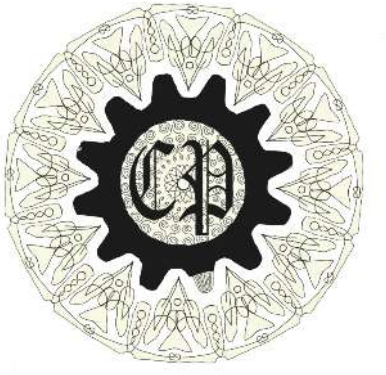


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Introduction

While this book can be thought of as a 'rules supplement' in the technical sense, it is my fervent hope that Liber Arcanum will find use as an item of treasure to be found, or specifically quested for within your game environment. The Book of Mysteries represents a long lost treatise on magic, written in a bygone era when magic was more thoroughly understood and a bit more powerful for the deeper understanding… and still just as wild as the 'modern' practice of magic. When found, Liber Arcanum should be shrouded in legends: and heavily warded against casual browsing. I leave these details to the fevered imaginations of the Storytellers who will deploy this tome and its ideas within their games. There are many ways to use the information contained in these pages; spells and concepts may be offered as rewards from a wizard's patron or other supernatural beings for example. The possibilities are limited only by the imagination of the Storyteller and a few simple understandings. Chiefly that there is a difference between the 7 optional house rules and the 6 Deeper Mysteries offered within these pages; the optional rules should be set in place at the start of the game and apply to all casters and NPC's.

The vast majority of the information in this book pertains to wizards and any other creatures that have the capacity to use arcane magic. However, that doesn't preclude or prohibit an inventive Storyteller or player from devising new and interesting ways to use this material for clerics or divine magic within their gaming environment. Many of the tables and all of the spells function entirely separately from one another; but you will need a copy of the Dungeon Crawl Classics RPG system to use this book; which is referred to within these pages as:" DCC Core Rules". This book of DCCRPG compatible arcane lore also shares many of the same design features of Critters, Creatures, & Denizens (CCD); a copy of which may be helpful, but is unnecessary for the function or use of Liber Arcanum. Foremost in these similarities are the use of the five element system as well as the same scale of Difficulty and Challenge (DC); see table 1-1 on page 1, or the Celestial diagrams on pages 22 and 23. *Yes*, table 1-1 *does* show that it is possible for casters of notable power, as well as cabals of casters using ritual sorcery to be capable of wielding power on a deific scale. Hence, the ire of the gods when mortal casters get out of hand and start messing things up.

Liber Arcanum is divided up into a few basic sections: the first is the practical information on how to use this manual and contains more detailed information on the five element system. Then follows a section detailing the new patrons followed by an archive of lost spells listed in pure alphabetical order. Some of the spells within this tome create unique critters as either part of their function or mis-function. These creatures are added to facilitate the use of the spells they are attached to and are presented in the same format as those within the pages of Critters, Creatures, & Denizens. The reader will find all of the information necessary within the relevant critter entries; other information needed to understand the CCD format can be found on page 289. Lastly, there is Appendix I, which expands upon the rules for magic items and weapons, adds new abilities for magic weapons, and provides a helpful list of pre-made magic weapons.

One final note: many of the entries in this book refer to the critical success or critical failure of a character's Luck checks. Per the information in the DCC Core Rules, the lower the die result the better the success on the check because the character's Luck score is the DC for most checks. I've chosen to work with the idea that in this one aspect of the DCC RPG mechanics: a result of 20 is a Critical Failure and a result of 1 is a Critical Success. All entries adhere to this idea.



Table 1-1: Scale of Difficulty & Challenge (DC) used within this manual	
Easy	5 – 6
Moderate	7 – 8
Professional	9 – 10
Impressive	11 – 13
Extraordinary	14 – 16
Heroic	17 – 19
Legendary	20 – 23
Epic	24 – 25
Deific	26 +

OPTIONAL RULES

Choosing from these options during character generation at the beginning of a new game allows all arcane spell casters (including NPC casters) equal access to these as *House Rules.* These options would be too powerful, or they are too integrated into the system for them to be given to only a few knowledgeable casters. Each rule heading has the explanatory text of the proposed rule.

These rules are mainly used to emphasize or expand upon the DCC Core Rules and ideas, but they can be completely ignored without consequence to the spells and other material in this book.

OPTIONAL RULE #1: Optional Counter-spell rule

As with the spell dueling rules in the DCCRPG Core rule book; the later the wizard acts in the initiative round the better for counter spelling purposes. The first wizard to cast in any round cannot attempt to counter another wizard's spell though they can continue to cast normally if they have access to a second or third action die. Furthermore, wizards may only counter a spell if they have action dice available for casting and it is not possible for other wizards to attempt to counter a counter-spell. Duels are fought in a 1-on-1 basis, though wizards are vulnerable to other attacks and are required to succeed at concentration checks if attacked; intelligence check versus a DC equal to the damage dealt. Failure results in failing the wizard duel, but the wizard is now free to act normally on their next initiative action.

The wizard attempting to cancel the spell is known as the 'defender' and may only attempt to counter a spell if they have access to the same spell that they are trying to cancel, or some other spell such as *Dispel Magic*, or a natural or supernatural ability to cancel magic. Additionally, the defender must be able to see and hear the attacking spell caster to attempt a counter-spell. The defender is given an immediate intelligence check as a free action against a DC = the minimum result needed by the attacker to cast their spell successfully. Succeeding at this check allows the defender to determine the nature of their attacker's spell and if it is even possible to muster a defense. If the caster knows the necessary spell they can attempt to cancel out the enemy wizard's spell. If the defender has the *Dispel Magic* spell or a similar spell or power they need not make this check because it is a universal counter-spell.

If the defender has a spell that may be used as a counter-spell they roll an action die against a DC of 10, +2 per level of the hostile spell, + any situational modifiers the Storyteller deems necessary. The defender adds their Intelligence modifier and their wizard level to this check. The defender can utilize both spellburn and luck burn to enhance the results of their check. If the defender succeeds they may either cancel their opponent's spell; causing the attacker to forget their spell for the day, or if the defender beats the DC by 10 or more they can take control of the hostile spell they were trying to cancel. Exercising this second option means that the defender gets to use their counter-spelling result and apply it to the attackers spell table, Mercurial Magic, and Manifestation results remain the same. The defender chooses where the spell is targeted and any other pertinent details formerly determined by the attacking wizard , but substituting the defenders casting level as needed. Failing the counter-spelling check means the attacker casts their spell normally and the defender has forgotten the spell they were using as a counter spell.

If the defender still has any action dice and qualifying spells left, they may continue to attempt to counter the attacker's spell. A critical failure on this check indicates that the defending wizard has failed so badly they must roll on the corruption table for the spell they were trying to cancel. A critical success on the defender's check allows them to double their normal level bonus to the counter-spell check. In a tie, the attacker casts their spell normally and the defender doesn't forget the counter-spell.

Clerics may not participate in these contests; however, they can attempt to counter the spells of another cleric by following the same process. In these cases there is the added wrinkle over the fact that clerics represent their deity's Will made manifest. Any attempt to cancel the Will of another deity had better be done for sound and just causes. If the defending cleric fails their canceling check they suffer normal disapproval of their god for the level of the failed counter spell. If they roll a '1' on this check they automatically incur the disapproval of their deity and must roll on table 5-7 of the DCC Core Rules; and the

cleric doubles the increase in their chances of incurring their god's disapproval on further casting checks. In all other respects functions identically for clerics as well as wizards; however, there will always be dire repercussions to the defending cleric from their opponent's deity regardless of success or failure just for the audacity of the attempt… how this plays out is up to the Storyteller.

OPTIONAL RULE #2: Spell fails on…

The chance of a spell casting mishap equals the level of the spell, so a 4th level spell misfires on a natural casting check result of 1 to 4. This is uniformly applied to all arcane spells, even to those in magic items and scrolls when necessary. When a player makes a casting check, they only suffer a mishap on a natural result falling within the failure range for that spell. In the above example, only a natural die roll of 1-4 counts as a mishap. Casting die results modified into this range by any situational penalties are simply failures. The main purpose of this rule is for when the Storyteller wishes to emphasize the corruptive, chaotic, and dangerous aspects of the DCCRPG magic system. The spells in this book are formatted to list this rule variant, but it is easily ignored should this option not be in play.

OPTIONAL RULE #3: Spell-books…

With this option, casters do not get a book of spells at character generation. Instead, the caster is given a scroll for each of the spells they have learned. They may use these scrolls in a manner consistent with the rules laid down in the DCC Core Rules. These scrolls are what the caster studies from to re-commit them to memory after they've been forgotten. If the caster manages to hold onto them long enough to find the *Write Magic* spell they may create new scrolls to replace any that have been lost; assuming they still have the spell available to cast. However, under this option, if a wizard forgets a spell and uses the scroll they study from; they cannot recover the spell and they must find another copy of the lost spell before they can use that spell again, though they will retain the same mercurial magic and manifestation effects.

Only a wizard with the *Write Magic* spell can create a spell-book containing all of the spells that they know and as many other spells as they can collect and transcribe or bind into the book; that is why they are so rare and valuable. While a spell-book may have as many spells as will fit in its binding, this still doesn't change the number of spells the wizard can have memorized at any given time. If the wizard forgets a spell by choice or with a failed casting check they can memorize any spell that is in their repertoire to which they would normally have access. Such texts should be bristling with traps and wards as befitting the level of distrust wizards have for each other. Lastly, forgetting a spell from memory does NOT change the mercurial affect for the spell when the caster studies it later. This collection of spells gathered into a spell-book is different than simply placing the scrolls in a durable case. Spell-books may have powers and abilities of their own as well as knowledge of lost patrons or lists of true names; each spell book is as unique as the caster that compiled it.

The costs for construction of the book as well as any traps are subject to negotiation with the Storyteller; but remembering the 'smaller setting' idea central to DCCRPG, most commerce is in the form of barter. There may not be enough coins in any small village or town to fill a small chest; only larger cities have any real economy to speak of so the construction costs can vary widely. When a caster creates a spell-book they gather as many sheets of parchment suitable for scrolls as they can; then securely bind them in place. The caster then proceeds to use the *Write Magic* spell to transfer their spell knowledge onto the prepared pages at a rate of 1 page per level of the spell transcribed. The main benefit to constructing a spell book is that the cumulative casing and bindings act to turn all the scrolls written into the book into a singular item, but each page no longer functions as a scroll. The book has armor and additional hit points which are used up before any of the contents are harmed as well as traps and spells placed upon the book for its protection. A basic spell-book has an AC of 5, 15 hit points, 100 pages and weighs 10lbs. It should cost at least 250gp and take



5 weeks to finish, with greater costs and longer construction times when extra features like traps and bonded spells are to be part of the book. These extra costs must be paid and are generally at least 50gp and 1 week per trap/ spell power/or guardian placed upon the book. Durability can be added in multiple increments to increase the book's AC and hit points, for every 50gp and additional 3 days working on the tome it gains +1 AC, +5 hit points, and will add 3lbs as well as 10 pages to the book.

Such spell books require their owners to commit 1 point of spell burn per 3 levels of spells bound into the book; this includes those spells used for traps and general protection as well as any spellburn required by the writing of the spells into the tome. At the end of the construction time the cash and any spellburn needed are spent and the deeds are done to create the final book. At this point the Player must roll an Intelligence check for their character with a DC equal to 5, + the number of extra AC points added to the book, +1 for each additional power and/or trap granted to the book. Failure indicates the book is ruined and has been reduced to a congealed mass of glue, bone, metal, and unstable magic that was supposed to have been their shiny new spell-book. The caster must start over again from scratch. Success indicates that the spell book contains the spell knowledge and powers according to the wizard's designs, but most importantly they will be able to add new spells directly to any blank pages remaining.

A caster can create a lesser spell-book simply by gathering all the scrolls they wish for it to contain; then securely binding them in place with needle and thread and some leather for the cover. Since each page is still a scroll in its own right, they retain any functions they had under the use of scrolls. These books are less costly to build and require only half the costs listed above. The *Write Magic* spell is not required for their construction, but they cannot be imbued with any inherent spells or special powers like levitation, or invisibility, etc. During construction the caster may increase the lesser spell-book's durability: AC is increased by 1, its hit points are increased by 3, and its weight increases by 2lbs for every 30gp in materials and additional 3 days spent on its construction. Example: a wizard spending an additional 300gp and 30 days on the project creates a spell book with AC15 and 45 hit points. This process cannot be continued, nor can any further scrolls be added after the book is finished.

During construction extra mechanical or mundane features can be added to both types of spell book so long as the caster has the time, the skills available, and/or the cash to pay for any materials and expertise that will be needed. Most of this falls under the purview of the individual Storyteller and their game environment. These enhancements must be mundane in origin for lesser spell books and the player will want to discuss the limits and options the Storyteller is willing to entertain.

The types and range of options for traps and guardians for true spell-books or their lesser kin is as vast as the imagination. They can be as simple as soaking the scrolls in a contact poison of which only the caster has knowledge. The caster can simply wear gloves to avoid this trap and will likely have the antidote (if any) on hand to deal with accidents. Another popular option is rendering the book fireproof via spells and special materials like the blood and skins of fiery salamanders; then placing an *Exploding Rune* from the *Fey Alphabet* on as many pages as possible. The caster is immune to the danger from setting off their sigils, but woe and fiery death awaits all should someone casually look over the wizard's shoulder while they are studying from its pages. Prices are entirely negotiable, but should be around 20gp/ point of value for either the Search, Disable, or save DC of the trap; whichever is greater. Search and Disable DC values are identical for spells used as traps and in general their DC's are equal to their casting check result unless the spell description says otherwise; either way, this DC is multiplied by 25gp for the spell trap like an exploding rune from the Fey alphabet or a *Flaming Hands* spell. Most of these traps are single-use events; multiple use traps cost 3 times normal. The books must be made durable enough to survive the results of the trap… which may be designed to destroy the spell book just as much as the interloper if desired.

Similarly, the caster could imbue the book with an *Eternal Champion* spell that creates an eternal protector following the book through its history until the book or the champion is destroyed by the avarice of mortals or the ravages of time. Some spells, like *Ward Portal* also may apply to prying the book's covers open; because every book is a portal to somewhere else, at least on some level of reality. When attaching protective or utilitarian spells to a true spell-book: they can bond 1 spell per 3 caster levels into any given spell-book. These spells can be of any level to which the caster has access so long as their application makes sense and the Storyteller allows it as a possibility.

The casting results and all variable aspects for each of the spells are fixed at the time they are imbued into the spell-book. To make these spells permanent the caster must commit 1 point of spellburn for every 5 points of the casting check success for each bonded spell. These lost points heal normally. Bonded spells may each be accessed 1/day per 3 caster levels of its creator at the time the spell-book is made and fixed at that time.

Not all spells are applicable; none of the item creation spells are viable candidates, but many other spell options are available. In general only combat, defensive, and some utility spells will be of any use in this process. Combat spells use the spell-book as the point of origin for any area effect spells like *Choking Cloud,* or *Fireball*; or, the imbued spell targets the person or creature holding and/or opening the book. All other spells either effect the book directly, or the person holding the spell-book; these decisions are made and fixed with the creation of the spell-book. It is important to remember that the book normally has no intelligence of its own, so it cannot use a *Charm Person* or *ESP* spell. However, it might be possible that the wizard that owns the book can access these kinds of spells while holding the book. Possibilities are only limited by the Storyteller's decisions as well as the Player's imagination and negotiating skills.

OPTIONAL RULE #4: Reversing spells…

While it is true that only some spells actually function as independent spells when they are reversed; with this option in play, any spell may be reversed and used generically in one of the following ways:

1. *Canceling* – The lasting effects of one spell may be canceled out by the casting of that spell's opposite upon the victim of the lasting effect. For example: the victim of a *Turn to Stone* spell can be freed from their calcified state if another caster uses the reverse of the *Turn to Stone (r)* spell upon the victim. The rescuing mage needs a casting check result on their reversed spell that is greater than the spell casting result imprisoning the victim. If the reversed spell casting result is insufficient then the attempt fails and the spell is forgotten. This process could also be used to strip any permanent *Strength, Agility,* or *Stamina* benefits granted by spells, or even eliminate the permanent aspects of the *Fly* spell: but only if the canceling spell effect is greater than the original casting check result.

2. *Destroying* – In this case, if the casting result of the reversed spell is greater, it will destroy the item or spell effect. However, spells like *Wizard Staff, Wand Magic,* & *Magic Hat* are not subject to spell reversal and must be dealt with via *Dispel Magic,* the *Rending* spell, or some other similar magic or physical ability. Otherwise, this use of a reversed spell is similar to the first except that it can target the non-permanent effects of functioning spells. For example the barrier created by the *Shield* spell may be destroyed by another caster using the reverse of the *Shield (r)* spell as long as the destructive version is cast with a greater casting result.

3. *Hiding* – Someone or something may be hidden from detection. Whenever someone casts the reverse of a *detecting* or *locating* spell the Player of the targeted character or creature notes the casting check result on their character sheet. This becomes the minimum result needed by a detecting or locating spell to be successful in detecting the hidden item or person. This protection lasts for the duration of the reversed spell or until it is overcome. If the seeker's result is less than the casting check result that obfuscated the item or creature then the detection spell fails to note the existence of the hidden item or creature. The item or creature is not rendered invisible or physically cloaked and may still be detectible by other mundane means, including scent, infravision, darkvision, blind sight, and sound or other stranger senses.

In all three cases the procedure is nearly the same as casting the normal version of the spell. As noted in the DCC Core Rules, memorizing the reverse of a spell allows the caster to use their full casting dice while spontaneously casting the reverse of a memorized spell must be done with an action die one step lower on the dice chain. However, with this rule in play, the caster has a second mercurial magic and manifestation effect for the reversed form of any spell. If there is no written material to cover the reversed spell, use the existing Mishaps, Corruptions, and Manifestation results listed for the normal spell entry as well as is possible; making substitutions and additions as necessary.

OPTIONAL RULE #5: 5th level spells…

I have re-formulated the 5th level spell tables to make "20" the minimum threshold for a spell's success to better align with the casting formula set down in the DCC Core Rules. Only the mightiest of wizards should be able to cast these spells; and only those few lucky casters who get to roll a *d24* or *d30* on their casting checks may cast 5th level spells with regularity. Alternately, a wizard can use other means like sacrifice, locations of power, and ritual casting to boost their arcane prowess to attain the highest results on these tables. Setting these results higher will also act as an incentive for taking on apprentices and for joining ritual magic societies. The spells in this book are written with this configuration in place, if the Storyteller wishes to comport with the standard 5th level spell table progression then they will see that the progression for 5th level spells in the DCCRPG Core Rules is the same as it is for 4th level spells, and will find tables 1-18 and 1-19 on page 25 useful.

OPTIONAL RULE #6: Beyond 5th level spells…

These powerful forms of magic may be cast using ritual sorcery ONLY. The minimum number of participants in these events is equal to the level of the spell. So, a *Greater Ritual* must have at least 6 participants and a *Sacrament* requires at least 9 members. These ritual casing events grant all of the same bonus values and casing advantages listed for ritual casting in the DCC Core Rules. Just as with normal ritual magic, a circle of wizards (or their equivalent) is needed; usually one wizard is the master of the casting event. The master of the event can re-roll the casting check once for each participant in the ritual, and they may all pool half their casting bonuses to a maximum of +10 as normal. Unlike normal rituals, these rites, and such do not count towards their number of spells known; neither does the knowledge of the ritual, ceremony, etc. count as a spell at all. Rather, in each case it is a collection of tasks, ingredients and words of power that each participant is required to enact at the proper choreographed moment. The writings, gestures, and ingredients are otherwise useless when intoned without their proper setting and timing. As such each of these advanced casting practices requires that the master of the ritual is at least 9th level, but the rest of the participants will have lower experience requirements. The individual descriptions of the *Rituals, Rites, Ceremonies,* and *Sacraments* will give any further information needed for casting.

This option allows for the existence of spells beyond the normal 5 levels which are known as follows:

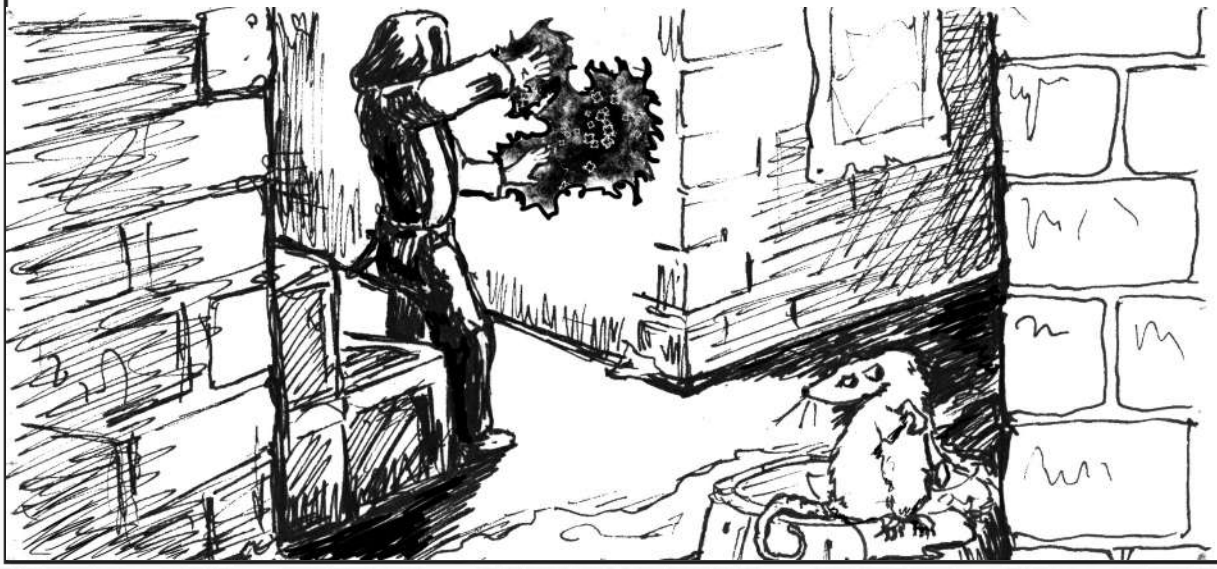
- *Greater Rituals* (6th level spells) and requires 1 day of casting per participant with at least 6 participants; all of whom must be at least 5th level with a 9th level wizard leading the event.
- *Rites* (7th level spells) and requires 2 days of casting per participant with at least 7 participants; all of whom must be at least 6th level with a 9th level wizard leading the event.
- *Ceremonies* (8th level spells) and requires 3 days of casting per member of the Ceremony and requires at least 8 participants; all of whom must be at least 7th level with a 10th level wizard leading the event. Of the remaining 7 members of the Ceremony, one of them must be a cleric of 7th level who must succeed at casting the Blessing spell with a result of 20+ representing the good favor of their god as their part of the ritual; but confers no extra bonuses to the success of the Ceremony.
- *Sacraments* (9th level spells) and requires 5 days of casting per member of the Sacrament and must have at least 9 participants. *Sacraments* must be led by a cleric and a wizard of 10th level, both of whom must succeed at their casing checks for the ritual to succeed. As co-leaders of the *Sacrament,* the total number of casting checks is divided between the leaders. As soon as one succeeds, any remaining casting checks default to the other leader and the final result is the greater of these two checks. The other participants in the Sacrament must be at least 8th level. Sacraments also allow for worshipers loyal to the deity the cleric represents to add a +1 casting bonus per 10 willing participants in the service; this bonus stacks with the normal ritual casting bonus to a maximum of +20 for the check, but these worshipers do not count when determining the number of available casting checks for or the duration of the Sacramental rite. These worshipers can be of any level and class, and may even be 0 level characters and NPC's.

Even a cabal of wizards will need to summon tremendous power to see the upper end results on these spell tables. An example of a *Greater Ritual* and a *Rite* are provided in this book, but *Ceremonies* as well as *Sacraments* involve deities and as such they are generally specific to a given module or world setting. As such they are not included in this work as anything more than a theoretical concept with supporting information; see Tables 1-18 and 1-19 on page 25. These casting events are generally used for the summoning of gods and type 6 demons to the Material Plane, shifting planet-killing-asteroids into harmless pocket dimensions, or to resolve similarly epic situations. Even in these situations the players will likely not be participants in the casting event, but working on the periphery to either protect or disrupt one of these high level ritual events. Most often, the use of magic beyond 5th level is intended as a tool for the crafting of plots and special events by the Storyteller.

OPTIONAL RULE #7: Thieves and Runes…

Table 1-2		Thief Alignment & Casting Die		
Level of Thief	Uses per day	Chaotic	Lawful	Neutral
1	1	D10	D10	D12
2	1	D10	D10	D12
3	2	D12	D12	D14
4	2	D12	D12	D14
5	3	D14	D14	D16
6	3	D14	D14	D16
7	4	D16	D16	D20
8	4	D16	D16	D20
9	5	D20	D20	D20
10	6	D20	D20	D20

This option allows thieves to add *Mortal Runes* to their ability to use scrolls. This optional rule also allows thieves to incorporate runes into their secret sign-language; but this special technique allows the thieves who know of it ignore the normal -2 penalty for inscribing a rune in midair. The thief rolls their casting die and adds only their Intelligence modifier and any miscellaneous modifiers set by the situation then consults the table of the *Runic Alphabet (Mortal)* spell from this book or the DCC Core Rules. A thief may burn Luck to enhance this result and they must roll mishaps and corruption as any other caster upon a failed casting check. If the thief is rolling at least 1d20 for their casting die, then a natural result of '20' on the die allows the thief to add their level to the casting check. The number of times per day that a thief may attempt this trick is indicated on table 1-2. Using this option also grants thieves a +1 bonus on all saves versus runes. A thief's access to runes is limited only by their level and the ability to secure the services of a teacher. A thief of at least 5th level may access Fey runes if they have spent the time learning them and are willing to suffer the consequences of failure. Thieves learn a runic alphabet the same way a wizard learns a spell, after spending sufficient time with an instructor, they must succeed at an Intelligence check versus a DC of 10, + 1 per level of the alphabet they are attempting to learn. This is made using the thief's greatest available action die + their Intelligence score modifier. What constitutes appropriate costs and time is up to the Storyteller and their players, but in general it should take about 1 month per level of the runic alphabet the thief is attempting to learn.



The Deeper Mysteries:

Alternately, or in conjunction with the other options, the Storyteller can introduce some of the *Deeper Mysteries* that can be uncovered as the arcane caster studies Liber Arcanum (the Book of Mysteries) or as a reward from their patron, etc. Arcane casters may only know one Deeper Mystery, +1 mystery per 3 caster levels. If they are to learn these secrets from Liber Arcanum, they must have had the book in their possession for at least 1 month of study. However, wizards only get to roll once for new knowledge every time the player adds new levels to the character. The player may roll 1d100 on table 1-3 to see if they have learned anything new. If the player rolls and gets a similar result to knowledge they already have, the Storyteller may choose another result or allow the player to roll again.

If a 0 level character somehow manages to find and keep hold of and study from the Book of Mysteries for the at least one month; they may then roll to see if they have learned anything as part of the process of adding their first wizard level. However, the study time may be longer than it takes to get to their next level, and they cannot make any rolls until they have studied it for the required time. At each additional level gain; the caster must have studied from the Book of Mysteries for the required time and then roll under the given percentage on a d100 (modified by Luck) to successfully learn something. If the caster has an 18 Intelligence score, they would be able to subtract 30% from their roll any time they attempt to learn a new mystery. If the caster learns something new, they roll 1d24 on table 1-4 to find out what they learned. If a caster gets to 10th level and they still haven't learned any of these mysteries: or they haven't yet achieved the maximum number of mysteries they are allowed; they are unable to gain any further benefits unless the Storyteller grants permission. The caster might be allowed to learn a new mystery after completing a difficult quest, or committing at least 15 points of spellburn and begging their patron for help.

Table 1-3: Chance by level to learn a new Deeper Mystery

Level	% chance
1	5%
2	10%
3	15%
4	20%
5	25%
6	30%
7	35%
8	40%
9	45%
10	50%

Table 1-4; Deeper Mystery learned by studying from the Book of Mysteries; roll 1d24.
(For random spells see table 1-20 on page 26)

1	Patron Bond (Gydrion)
2	Caster learns Runic Alphabet (Mortal) – extra runes, learns the Game of Antonyms.
3	Patron Bond (Kandri-sek)
4	New benefits to ritual casting – *Arcane Gestalt*
5	Patron Bond (Hraalvid)
6	Harmonic and disharmonic casting
7	Lesser Spell Rituals
8	Caster gains knowledge of *Sword Magic* spell and all the new powers, banes, and bane effects.
9	Patron Bond (Avridar)
10	Storyteller rolls for random magic weapon and caster learns its location.
11	Patron Bond (Brinae)
12	Caster has the opportunity to learn 1 new spell of a level that they can normally cast.
13	Patron Bond (The Queen of Battle)
14	Caster gains knowledge of Animancers and Necromancers and the 5 element system.
15	New benefits to ritual casting – *Amplification*
16	Caster has the opportunity to learn 1 new spell of a level that they can normally cast.
17	Durable scrolls
18	Caster has the opportunity to learn 1 new spell of a level that they can normally cast.
19	Elder version of Runic Alphabet (Fey) – extra runes, Game of Antonyms, V oice of Power
20	Caster has the opportunity to learn 1d3 new spells of levels that they can normally cast.
21	Caster has the opportunity to learn 1d3+1 new spells of levels that they can normally cast.
22	Caster has the opportunity to learn 1d5+2 new spells of levels that they can normally cast.
23	Caster gains knowledge of magic beyond 5th level and the Greater Ritual of Tattooing.
24+	Gain 1 point to caster's Intelligence score. Cumulative and can take the caster beyond 18.

Deeper Mystery #1: Lesser spell ritual

Learning of this mystery reveals that a wizard can slow down the pacing of their casting attempt to focus the power more effectively. This allows the caster to gain a +2 casting bonus by tripling the spell's normal casting time. For example if the wizard is casting a 1st level spell with a normal casting time of 1 round; they may extend the casting time by 2 rounds, spending the extra time being careful with their gestures and pronunciations to gain a +2 on the casting check. To extend the casting times any further would require re-writing the spell into a proper magical ritual. If the spell normally has a casting time of more than one round, then this increment is the time that must be re-invested into the casting attempt. If the spell normally requires 1 Turn to cast (10 minutes) then extending the casting time to a total of 30 minutes grants a +2 on the casting check.

If the caster is attacked or otherwise interfered with during this extended casting attempt they must succeed at a Willpower save versus a DC of 10, +1 for each level of the spell and +1 for each point of damage suffered by the caster on the attempt to break their concentration. Failing this roll ends the casting attempt and the caster must roll on the mishaps table for the spell and it is forgotten. When using this rule spell duels (Option#1 or standard rules) are still possible; however the actual duel doesn't begin until the casting check for the attacking wizard is rolled. The defender may then declare that they are attempting to cancel the spell; at this point either the normal rules or the optional rules presented here may be utilized. The defending wizard is granted a +1 bonus to their intelligence check to identify the attacker's spell. The knowledge of this mystery does not enhance magic that creates durable items; *Make Armor, Make Potion, Wand Magic, Wizard Tower, Wizard Staff, Sword Magic,* or any similar types of spells, because they are minor rituals already due to their long construction times and greater costs.

Deeper Mystery #2: Harmonic and Disharmonic casting

These techniques, when added to the normal spell casting routine allow the caster to take advantage of favorable aspects of their environment to enhance the performance of a spell. If the caster is in an area that is conducive to the type of spell they are casting, then the wizard's casting die is increased by 1 step on the dice chain. Additionally, each damage die gains a +1 bonus or the duration and general effectiveness of the spell result is enhanced by up to 50% at the Storyteller's discretion. All wizards using this knowledge to tap into these harmonizing forces must also be held to the converse of this principle. If these wizards are in an area that is detrimental to the type of spell they are casting their casting check suffers for the discordant arcane forces; lowering their casting die by 1 step on the dice chain. Additionally, each damage die gains a -1 penalty or the duration and general effectiveness of the spell result is reduced by up to 50% at the Storyteller's discretion.



As a guideline, any spell that has an energy or elemental component will be subjected to this rule and the enhancement or hindering of a spell follows the normal rules for elements; see tables 1-10 and 1-11 on page 18. However, the Storyteller has the final say on which spells are enhanced or subdued within any given environment. For example, if the wizard finds themselves in an old lava tube they could cast fire and earth based spells like *Flaming Hands* or *Lightning Bolt* with a casting die one step greater than normal and each of the damage dice would gain an additional +1 point of damage for each damage die, while a Magic Shield Spell would have its duration and general effectiveness enhanced by up to 50%. If these same spells were cast within in an arctic environment the wizard's casting die is lowered by one step on the dice chain, the spell's Damage dice are each reduced by 1 point and the general effectiveness is decreased by 50%. In general this sub-rule can be used by a Storyteller to emulate anything from random elemental harmonies and disharmonies of an area to Fey groves, ley-lines, and other magical locations.

Deeper Mystery #3: New benefits from ritual casting…

As well as the benefits to ritual casting listed in the DCC Core Rules, the caster who studies from Liber Arcanum can learn new ways of structuring their rituals to gain new advantages. This technique is incompatible with the Lesser Rituals discussed previously.

Amplification – The master of the ritual may choose either the spell's range or duration to be multiplied by the ritual bonus to the casting check (+1 to +10) by increasing (or adding) any spellburn costs for the master of the ritual by 2 points.

Arcane Fury - The damage dice of a ritual spell may be increased by one step on the dice chain for each point of damage that the wizards of the ritual are willing to endure. The damage is of a type appropriate to the spell, so if the spell causes acid damage each wizard in the casting circle takes 1 point of acid damage to increase the damage die by 1 step. If the spell applies damage to or drains ability score points then the casters also lose one point of each ability score affected by the spell. If the spell normally causes no damage, then the wizards each take 1 point of force damage for each +1 increase to the spell's DC values. The casters may increase the dice as many steps as they can endure.

Arcane Gestalt – Whenever a group of magi use ritual magic, they may pool all of their arcane power in such a way as to share any XP loss, or spellburn amongst the participants unless the spell or ritual says otherwise. The master of the ritual determines who loses what and how much, but usually the burdens are shared equally and the minimum time to cast the ritual increases to 1 hour per participant. The caveat is that in addition to any shared corruptions, they must also share in any mutations, misfires, and any other ill effects of a failed casting check. The primary benefit to this use of ritual sorcery is that if the master of the ritual is slain and the spell duration has not been reached the control of the spell passes to the next most experienced member of the casting circle, and so on irrespective of the new caster's level. The spell functions continue as they were originally cast until the spell ends or the casters are all slain.

Deeper Mystery #4: Durable scrolls…

One of the general themes of DCC RPG is that randomness should be applied whenever possible; to wit, if a spell is cast from a scroll there should be no guarantee that it will fade from the page. Any wizard who masters this lost secret of scroll use may roll 1d20 modified by their Luck after they use any scroll and check Table 1-5 on page 10. If fortune favors the caster the scroll might be reusable, or it might cause other wondrous or dire affects. This is a separate roll in addition to any casting check or mishap results. Lastly, any spell cast from a scroll has a separate mercurial magic effect from how the spell manifests for the wizard when casting the same spell from memory. When using this option it is advisable to limit scrolls to one spell Each. In addition to any other misfires and corruptions, the Storyteller uses the scroll mishaps table 1-6 on page 11 any time a caster rolls a '1' on the casting check for the scroll they are reading from, or when table 1-5 indicates a mishap, or even when creating a scroll.

From the journal of Daelin, wizard of the 5th circle of Benarvyn

I have created two permanent scrolls today; this way I will not have to remember everything. Why remember what can be looked up, right?

The first casts the Enlargement charm. I can just open it, read it, and the spell is cast. Instant giant. It actually worked. If only my Master could see me now. Of course, he can't, being dead and all. That's what happens when spells go wrong. One minute you're casting Polymorph from a scroll, the next minute you are an aethereal chipmunk in a battered little hat playing messenger for Gydrion.

I was so excited, and by extension confident, that I tried a second time... The second didn't go so well. Oh, the Invisibility spell is on the scroll alright, but the casting didn't go so well. It wandered off somewhere and I cannot find it. I suspect that whomever does may be in for a bit of a surprise. I mean really, an animated invisible scroll with a nasty disposition… That could be a bit inconvenient.

Sometimes convenience isn't worth it…

Table 1-5: After each use of a scroll; roll 1d20 modified by the caster's Luck.

Die Result	1st Level Spell	2nd Level Spell	3rd Level Spell	4th Level Spell	5th Level Spell
1	Mishap	Mishap	Mishap	Mishap	Mishap
2-3	X	X	Mishap	Mishap	Mishap
4-5	Scroll stays intact and can be used again.	X	X	Mishap	Mishap
6-7	Scroll stays intact and can be used again.	Scroll stays intact and can be used again.	X	X	Mishap
8-9	Scroll stays intact and can be used again.	Scroll stays intact and can be used again.	Scroll stays intact and can be used again.	X	X
10-11	Scroll stays intact and can be used again.	Scroll stays intact and can be used again.	Scroll stays intact and can be used again.	Scroll stays intact and can be used again.	X
12-13	Scroll stays intact and can be used again.	Scroll stays intact and can be used again.	Scroll stays intact and can be used again.	Scroll stays intact and can be used again.	Scroll stays intact and can be used again.
14-15	Scroll stays intact and can be used again.	Scroll stays intact and can be used again.	Scroll stays intact and can be used again.	Scroll stays intact and can be used again.	Scroll can be used again. Caster gains a +1 bonus to casting check the next time they cast this spell from this scroll.
16-17	Scroll stays intact and can be used again.	Scroll stays intact and can be used again.	Scroll stays intact and can be used again.	Scroll can be used again. Caster gains a +1 bonus to casting check the next time they cast this spell from this scroll.	Scroll can be used again. Caster gains a +2 bonus to casting check the next time they cast this spell from this scroll.
18-19	Scroll stays intact and can be used again.	Scroll stays intact and can be used again.	Scroll can be used again. Caster gains a +1 bonus to casting check the next time they cast this spell from this scroll.	Scroll can be used again. Caster gains a +2 bonus to casting check the next time they cast this spell from this scroll.	Scroll stays intact and duplicates Itself; either can be used normally. Caster gains a +3 bonus the next time they cast this spell from any scroll.
20+	Scroll stays intact and can be used again. Caster gains a +1 bonus to initiatives for one minute. This takes immediate affect; adjusting their current initiative results.	Scroll can be used again. Caster gains a +1 bonus to casting check the next time they cast this spell from this scroll.	Scroll can be used again. Caster gains a +2 bonus to casting check the next time they cast this spell from this scroll.	Scroll stays intact. Caster gains a +3 bonus on their next casting of this spell from any Scroll including a permanent +1 bonus to casting this spell from memory.	Scroll stays intact. Caster gains a +4 bonus to their next casting of this Spell including a permanent +2 bonus to casting this spell from memory.

Mishap = roll on Table 1-6
X= spell information fades from the page; on the bright side, the caster has a perfectly good piece of paper, parchment, etc. they can use to create another scroll.



Table 1-6: Scroll Mishaps Table

Table 1-6: Scroll Mishaps Table	
Less than 1	Scroll is instantly destroyed in a flash of light. When the glare fades the wizard has been turned to stone. This is a permanent curse that may only be overcome by a *Remove Curse* spell cast with at least a result of 25 or greater. (No save)
1	Scroll explodes, delivering 1d7 points of magical force damage per level of the spell it contained to everything within 10ft, +5ft for each of the spell's levels. (DC15 Fortitude save for half damage)
2	Scroll explodes, delivering 1d5 points of magical force damage per level of the spell it contained to everything within 10ft. (DC13 Fortitude save for half damage)
3	Scroll bursts into flame and turns to ash; caster takes 2d6 points of fire damage. (No save.)
4	Scroll bursts into flame and turns to ash; caster takes 1d6 points of fire damage. (No save.)
5	Scroll bursts into flame and turns instantly to ash causing 1 point of damage and the wizard is stunned for 1d6 minutes. (No save)
6	Scroll bursts into flame and turns instantly to ash causing 1 point of damage and the wizard is stunned for 1d6 rounds. (No save)
7	Scroll bursts into flame and turns instantly to ash.
8-9	Scroll fades from the parchment, leaving it available for making another scroll.
10-15	Scroll fades from the parchment, but it is totally unfit for making another scroll.
16-17	Scroll dissolves into slimy goo that permanently causes the wizard to smell bad; +2 on tracking and spotting rolls for creatures using scent ability. The *Remove Curse* spell cast with a result of 22+ will remove this effect.
18	Scroll animates in some fashion that allows it to make a tremendous amount of noise: 65% chance of attracting 1 hungry critter with 1HD/ level of the spell destroyed. When it arrives it is irritable from all the noise and attacks relentlessly. The scroll destroys itself completing this process.
19	Scroll animates in some fashion that allows it to make a tremendous amount of noise; 85% chance of attracting 1d4 hungry critters of HD equal to the level of the spell on the scroll. They are irritable from all the noise and attack. Scroll is destroyed in the process.
20	The scroll folds itself into an origami critter of some kind (related to the spell); or otherwise transforms into some kind of creature by sprouting arms, legs, and a mouth full of razor sharp teeth. This creature uses 1d20 for an action die, has ability scores of 9; and gains a d8 hit die, a +1 bonus to attacks, damage, and saves per level of the spell in the scroll. This strange critter regenerates 1hp/ turn and has most of the modes of movement for the creature it resembles. However, these creatures avoid fires, fluids, and cannot swim. It follows the caster like a bloodhound until it is slain. Unfortunately for the critter, water causes the ink to run and generally acts like acid upon these creatures; causing 1d6 points of damage per pint of water. They may have other vulnerabilities depending upon their construction; your Storyteller will have details.
21+	Caster mispronounces a critical glottal stop; distorting the spell. A swirling vortex drags the caster, plus their familiar and all of their personal equipment to another Plane. Whether this is instantly lethal or not is up to the Storyteller… The character is lost to the current campaign and the Player makes a new character... See diagrams 1-1, 1-2, and the random table on pages 22 and 23 of this book for random Planar destinations.

Deeper Mystery #5: Faerie Secrets

Mastering this lost lore grants the caster knowledge of the version of *Runic Alphabet (Fey)* listed in Liber Arcanum if they don't already have the spell. If they have the spell from the Core Rules they can add the new runes to their list. The caster learns that runes from alphabets of at least third level can be spoken in addition to the other uses for runes including the Game of Antonyms. Speaking the runes into power is a difficult process and imposes its own modifiers, but can be most useful if a wizard's hands are tied or in other, similar situations. The spell's description (page 178) will have further details; and mastering this lost secret means the caster cannot willingly harm faeries or suffer their eternal wrath.

Deeper Mystery #6: The Game of Antonyms…

The True power of this knowledge is in the realization that while runic alphabets cannot be reversed like other spells, they are a language and subject to most of the same rules. Mastering this lost lore grants the wizard knowledge of the Game of Antonyms and a copy of the *Runic Alphabet (mortal)* found on page 186. If they already have the spell from the DCCRPG Core Rules, they discover the new runes and information and add it to their existing spell. Within this paradigm most of the existing runes have a runic antonym and may have dominance over several other runes. Runic Antonyms have the ability to destroy their opposing rune and other lesser runes. This has led to a dangerous, ever evolving game between wizards, using subtlety of application and other dirty tricks in a continuous battle to circumvent each other's defenses. See page 191 for additional information on runic abilities.

On a linguistic level the concept of antonym is adhered to as best as possible, using the rune's effects as the final determiner when necessary. Tables 1-7 and 1-8 on pages 13 – 15 have a complete list of runes, their antonyms, and a list of any other runes they can dominate. To be in conflict the runes must each be within each other's triggering range. Only those runes on the "Also Cancels out" list and those listed as antonyms have any effects upon each other. Use the following guidelines to determine if runes are in conflict:

- If both runes are triggered by line of sight (LOS) then they must each be visible to the other.

- If both runes are triggered by touch then they must come into physical contact.

- If one rune is triggered by LOS and the other by touch; the dominant rune remains active and suppresses the other rune until they come into physical contact. If neither rune is dominant, as with the case of antonyms, then both runes are suppressed until they come into physical contact. If they do not come into contact a suppressed rune will re-activate if it hasn't been triggered when the dominant rune is far enough away.

- Runes triggered by passing within a certain distance are treated as touch activated and are 'touched' as soon as another rune crosses into their area of effect.

- When runes are attached to living creatures or objects, whether permanent or not, touching the creature or item in question is the same as touching the rune.

- When determining dominance, the spell level of the runic alphabet is paramount. Even the least rune on the results table for Fey runes is dominant over the most powerful runes of an alphabet of lower level. The second factor in determining dominance is that with respect to each casting results table; runes created with a greater casting check are dominant over those lower on the table. Runes within the same entry are co-equal and are either antonyms or have no effect upon each other.

- Spoken runes are impermanent by nature and have no dominance versus other, non-spoken runes. Any attempt to speak a rune into power within the effective area or presence of another, conflicting rune automatically fails.

When runic antonyms come into conflict or contact with each other per the triggering rules above, they both immediately disintegrate even if they are both permanent. If only one of them is permanent; the permanent rune destroys its antonym, but loses its permanence.

If a dominant and permanent rune comes into conflict or contact with a lesser rune per the triggering rules, the dominated lesser rune is destroyed, even if it is permanent.

If a dominant, but non-permanent rune comes into conflict or contact with a permanent lesser rune other than its antonym per the triggering rules above, roll 1d100 modified by luck. Multiply the luck modifier of the wizard who made the non-permanent rune by 5%; if it is a penalty add this to the result, if it is a bonus subtract it from the d100 result. On a roll of 40% or less both runes are destroyed. Otherwise the permanent rune destroys its superior, losing its permanency.

If a dominant, but non-permanent rune comes into conflict or contact with a non-permanent lesser rune other than its antonym per the triggering rules above, roll 1d100 modified by luck. Multiply the luck modifier of the wizard who made the dominant rune by 5%; if it is a penalty add this to the result, if it is a bonus subtract it from the d100 result. On a roll of 60% or less the lesser rune is destroyed, otherwise both runes are destroyed.

Table 1-7: List of Faerie Runes, their antonyms, and any other runes they can cancel out.

Runes (3rd level)	Activation	Antonym	Also cancels out…
Confusion (fey)	LOS	Eloquence	Sealing, Arcane Prowess, Comfort, Alertness, Recollection, Veracity, Enthrall, Trap, Message, Alarm
Eloquence	Touch	Confusion (fey)	Enthrall, Message, Confusion (mortal)
Greater Comfort	Touch	Pain	Trap
Pain	Touch	Greater Comfort	Health, Comfort (mortal), Enthrall
Blind	LOS		Health, Alertness, Message, Alarm
Burn	Touch	Chill	Greater Comfort, Health, Comfort (mortal), Immobility, Enthrall, Block, Message
Chill	Touch	Burn	Greater Comfort, Health, Agility, Comfort (mortal), Alertness, Freedom
Deafen	Touch		Eloquence, Alertness, Veracity, Message, Alarm
Lesser Healing	Touch	Blind, Burn, Chill, Deafen	Deafen, Chill, Burn, Blind, Pain, Confusion (fey), Greater Curse, curse, Block, Enthrall, Confusion (mortal)
Rebuff	Touch	Sharpness	Agility, Alertness, Recollection, Freedom, Block, Message
Sharpness	Touch	Rebuff	Lesser Healing, Greater Comfort, Eloquence, Confusion (fey), Strength, Stamina, Health, Comfort (mortal), Prevarication, Immobility, Block, Confusion (mortal)
Containment	LOS	Explosive	Rebuff, Agility, Freedom, Message
Explosive	LOS, Touch	Containment	Lesser Healing, Chill, Greater Comfort, Eloquence, Health, Sleep, Comfort (mortal), Immobility, Block, Alarm
Safety	Touch	Speed	Explosive, Containment, Sharpness, Rebuff, Deafen, Chill, Burn, Blind, Pain, Confusion (Fey), Greater Curse, Curse, Sleep, Forgetfulness, Immobility, Enthrall, Trap, Confusion (mortal)
Slow	Touch, Passing within 5ft	Speed	Agility, Alertness, Freedom, Message, Alarm
Speed	Touch, Passing within 5ft	Slow	Containment, Rebuff, Sleep, Immobility, Block
Anchor	Touch	Repulse	Speed, Rebuff, Agility, Forgetfulness, Freedom, Message
Repulse	Touch	Anchor	Safety, Containment, Greater Comfort, Immobility, Block, Message

Table 1-7: Continued

Runes (3rd level)	Activation	Antonym	Also cancels out…
Absorb Energy	Touch	Lightning Rod	Repulse, Speed, Explosive, Rebuff, Chill, Burn, Strength, Freedom
Lightning Rod	Touch	Absorb Energy	Slow, Safety, Lesser Healing, Chill, Greater Comfort, Eloquence, Stamina, Strength, Health, Sleep, Comfort (mortal), Recollection, Immobility, Enthrall, Block
Lethargy	LOS	Rage	Repulse, Speed, Eloquence, Arcane Prowess, Stamina, Strength, Health, Agility, Alertness, Recollection, Veracity, Freedom, Message, Alarm
Rage	Touch	Lethargy	Slow, Safety, Containment, Lesser Healing, Greater Comfort, Eloquence, Arcane Prowess, Health, Sleep, Comfort (mortal), Alertness, Recollection, Enthral, Message
Greater Healing	Touch		Rage, Lethargy, Lightning Rod, Anchor, Explosive, Deafen, Chill, Burn, Blind, Pain, Confusion (Fey), Greater Curse, Curse, Sleep, Forgetfulness, , Prevarication, Immobility, Enthrall, Block, Trap, Confusion (mortal)
Greater Spell Resistance	Touch, Passing within 15ft		Greater Curse, Arcane Prowess, Curse
Preservation	Touch, LOS	Translocation	Repulse, Speed, Explosive, Forgetfulness, Freedom, Message
Translocation	Touch	Preservation	Lethargy, Anchor, Slow, Containment, Sealing, Immobility, Block, Trap, Alarm
Chaos	Passing within 10ft	Law	Disruptive energy has 70% chance to cancel any lesser rune.
Law	Passing within 10ft	Chaos	Rage, Sharpness, Deafen, Blind, Confusion (fey), Greater Curse, Curse, Forgetfulness, Prevarication, Freedom, Confusion (mortal).

For example, the *Greater Comfort* rune and the *Pain* rune nullify each other, but only when they come in contact; because the *Pain* rune must be disturbed to be activated. However, the *Greater Comfort* Rune has an area effect so the two runes disintegrate as soon as the *Pain* rune passes into the area of effect of the *Greater Comfort* rune. If either of these runes is permanent it destroys its antonym, but is no longer permanent and will continue to function until it is discharged normally.

For example, if a non-permanent *Safety* rune comes into conflict with a permanent *Blind* rune. The wizard who made the *Safety* rune is protected by it and the *Blinding* rune is suppressed until they come into contact with each other. At this point the protected wizard must get 40% or less on a d100; if successful both runes are destroyed. Otherwise, the *Blind* rune discharges normally, but loses its permanency.

In the example above, if the *Blinding* rune were non-permanent then the wizard with the *Safety* rune has a 60% chance that the *Blinding* rune is destroyed when they make contact. If the *Safety* rune is permanent than it destroys the *Blinding* rune even if it too is permanent.

Table 1-8: List of Mortal Runes, their antonyms, and any other runes they can cancel out

Runes (1st level)	Activation	Antonym	Also cancels out…
Alarm	Touch	Confusion	
Confusion (mortal)	LOS	Alarm	
Message	Touch		
Trap	Touch		Alarm
Block	Touch	Enthrall	Message, Trap, Alarm
Enthrall	LOS	Block	Alarm
Freedom	Touch	Immobility	Block, Enthrall, Trap, Confusion, Alarm
Immobility	Touch	Freedom	Message
Prevarication	LOS	Veracity	None
Veracity	LOS	Prevarication	Enthrall, Confusion
Forgetfulness	LOS	Recollection	Veracity, Message
Recollection	Touch	Forgetfulness	Enthrall, Block, Confusion
Alertness	Touch	Sleep	Forgetfulness, Trap, Confusion (mortal)
Comfort (mortal)	Touch		Immobility, Trap Confusion (mortal)
Sleep	LOS	Alertness	Recollection, Freedom, Message, Alarm
Agility	Touch	Curse	Comfort (mortal), Sleep, Immobility, Block, Trap, Alarm
Curse	Touch	Health	30% chance to nullify any lesser 1st level Rune
Health	LOS	Curse	Sleep, Forgetfulness, Veracity, Prevarication, Immobility, Enthrall, Block, Trap, Confusion (mortal)
Strength	Touch		Immobility, Block
Stamina	LOS		Sleep, Forgetfulness, Trap
Arcane Prowess	Touch, LOS	Greater Curse	Curse, Forgetfulness, Immobility, Block,
Greater Curse	LOS	Sealing	50% chance to nullify any lesser 1st level Rune
Sealing	Touch	Greater Curse	Forgetfulness, Freedom, Message



Magic and the Elements:

Originally I had thought to devote an entire chapter of this tome to the cosmology of a gaming Universe, but after I thought about it for a while I realized that the nature of the DCC RPG system and the flavors of the Appendix N universes really don't have room for too much standardization of Cosmology; everyone's RPG universe will be so different as to render books on cosmology largely useless. Besides, most of the realms have either been covered at length and are sitting on the shelves of gamer's libraries already; or, they are off limits due to product licensing. However, as the basic building blocks of a fantasy universe the Primal Elements could be thought of as common to all universes; in theory at least. But that's not enough for DCC; Appendix N has no room for ordinary, so I diverted from the classic 4 part elemental division familiar to most gamers. This section is offered as a set of ideas for the Storyteller to use or ignore at their leisure and is intended to spur him or her to new ideas and possibilities for their own game milieu. However, since this approach is ingrained in everything that I write, perhaps a few words of explanation are in order to facilitate the reader's understanding of the spells and other concepts in this book.

I first introduced this elemental system in *Critters, Creatures, & Denizens,* but there wasn't enough room in that work to really explore and explain this quintessence of forces. Though I should really say; 're-introduced', because I'm certainly not the first to try to bring this concept into the Fantasy RPG paradigm. It is also fair to say that the idea never really went anywhere; I'd be surprised if I had any greater success in this endeavor. But, with the unique opportunity to re-shape and re-define the gaming environment afforded by the arrival of DCC RPG, I simply couldn't resist the chance to try.

The concept of 5 elements has been with humanity for millennia, Aristotle and Plato both postulated a 5 element theory, but the idea never became popular in Western Philosophies. However, the 5-element theory is as strong today in the rest of the world as it ever was in antiquity. The difficult part for most folks seems to be the idea of *Thought* and *Intention* or *'Spirit'* as a physical force; but if you think about it for a moment, we see the ebb and flow of this force every day of our lives. This force can be seen in the cycles of life shared by all creatures of the world; or when we open a newspaper and read of the world's events. It soon becomes evident that not only are *Thought* and *Spirit* capable of acting upon the world to wreak havoc and miraculous changes just as any other physical force; but that Spirit is the most powerful of the 5 elements. It challenges us, shapes the world around us and our individual and collective destinies constantly as we make the decisions to navigate through our journey of life.

In this model of the meta-verse the 5th element supplies the consciousness and animating force of all creatures so this element must also be conscious, else it couldn't impart this gift to others. This living, creating force is the most powerful of the elements and being self-aware it knows that living energy unbounded and ever growing is dangerous when left unchecked. Being self aware, the elemental force of Spirit is capable of self-regulation and thus created the de-animating force, the negative corollary to life itself; Entropy, or Death, to use the more common term. This bifurcated nature makes Spirit truly unique among the elements, but this dualistic character sometimes occludes the potential of this strange element within a gaming environment.

As stated on page 15 of the CCD the interactions between these 2 halves of the Spirit are balanced within all living creatures, at least those who are in good health. But these forces would annihilate each other like matter and anti-matter were it not for the buffering effects of the other 4 elements also present in balanced amounts within all mater. The interactions of the elements are shown on table 1-9 reprinted from the CCD.

Table 1-9; Elemental Energies & Damage Types	
Air	Sonic, Music, Charms
Fire	Fire, Heat
Water	Acid, Ice, Cold
Earth	Electricity, Bludgeoning
Spirit (+)	Heat/ Force/ Paroxysm/ Healing
Spirit (-)	Cold/ Force/ Paralysis/ Draining

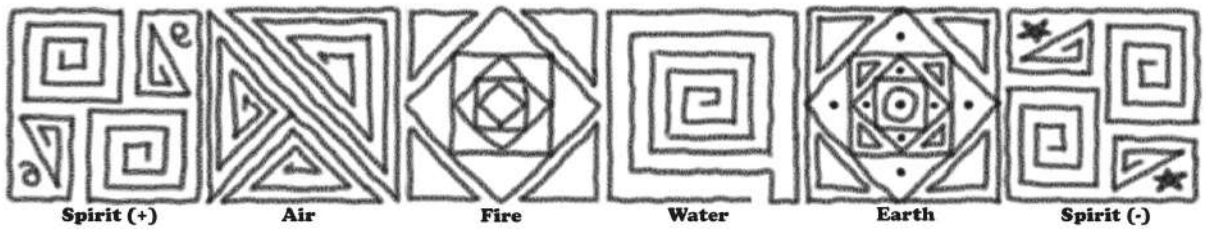


Table 1-10 outlines the various interactions between the elements. While the destructive properties are easy enough to understand, the process of enhancement is left vague so as to allow for wider use. Generally enhancement refers to things like the ability of fire to create refined metals and alloys, or to describe the 'air' made available to aquatic creatures, or the winds carrying clouds of water vapor gently through the sky. Positive energy creatures act to enhance the flow of the elements where ever possible. Negative energy creatures work constantly to unravel the elemental forces and are constantly at odds with the growth of the natural world. When earth enhances fire, the results are nothing less than… well… volcanic.

Table 1-10; Contrary and Complimentary Elemental Energies	
Air	Starves Fire & enhances Water
Fire	Boils Water & enhances Earth
Water	Erodes Earth & enhances Air
Earth	Traps Air & enhances Fire
Spirit (+)	Cancels out Spirit (-) & enhances all other Elements
Spirit (-)	Cancels out Spirit (+) & has a degenerative effect on all other Elements.

How these interactions play out in the game environment is up to the Storyteller, as is the existence of any Para-elements such as Steam, Magma, Mud, and others. For *Critters, Creatures, & Denizens* and for *Liber Arcanum* the default setting is that these Para-elemental Planes do exist and there are several critters based upon these sometimes contrary and always unstable hybrid elements. Within this paradigm, even contrary elements may be forced to combine disproportionately to the other elements or even in their absence. Mud Mephits for example are an unstable conglomeration of Earth, Water, and just enough positive or negative Spirit energy to animate its form. These unstable combinations often have severe dietary requirements as well as restrictions to movement and environment when brought to the Material Plane. All of these Para-elemental combinations are unstable by technical definition, but the enhancing effects between Elements can create powerful hybridizations like the Cloud and Lava Mephits; see *Critters, Creatures, & Denizens* for further details on these creatures.

This model of the elements also allows for the expression of the Faerie Kingdoms as amalgams of nearly pure positive or negative energy with just a touch of another element. Thus Sprites and Spriggans are nearly identical and both are air spirits; they just have opposite polarities, viewpoints, and goals. These goals are as varied as their physical forms, but faerie kind generally fall into one of two main camps: the Faeries who see mortals as children to be guided & protected; and the Faeries who see mortals as cattle to be hunted and used for sport. Table 1-11 outlines the Para-elements and their attendant damage types. Creatures constructed with such energies are vulnerable to all of the elemental energies to which their constituent elements would normally be susceptible.

Table 1-11; Para- Elements and their damage types	
Cloud	Acid, Asphyxiation, Sonic
Dust	Asphyxiation, Sonic, Slashing
Lava	Electricity, Fire, Bludgeoning
Mud	Acid, Asphyxiation, Sonic, Constriction
Smoke	Asphyxiation, Poisons and Toxins,
Steam	Acid, Heat, Steam
Faerie (+)	Any available to its elemental subtype, spells
Faerie (-)	Any available to its elemental subtype, spells

On a cosmic scale, all these elemental forces are balanced against one another and all are set into motion by the dynamic tension between the animating and de-animating force. In conjunction with the 'smaller' world theme favored within the DCC RPG system, this Elementalist view of the Cosmos allows us to enfold many of the functions and themes from other realms presented through the years into either the positive or negative aspect of Spirit. For my writing and gaming this has generally taken the form of the 13 Heavenly Kingdoms and the 13 Kingdoms of Hell. I have defined these greatly within the scheme of my game environment, but I have deliberately held off publishing many details so that the end user has more freedom to implement these core ideas in their game milieu. However, it can be generally said that the 1st Kingdom of Heaven is the largest and is circular, like all other Kingdoms both above and below. The ascending Heavenly Kingdoms are each dedicated to a principle or mortal conception of Heaven and the afterlife; as well as the abodes of certain deities. Through meditation the souls ascend to find the place that makes them feel most at peace, or they choose to be reborn into the Material world again.

These other Heavenly Kingdoms may be assigned as the Storyteller wishes, but these three truths hold constant during the ascension: each kingdom is slightly smaller, the available ambient power of the kingdom grows, and at the pinnacle of this Celestial Mountain is the Eternal Garden. Only a few hundred paces across, the 13th Kingdom of Heaven is a peaceful garden with several meditation platforms and delicate arrangements of trees, flowers, stones, and intricately raked sands and pathways. All set within a single perfect summer day that never fades. There are streams within the Eternal Garden that flow from the eight points of the compass and into the Well of Forever; a central pond lined with jade and turquoise. Two ancient fish swim within its crystal clear water; Harmony and Wisdom. One has scales of gold smoothed by eons of languid swimming, the other has polished silver scales sparkling and glinting in the sun brighter than the finest of mirrors. The few enlightened souls which ascend to this level meditate here for centuries or even millennia before moving on to whatever is beyond; for even the Angels know not where souls go whence they depart from the Eternal Garden.

Most of this holds true for the lower realms; just in reverse. As the Kingdoms of Hell descend into the darkness, they too contract in size as their power grows. The Kingdoms of Hell are arranged similarly to the Heavens, in that each of the Kingdoms of Hell are dedicated to a particular concept or version of Hell associated with a specific doctrine or dogma and are the abodes of certain evil deities. The Storyteller should feel free to assign these as needed for their campaign; however, the 13th and lowest Kingdom of Hell is a small, nameless dungeon so bleak, so vile, that even devils are nervous when they must travel to this forsaken place. The reason for this trepidation is clear to any souls unfortunate enough to be interred within; at the center of the dungeon is a pit so malevolent that its dark corruption appears only as a mixture of viscous, oily mists and horrific visions, all swirling chaotically in its endless depths. Those who stare into this kaleidoscope of despair and wickedness find themselves dragged into the Outer Darkness where only demons roam and forgotten gods slumber; dreaming through eternity.

Animancers & Necromancers

In the paradigm of a sorcery & swords fantasy environment, the dualistic concept of Spirit can have other, more subtle, yet profound applications. Spells such as *Breathe life, Eternal Champion, Stamina,* and other such spell manifestations can then be a form of elemental magic, as would *Animate Dead*, and a host of the spells traditionally thought to be the purview of clerics like *Restore Vitality*, or any other type of curative/ restorative magic. Among the stranger manifestations found within this elemental model is the idea that both positive and negative energy can be used to animate items. In the case of negative energy this takes the form of the parade of undead creatures from skeletons all the way up to the mighty lich and other fell spirits. Any of these same types of creatures can be found in the benign realm of positive energy; mostly in non-physical forms like helpful Ghosts, Invisible Companions, Eternal Champions, or anything animated via the *Breathe Life* spell or involving magical force. In fact, under this model it is possible to do away with the entire concept of clerics and deities. The architecture is already part of the DCCRPG system.

We can re-skin the cleric class as wizards dedicated to either the positive or negative aspect of Spirit. The former are known as animancers and the latter are known as necromancers. As for patrons, they are mostly there to provide a convenient means of teaching the animancer or necromancer their powers and skills. The Storyteller can modify existing patrons that resonate with positive or negative energy or re-skin some of the former deities into patron groups based upon the element of Spirit with which they most resonate as needed for their game environment. Any or all of these patrons can give the appropriate generic spell lists and powers listed on page 20. I have transferred many of the divine spells onto these two elemental lists with some standard magical spells added for flavor; these are learned and used in the same way as any other wizard. Any divine spells not on these lists then become the purview of any specific patron(s) of the Storyteller's choice. While these are the spells available to animancers and necromancers; the casters must still earn this knowledge from their patron.

Each camp defines the other as evil, but for the sake of clarity and tradition I have labeled the positive energy as "good" because it is generally associated with healing, growing, and is a generally creative force. Negative energy, being generally destructive and violent in nature is labeled as "evil".

Powers:

- Both types of Elementalist have the 'lay on hands' ability; however, the touch of a Necromancer causes damage by class and alignment of the target rather than healing the target.
- Neither suffers from ire of the gods, but they suffer corruptions and misfires as any other wizard. Use table 1-19 (p. 25) as a quick reference for generic mishap tables by spell level. These wizards also suffer from any patron taints that the Storyteller can devise for their new patrons, or simply default to the corruption tables in the DCC Core Rules.
- Both types of Elementalist have the Turning ability; animancers may turn creatures of negative energy, Undead, and any other creatures defined by their chosen patron. Necromancers can turn spirits animated by force, or positive energy, such as *Eternal Champions, Invisible Companions,* constructs, as well as *living creatures* and any others defined by their chosen patron. It is possible for a powerful necromancer to slay the living in droves with this power, just as animancers or clerics can with unholy creatures.
- Both types of Elementalist have damage resistance versus the energies of the basic and hybrid elements of magical or mundane origin. This protection is equal to their level, modified by their Luck. The resistance of animancers is overcome by the spells and physical attacks of necromancers and negative energy creatures of equivalent or greater level/HD, magic weapons, and the attacks from non-intelligent critters with at least 6HD. The resistance of necromancers is overcome by the spells and physical attacks of animancers and other positive energy creatures of equivalent or greater level/HD, magic weapons, and the attacks of non-intelligent critters with at least 6HD.

Animancer Spell List:

1st Level

Animal Summoning, Blessing, Comprehend Languages, Detect Evil, Detect Magic, Flaming Hands, Find Familiar, First Aid, Force Manipulation, Food of the Gods, Invoke Patron (*), Magic Shield, Mending, Patron Bond (*), Protection from Evil, Resist Heat or Cold, Sleep, Spider Climb

2nd level

Agility, Binding, Cure Paralysis, Detect Invisible, ESP, Invisible Companion, Levitate, Lotus Stare, Monster Summoning, Neutralize Poison or Disease, Protection from (*), Restore Vitality, Spider Web, Stinging Stone, Strength, Wizard's Staff

3rd Level

Breathe Life, Consult Spirit, Eldrich Hound, Eternal Champion, Exorcise, Haste, Make Armor Make Potion, Paroxysm, Panoramic Projectile Projection, Planar Step, Remove Curse, Spirit Weapon, True Name

4th Level

Polymorph, Sanctify/ Desecrate, Telekinesis

5th Level

Righteous Fire, Replication, Transmute Spirit

Necromancer Spell List:

1st Level

Chill Touch, Darkness, Detect Good, Detect Magic, Force Manipulation, Invoke Patron (*), Levitation, Magic Missile,Paralysis, Patron Bond (*), Protection from Good, Rending, Resist Heat or Cold,

2nd Level

Banish, Curse, Detect Invisible, Forget, Invisible Companion, Phantasm, Ray of Enfeeblement, Shatter, Snake Charm, Wood Wyrding

3rd Level

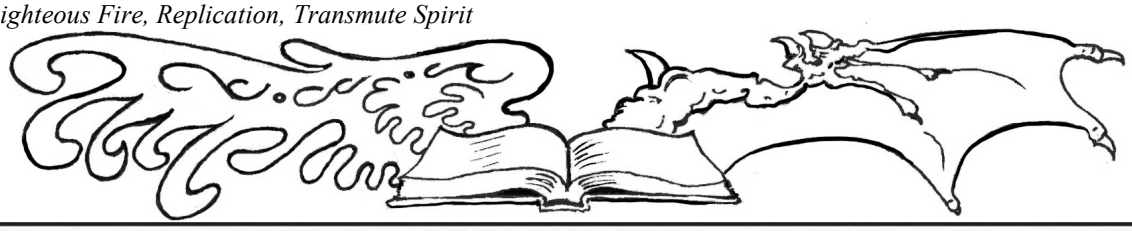
Animate Dead, Consult Spirit, Dispel Magic, Emirikol's Entropic Maelstrom, Lesser Devastation, Monster Summoning, Planar Step, Slow, Speak with the Dead, Spirit Weapon, Sword Magic, Telekinesis, Transference, True Name,Turn to Stone

4th Level

Adhibitis Ossa, Affliction of the Gods, Sanctify/ Desecrate, Weakening, Vermin Blight

5th Level

Devastation, Hepsoj's Fecund Fungi, Mind Purge, Whirling Doom, Transmute Spirit



But what about Spirit Elementals you may ask? There is no need to re-invent the wheel for these either; There are already plenty of creatures to use: we've simply been calling them Angels and Devils. Since both sets of creatures are decidedly Lawful and are eternally set to make war upon their opposites; the animancers and necromancers in their service must also be Lawful and they will always fight when they meet. Where a a geomancer can summon Earth Elementals, animancers can summon animals and monsters as soon as they gain enough levels to learn to cast these spells, but at 5th level an animancer can add generic constructs to the types of monsters that may be summoned, and at 10th level the animancer can summon an angel with hit dice allowed by the *Monster Summoning* spell. Necromancers can summon negative energy creatures with the *Animate Dead* spell at 5th level, and with the *Monster Summoning* spell they may call forth devils with hit dice fitting the criterion of the spell's results. The possible nature and abilities of these devils are too numerous to detail here and would likely require a separate tome unto themselves.

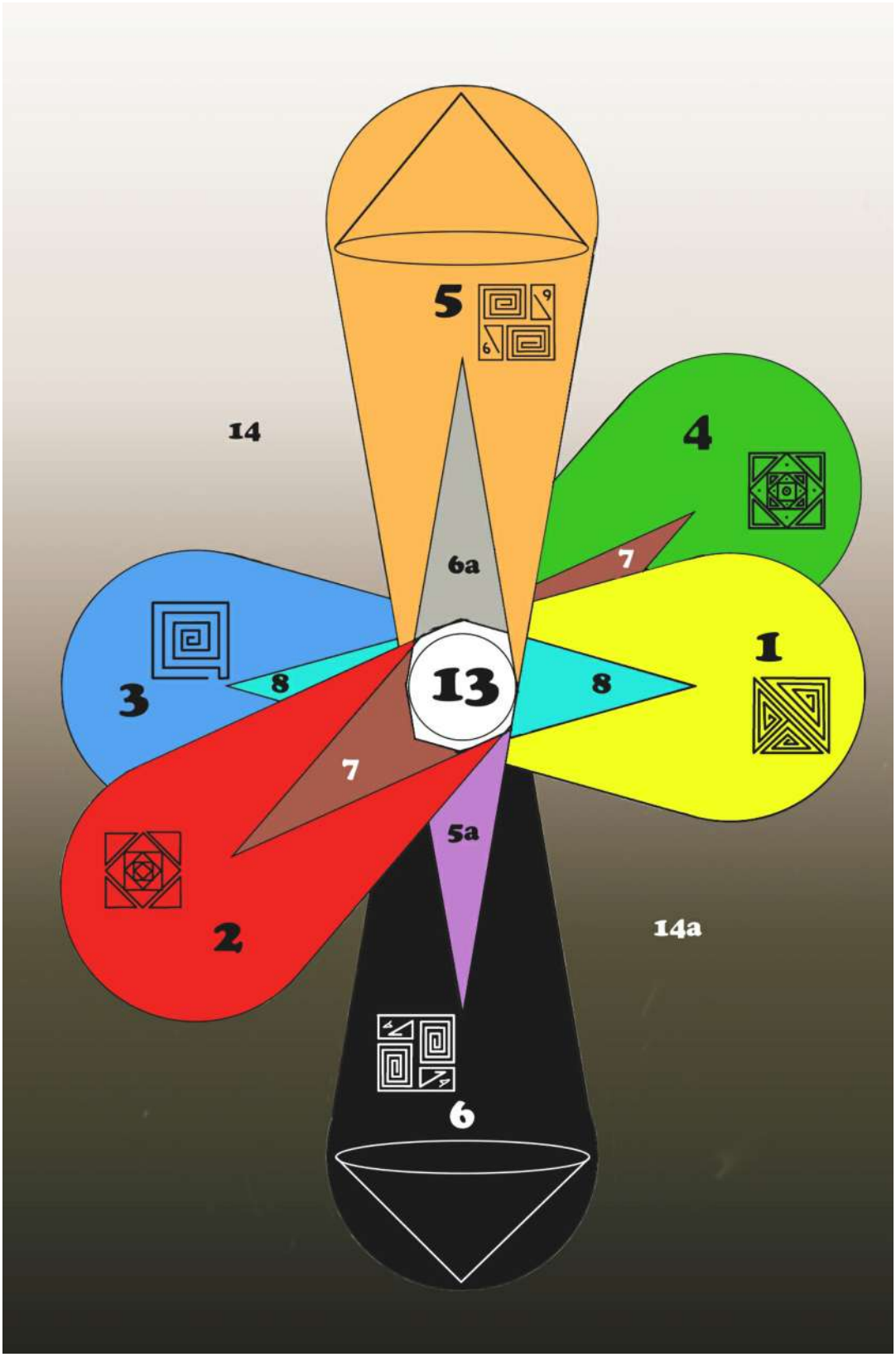
For those Storytellers and Players who enjoy a good romp through the Planes, I've included a basic diagram or 'map' of this Celestial Geometry. In this model of the multiverse any particular part of the Material Plane is a stable point of reference where all Elemental aspects overlap. This point of harmonic convergence is unmistakable, because it is usually a sphere that we would recognize as a planet. Even though the elemental planes are infinite in scope, only the small area near and within the overlapped area contains the vital forces needed for life and these regions are thought of as the various Planes, of Fire, or Earth, etc. because these are the only places where living beings of a non-elemental nature may travel. The deep reaches of any Elemental Plane are much too hostile for travel or use by mortals. The exceptions to this rule are the Planes of Positive and Negative Spirit Energy. They have the Kingdoms of Heaven and Hell housed within the Outer Reaches of their respective Planes; while the regions closer to the overlap manifest as Para-elemental Planes. The near region of the Positive Energy Plane is called the Ethereal Plane, but it is sometime called Summer Home, or Faerie Land, the lands across the sea, and other names; it is where the positively aligned Faerie make their homes when not on the Material Plane. The near region of the Negative Energy Plane is called the Plane of Sorrows and is a land of shadows and the wandering, restless, dead that cannot find their way onward. The negatively aligned faeries call this place home when they are not tormenting mortals on the Prime Material Plane.

The space between the spaces also needs definition and it too is bifurcated into a close and an outer section; both are referred to generically as Astral Space. The closer of the two regions is known as the Palace of Dreams and is where the Pattern of Reality is fixed by the dreams of the gods and mortals. The farther reaches of the Astral Plane are known as the Outer Darkness and it is where demons and forgotten gods slumber. It is the last and strangest frontier; appearing to be infinite, however sages, elves, and magi have theorized that if one were to travel far enough into the Outer Darkness, one could possibly find other worlds cocooned within their own dreams.

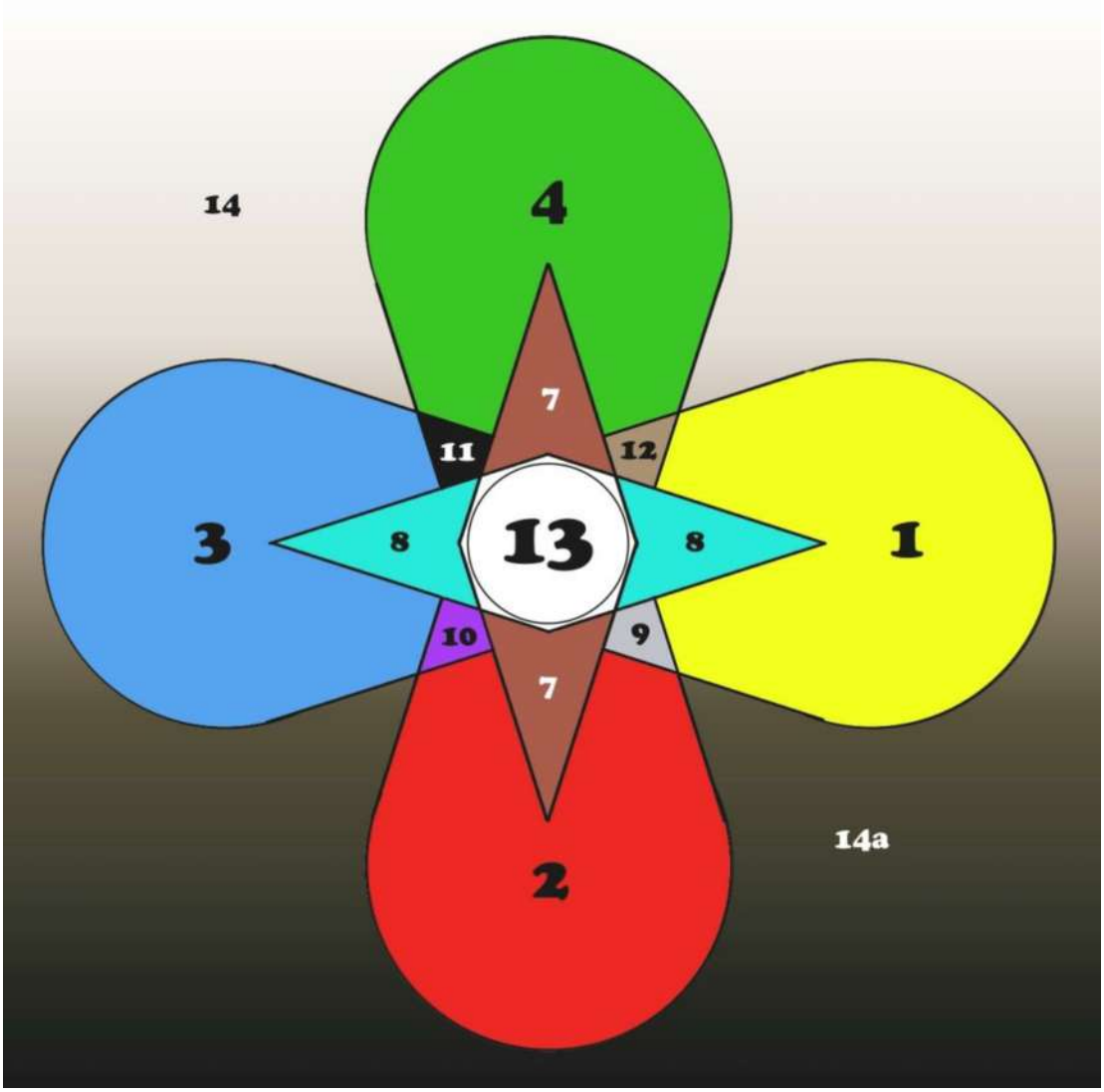
Who lives upon these planes and how magic spells function therein is up to the individual Storyteller because every game world is different. The four elemental kingdoms of Air, Fire, Water, and Earth are straight forward and are ruled by the various Elemental Lords and Ladies. These four Planes are common to all universes, but let common sense rule the day whenever possible. For example, fire spells probably don't work very well on the Plane of Water, Steam, or Mud. Likewise, how the Planes connect to one another as well as the means by which each is accessed is also subject to the whims of the Storyteller with the following caveat: in this model the Prime Material Plane is considered part of every Plane because it is the node upon which everything else balances. As such, the enterprising and powerful wizard (or cleric for that matter) can travel from the Prim Material Plane to any other Plane in a single 'step' assuming they have the right spell, or item and enough power.

The following diagrams are offered as an aid to understanding; the first shows the Celestial Geometry of the Five Elemental Planes in relation to the Material Plane. Also shown on this first diagram are the Para-elemental Planes of Clouds, and Lava as well as Summer Home and the Plane of Sorrows. These diagrams have been stretched, pulling the planes away from each other somewhat to better illustrate their places. The second diagram omits the 5th element entirely in order to better show the Para-elemental Planes; both diagrams have representations of The Palace of Dreams, and the Outer Darkness.

Celestial Geometry Diagram 1-1



Celestial Geometry Diagram 1-2



Random planes:

If there is need of a random Plane; roll 1d14. On a result of 5, 6, or 14, roll percentile dice to further clarify. If this is affecting a Player Character they apply their Luck bonus or penalty to both the d14 roll and to any percentile rolls needed. For the percentile roll, multiply the character's Luck modifier by 10% and apply this result as a bonus or penalty to their roll. Anyone who ends on Positive or Negative Plane of Spirit is in the 1st Kingdom of Heaven or Hell depending on the result.

1. Plane of Air
2. Plane of Fire
3. Plane of Water
4. Plane of Earth
5. Plane of Spirit (+), roll d100
   < 50% = 5a. Etherial Plane, Summer Home
6. Plane of Spirit (-), roll d100
   < 50% = 6a. Plane of Sorrows
7. Para-elemental Plane of Lava
8. Plane of Clouds and Vapors
9. Para-elemental Plane of Smoke.
10. Para-elemental Plane of Steam
11. Para-elemental Plane of Mud
12. Para-elemental Plane of Dust
13. Prime Material Plane
14. Palace of Dreams, Astral Space
    < 51% = 14a. The Outer Darkness

Random things and other useful charts…

When any of the random color charts in the following spell tables indicates that multiple color choices are available the player rolls the randomizing die indicated to determine how many colors manifest. Are they a base color with stripes or polka-dots? Is the effect one color on one day and another on the next? Are there enough colors to make a plaid? The possibilities are limited by imagination and the Storyteller's permission. This result is rolled once, usually as part of the manifestation effect, and the result is fixed when the spell is learned and cast for the first time. This same mechanic functions similarly regardless of the choices offered. Here are a few of the random tables used in this book as well as some others from Critters, Creatures & Denizens that the Storyteller may find useful in other non-specific ways or situations.

Table 1-12: Basic random color progression:
(Roll 1d8 to determine the color of the effect: 1= Red, 2= Orange, 3= Yellow, 4= Green, 5= Blue, 6= Indigo, 7= Violet, 8= Roll twice)

Table 1-13: Elaborate random color progression:
(Roll 1d14 to determine color of the effect: 1= Red, 2=Orange, 3= Yellow, 4= Green, 5= Blue, 6= Indigo, 7= Violet, 8= Black, 9= Gray, 10= White, 11= Gold, 12= Silver, 13= Roll twice 14= Roll thrice.)

Table 1-14: Basic random nice fragrances progression:
Roll 1d6: 1= Rose, 2= Sandalwood, 3= Patchouli, 4= Mountain Valley Rain Storm, 5= Pine Needles, 6= Bog Berry.

Table 1-15: Basic random horrible odors progression:
Roll 1d10: 1= Rotting Garbage, 2= Open Sewer on a hot day, 3= Troll dung, 4= Tavern floor after a long festival weekend, 5= Pig pen, 6= Ogre breath, 7= Bloody battlefield on a hot day, 9= Rotten eggs, 10= Dragon vomit.

Table 1-16: Spotting distance in miles to the horizon by creature size and observing altitude; assuming perfect viewing conditions.*

Creature Size and Height	Ground Level	5 feet	10 feet	15 feet	20 feet	30 feet	40 feet	50 feet	75 feet	100 feet
Tiny (1.5ft)	1.49	3.11	4.14	4.96	5.66	6.85	7.86	8.76	10.67	12.29
Small (3ft)	2.11	3.45	4.4	5.18	5.85	7.01	8.0	8.88	10.77	12.38
Medium (5ft)	2.73	3.86	4.73	5.46	6.1	7.22	8.18	9.05	10.91	12.5
Large (10ft)	3.86	4.73	5.46	6.1	6.68	7.72	8.63	9.45	11.25	12.8
Huge (15ft)	4.73	5.46	6.1	6.68	7.22	8.18	9.05	9.84	11.57	10.08
Gargantuan (20ft)	5.46	6.1	6.68	7.22	7.72	8.63	9.45	10.21	11.89	13.36
Colossal (30ft)	6.68	7.22	7.72	8.18	8.63	9.45	10.21	10.91	12.5	13.91

*1 Mile = 1.609 Kilometers, & 1 foot = 0.305 meters.

Table 1-17: Minor Demons

Demon: Type Zero	**Projection:** None	**Critical Threat Range:** 20
Communication	Usually none, or Common	
Abilities	Damage and magic resistance equal to half their hit dice rounding down; a proto-demon with one hit die has neither; both damage and spell resistance are overcome by spells of 3rd level wizards and divine magic of any level. They rarely have more than 4 or 5 hit dice.	
Vulnerabilities	They are dependent upon draining ability score points from victims in order to remain upon the Plane to which they have been summoned. Failure to meet this requirement forces them to disintegrate. Minor demons are always vulnerable to the natural attack forms of the critters they are emulating as well as divine magic. All minor demons suffer a -2 penalty on saves versus *Binding, Banishing*, or similar effects; *Dispel Magic* causes them 1d4 points of damage per caster level of the attacking wizard.	

Table 1-18: Spell success Quick reference:

	Can be cast by a single wizard			Risky for a caster.		Ritual casting required.			
Spell Level	1st	2nd	3rd	4th	5th	Gr. Ritual	Rite	Ceremony	Sacrament
Mishap	**1**	**1-2**	**1-3**	**1-4**	**1-5**	**1-6**	**1-7**	**1-8**	**1-9**
Failure	**2-10**	**3-12**	**4-14**	**5-16**	**6-18**	**7-20**	**8-22**	**9-24**	**10-26**
Special[+]	**11**	**13**	**15**	**17**	**19**	**21**	**23**	**25**	**27**
Succeeds	**12-13**	**14-15**	**16-17**	**18-19**	**20-21**	**22-23**	**24-25**	**26-27**	**28-29**
Succeeds	**14-17**	**16-19**	**18-21**	**20-23**	**22-24**	**24-26**	**26-28**	**28-30**	**30-32**
Succeeds	**18-19**	**20-21**	**22-23**	**24-25**	**25-27**	**27-29**	**29-31**	**31-33**	**33-35**
Succeeds	**20-23**	**22-25**	**24-26**	**26-28**	**28- 30**	**30- 32**	**32- 34**	**34- 36**	**36- 38**
Succeeds	**24-27**	**26-29**	**27-31**	**29-33**	**31-33**	**33-35**	**35-37**	**37-39**	**39-41**
Succeeds	**28-29**	**30-31**	**32-33**	**34-35**	**34-37**	**36-39**	**38-41**	**40-43**	**42-45**
Succeeds	**30-31**	**32-33**	**34-35**	**36-37**	**38-39**	**40-41**	**42-43**	**44-45**	**46-47**
Succeeds	**32**-33	**34**-35	**36**-37	**38**-39	**40**-41	**42-43**	**44-45**	**46-47**	**48-49**
Succeeds	**34-35**	**36-37**	**38-39**	**40-41**	**42-43**	**44-45**	**46-47**	**48-49**	**50-51**
Succeeds	**36+**	**38+**	**40+**	**42+**	**44+**	**46+**	**48+**	**50+**	**52+**

[+] Usually spell fails but is not lost for the day and wizard may try again, but this may be a corrupted form of spell success.

Table 1-19: Mishaps Quick reference:

Level 1 spell Mishap: 1	Spell fails, and worse! **Roll 1d6** modified by Luck: **(0 or less)** Major corruption + Misfire + Patron taint (or Spell corruption if no Patron), **(1)** Major corruption, **(2)** Patron taint (or Spell corruption if no Patron), **(3+)** Misfire.
Level 2 spell Mishap: 1-2	Spell fails, and worse! **Roll 1d6** modified by Luck: **(0 or less)** Greater corruption + Misfire + Patron taint (or Spell corruption if no Patron), **(1)** Major corruption, **(2)** Patron taint (or Spell corruption if no Patron), **(3+)** Misfire.
Level 3 spell Mishap: 1-3	Spell fails, and worse! **Roll 1d6** modified by Luck: **(0 or less)** Greater corruption + Misfire + Patron taint (or Spell corruption if no Patron), **(1)** Major corruption or Spell corruption, **(2-3)** Patron taint (or Spell corruption if no Patron), **(4+)** Misfire.
Level 4 spell Mishap: 1-4	Spell fails, and worse! **Roll 1d6** modified by Luck: **(0 or less)** Greater corruption + Misfire + Patron taint (or Spell corruption if no Patron), **(1-2)** Major corruption and Patron taint (or Spell corruption if no Patron), **(3-4)** Patron taint (or Spell corruption if no Patron), **(5+)** Misfire.
Level 5 spell Mishap: 1-5	Spell fails, and worse! **Roll 1d6** modified by Luck: **(1 or less)** Greater corruption + Misfire + Patron taint (or Spell corruption if no Patron), **(2-3)** Major corruption and Patron taint (or Spell corruption if no Patron), **(4-5)** Patron taint (or Spell corruption if no patron), **(6)** Misfire.
Level 6 spell Mishap: 1-6	Spell fails, and worse! **Roll 1d6** modified by Luck: **(1 or less)** Greater corruption + Misfire + Patron taint (or Spell corruption if no Patron), **(2-3)** Major corruption and Patron taint (or Spell corruption if no Patron), **(4-5)** Patron taint (or Spell corruption if no patron), **(6+)** Misfire.
Level 7 spell Mishap: 1-7	Spell fails, and worse! **Roll 1d7** modified by Luck: (2 or less) Greater corruption + Misfire + Patron taint, (3-4) Major corruption, (5-6) Patron taint (or Minor corruption if no patron), (7+) Misfire.
Level 8 spell Mishap: 1-8	Spell fails, and worse! **Roll 1d8** modified by Luck: (3 or less) Greater corruption + Misfire + Patron taint, (4-5) Major corruption, (6-7) Patron taint (or Minor corruption if no patron), (8+) Misfire.
Level 9 spell Mishap: 1-9	Spell fails, and worse! **Roll 1d10** modified by Luck: (4 or less) Greater corruption + Misfire + Patron taint, (5-6) Major corruption, (7-9) Patron taint (or Minor corruption if no patron), (10+) Misfire.

Table 1-20: Random Spells

The Storyteller chooses which column is most appropriate then rolls as needed. A d100 is used for the first two columns and column 3 uses a d30; these rolls are modified by the character's luck. The percentile roll is adjusted by the character's Luck modifier x 10%; i.e., a +2 Luck modifier counts as +20% on the check; if their modifier is negative, subtract the penalty from their roll. Results greater than 100 or 30 indicate the player chooses the spell; but results less than 1 indicate 'no spell acquired' or 'Storyteller's choice.' *Italicized Spells found in DCCRPG Core Rules.*

Column 1

1st level

01-02 *Animal Summoning*
03-06 *Cantrip*
07-08 *Charm Person*
09-10 *Chill Touch*
11-12 *Choking Cloud*
13-14 Cloud of Fresh Air
15-16 *Color Spray*
17-18 *Comp. Languages*
19-20 *Detect Magic**
21-22 *Ekim's Mystical Mask*
23-24 *Enlarge*
25-26 *Feather Fall*
27-29 *Find Familiar*
30-31 *Flaming Hands*
32-33 *Force Manipulation*
34-35 *Invoke Patron***
36-37 Incomprehensible Babbling
38-39 *Magic Missile*
40-41 *Magic Shield*
42-43 *Mending*
44-45 Obscuring Mist
46-47 Pilfer Voice
48-49 *Patron Bond***
50-51 *Read Magic*
52-53 Reduce
54-55 Rending
56-57 *Ropework*
58-59 Runic Alphabet, Mortal (Lost Runes)
60-61 *Sleep*
62-63 *Spider Climb*
64-65 *Ventriloquism*
66-67 *Ward Portal*
68-69 *(Patron Spell)****

2nd level

70-71 Agility
72-73 Acid Resistance
74-78 *Arcane Affinity*
79-81 *Detect Evil**
82-83 *Detect Invisible*
84-85 Determined Locomotion
86-87 Electricity Resistance
88-89 *ESP*
90-91 *Fire Resistance*
92-93 First Aid
94-95 *Forget*
96-97 *Invisibility*
98-99 *Invisible Companion*
100 *Knock*

Column 2

01-02 *Levitate*
03-04 *Locate Object*
05-06 Wizard Lock
07-08 *Magic Mouth*
09-10 Mind Shield
11-12 *Mirror Image*
13-14 *Monster Summoning*
15-16 *Nythuul's Porcupine Coat*
17-18 *Phantasm*
19-20 Protection from (*)
21-22 *Ray of Enfeeblement*
23-24 *Scare*
25-26 *Scorching Ray*
27-28 *Shatter*
29-30 Silence
31-32 Sonic Resistance
33-34 *Spider Web*
35-36 *Strength*
37-38 *Wizard Staff*
39-40 *(Patron Spell)****

3rd level

41-42 *Banish**
43-44 *Binding**
45-46 *Breathe Life*
47-48 *Consult Spirit*
49-50 *Demon Summoning*
51-52 Destroy Potion
53-54 *Dispel Magic*
55-56 *Eldritch Hound*
57-58 *Emirikol's Entropic Maelstrom*
59-60 Encrypt Magical Writing
61-62 *Eternal Champion*
63-64 *Fireball*
65-66 *Fly*
67-68 *Fynderlang's Forceful Flinger*
69-70 *Gust of Wind*
71-72 *Haste*
73-74 Lesser Devastation
75-76 *Lightning Bolt*
77-78 Make Armor
79-82 *Make Potion*
83-84 Panoramic Projectile Protection
85-86 *Paralysis**
87-88 Paroxysm
89-90 Planar Isolation
91-92 *Planar step*
93-94 Runic Alphabet, Fey (Lost Runes)
95-96 *Slow*
97-98 *Sword Magic*
99 Stamina
100 *Transference*

Column 3

Roll 1d30 + luck modifier:

1. *Turn to Stone*
2. *Water Breathing*
3. *Write Magic*
4. *(Patron spell)****

4th level

5. Adhibitis Ossa
6. Arcane Veil
7. *Control Fire*
8. *Control Ice*
9. *Lokerimon's Orderly Assistance*
10. Wand Magic
11. *Polymorph*
12. Telekinesis
13. Transmute Air
14. Transmute Earth, body of text in Core Rules, with extra material on p. 211
15. Transmute Fire
16. Transmute Water
17. *True Name**
18. Weakening
19. Wizard Hovel
20. *Wizard sense*
21. Wizard's Tower

5th level

22. Devastation
23. *Hepsoj's Fecund Fungi*
24. *Lokerimon's Unerring Hunter*
25. *Magic Bulwark*
26. Magic Hat
27. *Mind Purge*
28. *Replication3*
29. Resilience
30. Transmute Spirit

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* As per cleric spell of same name. Because the wizard version of the spell is a different spell level, the wizard receives a -2 penalty to casting checks when casting it. For example, *binding* is a level 2 cleric spell but a level 3 wizard spell; therefore, when rolling on the spell table, the wizard applies a -2 penalty to casting checks. On a result of natural 1, the wizard suffers a 50% chance of major corruption *or* misfire, rolling on the generic tables as appropriate.

** If either *patron bond* or *invoke patron* is rolled, the wizard receives *both* of these spells, but they count as only one spell slot.

*** Ignore this result if the wizard does not have the spell *patron bond.*

Meta-magical effects of arcane ingredients upon spell casting and item creation.

- Copied from *Meta-material Analysis* by Ranalthis Dalovar Masethium, Keeper of the 8th Ring of Nagramond

Bone – Items made from bones and hides have a 5% chance per hit die of the creature they were taken from to impart one special ability, immunity, or power based upon the creature's abilities and powers in addition to any powers granted by the process of item creation. The Storyteller will determine the nature of any powers and abilities on a case by case basis. The addition of bone, skin, hair, or other parts of a creature to the casting of a spell will grant a bonus of +6 to spells that specifically target that creature.

Ceramics – Nearly as versatile as bone for the construction of items due to the fact that the recipe for the clay is tailored to suit a specific need much like the selection of the popper skeletal donor for items of bone. Fortunately, once kilned properly the items are half the weight of steel versions, but otherwise function normally. These items gain a +2 bonus on saves versus the following attacks: *Acid, Cold, Electricity, Fire, Piercing,* and *Slashing* damage. Ceramic armor and shields also confers this bonus to the one wearing the armor or using the shield. These items have half the skill check and movement penalty of steel versions, rounding down. The recipe may be altered to grant a +3 bonus versus any specific type of damage on the list, or to completely eliminate the item's skill check and movement penalties, but the bonus versus all other types of damage on the list is reduced to +1. Alternatively, the recipe can be altered such that it grants a +4 bonus to resist one type of damage, but it has no other bonuses to resist any other form of damage. Ceramics are one of the few materials that will outlast and outperform steel for large scale and long term construction projects. Ceramic items cost 20 times its normal listing and at the Storyteller's discretion there can be other recipes available…

Iron – The most common of metals and used liberally throughout most industrial societies to create armor, tools, and weapons. Items made of pure iron are 25% heavier and impose an additional penalty of -1 to the item's skill check as well as an additional 5ft penalty to movement versus steel versions of an item, but costs half as much as normal. Elves and faeries as well as any creatures of these blood-lines suffer an additional 2 points of damage from iron weapons. An allergy to this metal inflicts a -1 penalty to all activities from the pain and itching; penalty is cumulative with every hour of continuous skin contact plus 1 point of damage/ 24 hours. In arcane preparations and spell casting iron enhances banishing, electricity, force, magnetism, and blood magic as well as for removing toxins from the blood and in the summoning of devils and earth elementals and banishing of air elementals; granting a +1 bonus to the casting and skill checks for such activities.

Mithril – A versatile metal that can be rendered into fibers and woven into a fine cloth or worked like steel into armor, items, and weapons of superior quality and durability that cost at least 100 times the items normal price in any non-elven market. Mithril is magically neutral and doesn't impede or effect spell casting and may be used to construct light armor. Defensive items of mithril have their movement penalty reduced by 5ft and their skill check penalty reduced by 2; additionally, the fumble die of any type of armor or shield composed of this metal is lowered by one step on the dice chain and grants a non-magical +1 bonus to Armor Class. Only items of mithril, star-metal, enchanted magic weapons of at least a +2 attack value, or natural attacks of creatures with 5 or more hit dice can damage a mithril object. As such it is the material of choice for long term and large scale construction of golems and animated objects, but confers no specific bonuses to any type of magic. Weapons of mithril gain a non-magical, +1 bonus to attacks and rarely need sharpening or any serious maintenance. If a mithril weapon delivers a critical strike to armor or shields of lesser material, the defending item must succeed at a Fortitude save with a DC = damage from attack or it loses 1 point of armor class or attack value in addition to any other effects of the strike.

Star-Metal – This metal has been annealed by countless eons spent drifting in the void between worlds before it falls from the sky as infrequent balls of fire and explosive devastation. Through this process it has gained unparalleled durability and all items made from this metal gain 10 points of damage resistance versus all known types of damage other than attacks which drain ability scores. Star-metal is damaged normally by itself, mithril weapons of at least a +2 enchantment, the natural attacks of creatures with at least 9 hit dice, or any enchanted weapons of at least a +4 attack value. Armor, items, and weapons composed of star-metal function similarly to their steel versions with the following changes. Shields and armor made from this metal grant a non-magical +2 bonus to armor class and grant their damage resistance to their user; weapons of star-metal cause 50% greater damage and are inherently capable of ignoring the damage resistance of most supernatural, extra-dimensional, and extra-planar creatures without any need of enchantments. If a star-metal weapon delivers a critical strike to armor or shields of lesser material, the defensive item must succeed at a Fortitude save with a DC = damage from attack or it loses 3 points of armor class or attack value in addition to any other effects of the strike; items reduced to 0 AC or a negative attack value are destroyed. Items made from star-metal, if they are even available at all, cost at least 200 times their normal listing. Adding this metal to any crafting or arcane activity will greatly enhance the outcome adding a +2 bonus to the relevant check, but corruption or patron taint are automatic.



The Queen of Battle,

Death's Handmaiden, The Black Queen, The Doom Bringer, The Destroyer

Some say that this strange spirit was born out of the great battles of Creation fought between the Gods for control of the mortal realms. Others say that she was spawned by the blood of those slain in the endless battles since time began, or that she's a demon from the Outer Darkness. No one knows for sure and only those wizards with a zealous urge for battle and conquest risk entering into a bond with Death's Handmaiden. Everyone is certain that she is a being with a thirst for carnage, for she asks much of her Patronage, nearly all of which will eventually be slain in battle.

All patrons of the Doom Bringer must choose a hated enemy of some sort at first level, fifth level, and ninth level. These enemies may not be of the same race as the wizard. When the caster encounters one of these creatures the wizard must succeed at a DC15 Willpower save or they immediately succumb to a violent rage; stopping at nothing to kill their hated enemies. The caster is lost to the Battle Madness for 1d4 rounds, +1 round per level of the caster: or until all visible hated enemies are slain. During this madness the caster is incapable of casting spells or acting in a coordinated/ tactical manner; though they can still benefit from any spells or passive affects like their *Mark of Favor* that may still be in operation before they became enraged. The maddened caster cannot accept aid from allies and they must succeed at additional DC15 Willpower saves to recognize friend from foe. In this state, the caster is granted a bonus to attacks and damage equal to their wizard level. After each fit of violence they must succeed at a DC15 Fortitude save or suffer fatigue for the same amount of time as they were caught up within their rage.

Battle Wizards are not allowed to retreat from a fight, be it of mundane or arcane nature unless they succeed at a DC15 Willpower save. Even then, their *Mark of Favor* will begin to swell and blister, imposing penalties equal to their former benefits. If the caster is of 9th level or greater they may no longer dodge *Magic Missile* spell attacks and suffer an additional point of damage from each missile when targeted by this type of spell. Furthermore, they temporarily forget how to cast any of the spells that the Queen of Battle has given them. This state persists until the caster has redeemed themselves by challenging a powerful creature or caster; then defeating them in single combat. The chosen opponent must be at least one level or hit die greater than the caster seeking redemption.

Powers:

Battle wizards are granted expanded knowledge of weapons and their use and may use any weapons available to a warrior without the penalty for using and untrained weapon. Furthermore they may utilize any weapon specific deeds with a critical success on their attack roll.

Preferred weapon: The caster chooses one weapon and may discharge any spell with a range of 'touch' through this weapon and into their target. The attack must cause at least 1 point of damage and the victim makes their save roll normally. The caster may even choose a ranged weapon, but the spell delivery effect is limited to the first range category and is subject to the ammunition rules in Appendix I. (p. 267) The battle wizard must succeed at a casting check prior to the attack and the caster may hold the enchanted weapon in reserve for up to 1 round per caster level, but cannot cast spells until this reserved spell is discharged. Using the weapon for any attack discharges the spell whether they hit the target or not.

Table 1-21: Mark of the Queen of Battle grants the caster in good standing with:	
1st level	a +2 bonus to their AC; wizard gains +1 Fortitude save rolls.
3rd level	a +3 bonus to their AC; wizard gains +1 Fortitude and Reflex save rolls.
5th level	a +4 bonus to their AC; wizard gains +1 on all save rolls.
7th level	a +5 bonus to their AC; wizard gains +2 on all save rolls.
9th level	a +5 bonus to their AC; wizard gains +3 on all save rolls and allows the wizard a Reflex save versus the *Magic Missile* spell.

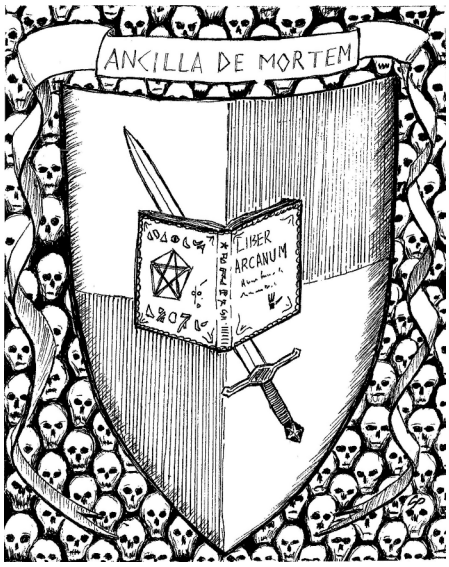
Spellburn:

Death's Handmaiden is only interested in blood. The wizard can sacrifice their own at a rate of one point of of damage and one point of their Agility, Stamina, or Strength score for every +1 bonus to their next casting check. Alternately, the wizard may sacrifice the heart of a powerful foe to The Destroyer. The Battle Wizard must have won this heart in a 1-on-1 duel to the death. The offering must have had more hit dice than the Battle Wizard who then gains a +2 casting bonus per hit die of the vanquished foe to their next casting check.

Invoke Patron (The Queen of Battle)

Level: 1 **Range:** Personal **Duration:** 1d3 turns per caster level	**Casting Time:** 1 round, and the spell may be cast only a limited number of times, according to results of *Patron Bond.*
Reversible	No
Ritual	No
Save	None

General: In order to learn this spell, you must first cast *Patron Bond* spell, see DCC Core Rules. The spell may be cast only according to the wizard's *Patron Bond* result and it requires the wizard to commit one point of spellburn with each invocation. In casting this spell, you invoke the Queen of Battle to request her aid. For each combat encounter in which the battle wizard survives and slays a creature or creatures of as many hit dice as the level of the battle wizard, they gain a +1 bonus (+10 max) to their next attempt to invoke aid from the Queen of Battle.



Invocation: During the invocation the caster must hold their preferred weapon over their head and use it to draw the blood they need for their act of spellburn to invoke the Queen's name; she takes a point from the supplicant's Personality score.

1: Spell fails and caster must roll for Patron Taint. The caster may not invoke the name of the Queen of Battle for 48 hours.

2-11: Fails and the caster may not invoke the name of the Queen of Battle for 24 hours…

12-13: The caster's preferred weapon is considered a +1 magic weapon for attacks, damage, and overcoming enemy spell and damage resistance.

14-17: The caster's preferred weapon is considered a +1 magic weapon for attacks, damage, and overcoming enemy spell and damage resistance. The caster can take advantage of the terrain; granting them a +1 bonus to their initiative rolls for the duration of the spell.

18-19: The caster's preferred weapon is considered a +2 magic weapon for attacks, damage and overcoming enemy spell and damage resistance. The caster is also granted damage resistance of 2 points per round that is overcome by the natural weapons of creatures with at least 4HD, weapons of +1 attack value, or if they are made of Star-metal. The caster can take advantage of the terrain; granting them and 1 ally per caster level a +1 bonus on initiatives for the duration of the spell.

20-23: The caster's preferred weapon is considered a silvered steel +2 magic weapon for attacks, damage and overcoming enemy spell and damage resistance. The caster is also granted damage resistance of 2 points per round that is overcome by the natural weapons of creatures with at least 5HD, weapons of +1 attack value, or if the weapon is made from Star-metal. The caster can take advantage of the terrain; granting them and 1 ally per caster level a +2 bonus on initiatives for the duration of the spell.

24-27: The caster's preferred weapon is considered a silvered steel +3 magic weapon for attacks, damage and overcoming enemy spell and damage resistance. The caster is also granted damage resistance of 3 points per round that is overcome by the natural weapons of creatures with at least 5HD, weapons of +2 attack value, or if the weapon is made from Star-metal. The caster can take advantage of the terrain; granting them and 1 ally per caster level a +2 bonus to their armor class and initiative rolls for the duration of the spell.

28-29: The caster's preferred weapon is considered a +3 magic weapon for attacks, damage, and overcoming enemy spell and damage resistance and is considered to be made from silvered steel. The caster is also granted damage resistance of 3 points per round that is overcome by natural weapons of creatures with at least 6HD, weapons of +2 attack value, or if the weapon is made from Star-metal. The caster can take advantage of the terrain; granting them and 2 allies per caster level a +3 bonus to their initiative rolls and armor class.

30-31: The caster is granted a +2 bonus on melee attacks and damage with any melee weapon and their preferred weapon is granted a +4 magical bonus to attacks and damage and is considered to be made of silvered mithril. The caster is also granted damage resistance of 4 points/round that is overcome by natural weapons of creatures with at least 7HD, weapons of +3 attack value or if the weapon is made from Star-metal. The caster can take advantage of the terrain; granting them and 2 allies per caster level a +3 bonus to their armor class and initiative rolls.

32+ The caster is granted a +3 bonus on attacks and damage with any weapon and their preferred weapon is granted a +5 magical bonus to attacks and damage and is considered to be made of Star-metal. The caster is also granted damage resistance of 5 points/round that is overcome by natural weapons of creatures with at least 8HD, weapons of +4 attack value or if the weapon is made from Star-metal. The caster can take advantage of the terrain; granting them and 3 allies per caster level a +4 bonus to their armor class and initiative rolls.

Patron Taint (The Queen of Battle)

Roll 1d6

1. The first time this taint is rolled, the caster suffers a permanent -1 penalty to Willpower saves. The second time this taint is rolled the penalty is increased to -2 and the final version of this taint forces the caster to use an action die 1 step lower on the dice chain when making Willpower saves.
2. The first time this taint is rolled, the caster's healing ability is slowed; they must now rest for a full day without taxing themselves to heal 1 hit point and 1 point of ability score from resting naturally. The next time this taint manifests it causes all healing dice rolled in aid of the caster to be lowered 1 step on the dice chain. In the final incarnation of this taint, the caster still suffers the reduction in healing dice, but they can no longer heal naturally by resting and must heal via magical means.
3. The first time this taint is rolled, the caster suffers a permanent -1 penalty to casting checks and any attempts to learn new spells. The next time this taint is rolled the penalty is increased to -2 and the final manifestation of this taint forces the caster to drop all of their casting dice by 1 step on the dice chain.
4. The first time this taint is rolled, the caster suffers a permanent -1 penalty to strength checks, attack and damage rolls. The second time this taint is rolled that penalty is increased to -2 and the final version of this taint forces the caster to use an action die 1 step lower when making strength checks, as well as attack and damage rolls. All of the caster's melee and ranged combat damage dice are reduced by one step on the dice chain.
5. The first time this taint is rolled, the caster suffers a permanent -1 penalty on any checks for initiative. The next time this taint occurs, the caster's action die is reduced by one step on the dice chain when rolling initiatives. When this taint occurs for the final time, the caster is always last in any encounter that requires initiative rolls.
6. The first time this taint is rolled, the caster's mark of favor begins to rapidly expand; creating a new layer of worty grey 'skin' that envelops the caster. The second time this taint is rolled the skin thickens and wrinkles like rhino hide, imposing a -1 physical check penalty as if the caster were wearing armor. The final manifestation of this taint causes the skin to take on a shiny metallic luster. This imposes a -2 physical check penalty, but it increases the AC bonus of the Battle Queen's mark of favor by +1 over what is normally granted to the caster.

Patron Spells:

The Queen of Battle will not allow the wizard to bond with other patrons. She offers the following as patron spells: *Detect Magic, Magic Missile, Magic Shield, Arrow Storm, First Aid, Make Armor, Arcane Infiltrator, Lesser Devastation, and Stamina* to any of her worthy and faithful followers. These spells will fade from the wizard's mind and spell-books if the caster leaves her service.

Arrow Storm

Level: 2	**Range:** Self only	**Duration:** 1 hour per caster level	**Casting Time:** 1 round
Reversible	No		
Ritual Spell	No		
Save	None		

General: This spell is a gift from the Queen of Battle to the favored among the cohorts. It allows the caster to empower a bow with powerful magic that will have different effects at each level on the results table Per the results of the casting check, the target's bow is empowered to summon 1 arrow of the type listed for each point of the caster's intelligence score. If the caster has an intelligence score of 14, then they can manifest 14 arrows of the type listed in the entry. These arrows remain available to the recipient for 1 hour per caster level. These arrows are granted to the bow and may not be given to others. If the bow is stolen or changes ownership the spell ends and the unused arrows are lost. If the spell allows for arrows that multiply, the additional targets must be in front of the caster, visible, or otherwise made known to the caster and additional attack penalties may be applied by the Storyteller. The spell requires that the wizard sacrifice a silver arrowhead carved (as shown below) worth 1gp for each casting of this spell.

Manifestation: **Roll 1d6; (1)** For the duration of the spell the target's bow glimmers; the arrows are summoned by the act of drawing the string. **(2+)** The empowered bow summons arrows that glow with a faint *(Roll 1d8: 1= Red, 2= Orange, 3= Yellow, 4= Green, 5= Blue, 6= Indigo, 7= Violet, 8= Roll twice)* light for the duration of the spell. Any needed arrows manifested are carried and stored as any other arrows; but are only available for the duration of the spell.



1-2: The spell fails, is forgotten and wizard rolls for patron taint.

3-12: Spell fails and is forgotten.

13: Spell fails but is retained in memory.

14-15: The target's bow is empowered to summon arrows that have a +1 magical bonus to attacks and damage as well as a 10ft bonus to each of its range increments.

16-19: The target's bow is empowered to summon arrows that have a +1 magical bonus to attacks and damage as well as a 20ft bonus to each of its range increments. Upon being fired, each of these arrows splits into 1d3 separate +1 arrows. Roll attacks separately and multiple targets may selected, but these targets must be within 30ft of each other.

20-21: The target's bow is empowered to summon arrows that have a +1 magical bonus to attacks and damage as well as a 30ft bonus to each of its range increments. Upon being fired, each of these +1 magical arrows is charged with and causes 1d4 points of elemental energy damage. *(Roll 1d4; 1= Fire, 2= Acid, 3= Sonic 4= Electricity.)*

22-25: The target's bow is empowered to summon arrows that have a +2 magical bonus to attacks and damage as well as a 40ft bonus to each of its range increments. Upon being fired, each of these +2 magical arrows is charged with 1d5 points of elemental damage. *(Roll 1d4; 1= Fire, 2= Acid, 3= Sonic, 4= Electricity.)*

26-29: The bow is empowered to summon arrows that have a +2 magical bonus to attacks and damage as well as a 50ft bonus to each of its range increments. Upon being fired, each of these +2 magical arrows is charged with 1d6 points of random elemental damage. *(Roll 1d4; 1= Fire, 2= Acid, 3= Electricity, 4= Sonic.)* Each of these arrows also splits into 3 separate arrows; each loaded with the elemental damage type of its parent. Roll each attack separately and multiple targets may be selected, but these targets must be within 50ft of each other.

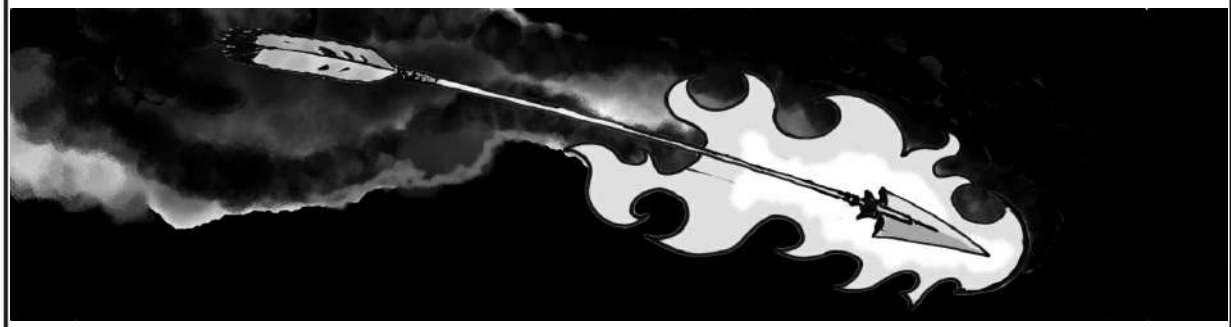
30-31: The bow is empowered to summon arrows that have a +3 magical bonus to attacks and damage as well as a 60ft bonus to each of its range increments. Upon being fired, each of these +3 magical arrows is charged with 1d7 points of random elemental damage. *(Roll 1d4; 1= Fire, 2= Acid, 3= Electricity, 4= Sonic.)* Each of these arrows also splits into 3 separate arrows; each loaded with the elemental damage type of its parent. Roll each attack separately and multiple targets may be selected, but these targets must be within 75ft of each other.

32-33: The bow is empowered to summon arrows that have a +3 magical bonus to attacks and damage as well as a 70ft bonus to each of its range increments. Upon being fired, each of these +3 magical arrows is charged with 1d8 points of elemental damage chosen by the caster as they fire the arrow *(Fire, Acid, Electricity, Sonic)*. Each of these arrows also splits into 1d3+1 separate arrows; each loaded with the elemental damage type of its parent. Roll each attack separately and multiple targets may be selected, but these targets must be within 100ft of each other.

34-35: The bow is empowered to summon arrows that have a +4 magical bonus to attacks and damage as well as a 80ft bonus to each of its range increments. Upon being fired, each of these +4 magical arrows is charged with 1d10 points of elemental damage chosen by the caster as they fire the arrow *(Fire, Acid, Electricity, Sonic)*. Each of these arrows also splits into 1d4+2 separate arrows; each loaded with the elemental damage type of its parent. Roll each attack separately and multiple targets may be selected, but these targets must be within 120ft of each other.

36-37: The bow is empowered to summon arrows that have a +4 magical bonus to attacks and damage as well as a 90ft bonus to each of its range increments. Upon being fired, each of these +4 magical arrows is charged with 1d12 points of elemental damage chosen by the caster as they fire the arrow *(Fire, Acid, Electricity, Sonic)*. Each of these arrows also splits into 1d5+3 separate arrows; each loaded with the elemental damage type of its parent. Roll each attack separately and multiple targets may be selected, but these targets must be within 150ft of each other.

38+ The bow is empowered to summon arrows that have a +5 magical bonus to attacks and damage as well as a 100ft bonus to each of its range increments. Upon being fired, each of these +5 magical arrows arrows is charged with 1d14 points of elemental damage chosen by the caster as they fire the arrow *(Fire, Acid, Electricity, Sonic)*. Each of these arrows also splits into 1d6+4 separate arrows; each loaded with the elemental damage type of its parent. Roll each attack separately and multiple targets may be selected; targets need only be within range of the caster, but the caster must still be aware of, and able to hit the chosen targets normally, or via magical detection of some kind.



Arcane Infiltrator

Level: 3	**Range:** Special, usually self	**Duration:** Varies	**Casting Time:** 1 Turn
Reversible	No		
Ritual Spell	Yes, but only the master of the ritual and/or their familiar are affected by the spell.		
Save	N/A		

General: In a battle; information and a swift, secret strike can be more powerful than ten legions of veteran campaigners. The spell allows the caster to infuse the target with energy from a quasi-dimension of gloom and shadow. The caster and their familiar are the only recipients of this spell. The influx of this arcane energy grants the recipient with the skills of a thief of the same alignment as well as bonuses to some of the skills of a thief with the level noted in the entries below; though they retain their spell casting ability. The spell does not grant the regenerating luck ability of a true thief; but powerful manifestations can physically transform the target into a living shadow with other extraordinary abilities. Transformations are non-permanent, but quite draining. As soon as the spell ends or is dismissed, the recipients immediately suffer the listed Stamina damage as their bodies cleanse themselves of this foreign energy. Recipients of this spell's energies must succeed at a luck check when the spell ends, failure indicates 1 point of Stamina score is permanently lost.

Manifestation: The spell causes the caster's body and clothing to become either Dark Grey, Tan, White, Black, Blue or Green depending on the dominant color in the environment. These colors shift gradually as the landscape changes. In general this is a simple effect and it can only handle a few colors at a time. However, at results of 32-37 the subjects of this spell are only distinguishable as silhouettes that are devoid of identifying features. At results of 38+ they resemble nothing more than vaguely humanoid shaped clouds of dense mist with glowing eyes. While affected by the spell, the eyes of the subjects glow with an ominous light that isn't very bright, but is still quite distinct. *Roll 1d8 to determine the color: 1= Red, 2= Orange, 3= Yellow, 4= Green, 5= Blue, 6= Indigo, 7= Violet, 8= Roll 1d7 for every effected eye with each casting.*



1-3: The spell fails and the caster must roll for Patron Taint and the spell is forgotten.

4-14: Spell fails and is forgotten.

15: Spell fails but is retained in memory.

16-17: The spell's effects linger for 1 hour/ caster level; treat subject as a 1st level thief, but without a backstab ability. At the end of the spell the subject of the spell takes 3 points of Stamina damage.

18-21: The spell's effects linger for 1 hour/ caster level; treat subject as a 1st level thief, but without a backstab ability. Spell grants a +1 bonus on all *search, spot, stealth,* and movement related ability checks like *climbing* and *jumping*. At the end of the spell the subject takes 4 points of Stamina damage.

22-23: The spell's effects linger for 1 hour/ caster level; treat subject as a 1st level thief with a +1 bonus on all *search, spot, stealth,* and *movement related* ability checks like *climbing,* and *jumping,* but they without the backstab ability. The connection to this pseudo-dimension of shadows and misery is significant and the infused energy also grants the subject infravision and darkvision out to 60ft. If the subject already possess these abilities; their ranges are extended by this same amount. At the end of the spell the subject takes 4 points of Stamina damage.

24-26: The spell's effects linger for 2 hours/ caster level; treat subject as a 1st level thief with a +1 bonus on all *search, spot, stealth,* and *movement related* ability checks like *climbing* and *jumping;* but without a backstabbing ability. The connection to this pseudo-dimension of shadows and misery is substantial granting the subject infravision and darkvision out to 75ft. If the subject already possess these abilities; their ranges are extended by this same amount. At the end of the spell the subject takes 5 points of Stamina damage.

27-31: The spell's effects linger for 2 hours/ caster level; treat subject as a 2nd level thief with a +1 bonus on all *search, spot, stealth,* and *movement related* ability checks like *climbing* and *jumping*, as well as *removing traps, pick pockets,* and *pick locks*. The connection to this pseudo-dimension grants the subject infravision and darkvision out to 100ft. If the subject already possess these abilities; their ranges are extended by this same amount. This profound connection also grants a +20ft bonus to land speeds and jumping distances. At the end of the spell the subject takes 6 points of Stamina damage.

32-33: The spell's effects linger for 2 hours/ caster level; treat subject as a 2nd level thief with a +2 bonus on all *search, spot, stealth, movement related* ability checks like *climbing* and *jumping*, as well as *removing traps, pick pockets,* and *pick locks*. The connection to this pseudo- dimension grants the subject infravision, darkvision, and they can detect invisible objects out to 30ft. If the subject already possess these abilities; their ranges are extended by this same amount. This extra-dimensional connection also grants the subject a +25ft bonus to land speeds, jumping distances, and grants the subject a climb speed equal to their new land speeds or an equal increase to any existing climb speeds. At the end of the spell the subject takes 6 points of Stamina damage.

34-35: The spell's effects linger for 3 hours/ caster level; treat subject as a 2nd level thief with a +2 bonus on all *search, spot, stealth, movement related* ability checks like *climbing* and *jumping*, as well as *removing traps, pick pockets, read languages, disguise self,* and *pick locks*. The connection to this pseudo-dimension grants the subject infravision, darkvision, and they can detect invisible objects out to 60ft. If the subject already possess these abilities; their ranges are extended by this same amount. This powerful extra-dimensional connection also grants a +30ft bonus to land speeds, jumping distances, and grants the subject a climb speed equal to their new land speeds or an equal increase to any existing climb speeds. The body of the recipient(s) of this spell have become so saturated with extra-dimensional energy that they become buoyant in air; granting a fly speed equal to their greatest land speed or a 25% bonus to any existing fly speeds. At the end of the spell the subject takes 7 points of Stamina damage.

36-37: The spell's effects linger for 3 hours/ caster level; treat caster as a 3rd level thief with a +2 bonus bonus on all *search, spot, stealth, movement related* ability checks like *climbing* and *jumping*, as well as *removing traps, pick pockets, read languages, disguise self, climb sheer surfaces,* and *pick locks*. The connection to this pseudo-dimension grants the subject infravision, darkvision, and they can detect invisible objects out to 90ft. If the subject already possess some of these abilities; their ranges are extended by this same amount. This powerful extra-dimensional connection also grants the subject a +35ft bonus to land speeds, jumping distances and grants the subject a climb and swim speed equal to their new land speeds or an equal increase to any pre-existing abilities. The body of the recipient of this spell is completely saturated with extra-dimensional energy; they are buoyant in air, granting fly speeds equal to the subject's greatest land speeds or a 50% bonus to pre-existing fly speeds. At the end of the spell the subject takes 7 points of Stamina damage.



38-39: The caster opens a small portal into this quasi-dimension of gloom and draws forth enough energy that it subsumes the body of the caster. This conversion lasts for 4 hours/ caster level; treat caster as a 3rd level thief with a +2 bonus on all *search, spot, stealth, movement related* ability checks like *climbing* and *jumping*, as well as *all thief skills except backstab*. The caster of the spell is granted damage and spell reduction 5 that may be negated by Star-metal weapons as well as the spells cast by clerics of at least 3rd level. This new form grants infravision, darkvision, and they can detect invisible objects out to 120ft. If the subject already has any of these abilities; their ranges are extended by this same amount. This sublimation of form also grants the subject a +40ft bonus to land speeds, jumping distances, as well as granting a climb speed equal to their new land speeds; or an equal bonus to any pre-existing movement abilities. This new body is unbound by gravity; granting a fly speed equal to twice their normal land speed or doubles any pre-existing fly speed. At the end of the spell the subject takes 8 points of Stamina damage.

40+ The caster opens a medium sized portal into this quasi-dimension of gloom and draws forth enough energy that it subsumes the body of the caster. This conversion lasts for 5 hours/ caster level; treat caster as a 5th level thief with a +3 bonus on all *search, spot, stealth, movement related* ability checks like *climbing* and *jumping*, as well as *all thief skills*. The caster of the spell is granted damage reduction and spell resistance 8 that may be negated by Star-metal weapons and the spells cast by clerics of at least 4th level, respectively. This new form grants the caster infravision, darkvision, and the ability to see invisible creatures and objects out to 150ft. If the subject already possess some of these abilities; their ranges are extended by this same amount. This titanic connection also grants a +50ft bonus to land and swim speeds, jumping distances, and grants the subject climb and swim speeds equal to their new land speeds; or an equal increase to any existing climb speeds. This new body is unbound by gravity; granting a fly speed equal to the thrice the subject's greatest land speed or triples any pre-existing fly speeds. At the end of the spell the subject takes 8 points of Stamina damage.



DreadExpress

Level: 3	**Range:** personal	**Duration:** Special	**Casting Time:** 1 Turn for *Animate dead* spell
Reversible: No	**Ritual Spell:** No	**Save:** None	

General: *DreadExpress!* For when you absolutely, positively must get your package there – eventually. Founded by Theudanti Gaudemond the lich, former Master of the Imperial Post Service. He and his minions have been delivering your goods for more than 1500 years! There is nothing safer than our guaranteed delivery or more loyal than our dedicated staff of dead messengers.* We're here just waiting for your call any time of day or night – we've no need of sleep! So the next time you need something delivered, just add our name to your incantation to *Animate Dead*. Just pay us and tell the messenger where to go and we do the rest! You can trust the bright blue dead in red to get the job done! We even deliver to the other planes so even death is no excuse to miss our delivery! *This is an alternate use of the animate dead spell and should the wizard or cleric wish to use these services they should consult the table below; they may even pay extra gold to get a greater result on the table. The package is held safe in an extra-dimensional space until the messenger arrives. If the messenger is destroyed another will take its place, and so on, until the package is delivered. Any character expecting a delivery should roll once per week and at thestart of every game session to see if the messenger has arrived with their package. See DCC Core rules and Critters, Creatures, & Denizens for Undead ability scores and powers.*

*Our staff will not harm anyone save in self-defense. Do not tip or attempt to feed your messenger. Dead carry no cash!

Manifestation: The undead messenger appears in a – **roll 1d4: (1)** Puff of blue smoke. **(2)** Erupts from the ground near the caster. **(3)** Steps out of an inky black portal that closes up behind them. **(4)** Falls out of the sky, after 1d4 rounds putting themselves together they are ready.

Misfire: One normal skeleton per caster level erupts from the ground to attack the caster and their allies.

1-3: Spell fails, is forgotten, and worse! **Roll 1d6** modified by Luck: **(0 or less)** Greater corruption + Misfire + Patron taint (or Spell corruption if no Patron), **(1)** Major corruption or Spell corruption, **(2-3)** Patron taint (or Spell corruption if no Patron), **(4+)** Misfire.

4-14: Spell fails and is forgotten.

15: *Partial Success* – A standard 1HD skeleton appears, 2gp for delivery in 4d3+1 months.

16-17: A standard 1HD skeleton appears, 5gp for delivery in 1d4+3 months.

18-21: A 1HD skeleton appears; it has +1 on all saves and skills, 5gp for delivery in 1d4+3 months.

22-23: A 2HD skeleton appears; it has +1 on AC, attacks, damages, saves and skills. Messenger has a 10ft bonus to land speed. 10gp for delivery in 1d4+2 months.

24-26: A 2HD zombie appears; it has a +2 bonus on AC, attacks, damages, saves and skills. Messenger has a 20ft bonus to land speed. 15gp for delivery in 4d3 +3 weeks.

27-31: A 2HD zombie appears; it has a +2 bonus on AC, attacks, damages, saves and skills. Messenger has a 30ft bonus to land speed. 20gp for delivery in 3d3 +2 weeks.

32-33: A 3HD zombie appears; it has a +3 bonus on AC, attacks, damages, saves and skills. Messenger has a 40ft bonus to land speed and a 10ft aura of fear requiring a DC15 Willpower save from all but the recipient to stay in its presence. 25gp for delivery in 2d3 +1 weeks.

34-35: A 3HD ghoul appears; it has a +3 bonus on AC, attacks, damages, saves and skills. Messenger is like a zombie but has a 50ft bonus to land speed, an intelligence score of 13, and a 15ft aura of fear requiring a DC17 Willpower save from all but the recipient to stay in its presence. 35gp for delivery in 2d3 weeks.

36+ Wight now delivery! A 4HD wight appears; it is like a zombie but it has a +4 bonus on initiative, AC, attacks, damages, saves and skills. Messenger has a 60ft bonus to land speed, an intelligence score of 15, and a 20ft aura of fear requiring a DC19 Willpower save from all but the recipient to stay in its presence. 50gp for delivery in 1d3 weeks.

Go DreadExpress!!!



Gydrion the Wanderer,

Gydrion the Curious, The Wandering Wizard, The Hedge Wizard

Gydrion the Wanderer, one of the demi-god children of the Moon Goddess and has an unquenchable desire to explore and see all that is unknown, secret, or hidden. He is a neutral being and while generally good hearted, Gydrion believes that even evil and blasphemous knowledge must be found and understood so that the weak and the innocent may be better protected. Gydrion acts as a patron to those wizards and arcane casters who share his desire to gather the secrets and lore which have been lost to the ravages of time and the machinations gods, demons, and mortals with the promise that such knowledge may be used to protect the weak and the innocent. The wizards who are accepted by Gydrion must have a desire to see what is over the horizon, they must be willing to spend most of their lives adventuring and questing to find the lost lore-houses and the ruined temples of past civilizations. Gydrion has a small but devoted cult of wizards, though the majority of them are seldom seen, as they are out scouring the world for lost lore and wandering far and wide to see all the glory of creation.

To those few worthy arcane casters who would share this mission; Gydrion grants certain powers, but they must swear an oath bound in blood to live an itinerant life. The caster must sacrifice 1 point of permanent spellburn from the ability score of their choice to seal this oath. None of the disciples of Gydrion are allowed to stay in any given region for more than 1 year. This oath does allow for the unexpected and as long as the disciple is investigating something new, interesting, or collecting lost knowledge then Gydrion will relax this prohibition. However, as soon as there is nothing left to discover, the compulsion to wander off to find a new location of interest must be actively resisted by the wizard. Any caster or disciple of Gydrion who wishes to ignore this compulsion must succeed at a Willpower save versus a DC of 10, +1 per day they have tarried beyond their allotted time in any given area and they must succeed at this roll every morning at dawn. Even if they succeed, their *Invoke Patron* spell becomes unavailable and their mark of favor begins to sting such that it causes a plenary -1 penalty on all actions. This penalty increases by 1 every time they succeed at ignoring the compulsion. The minimum distance they must move to satisfy their urge to roam is 1 mile, +1 mile per caster level in a direction away from any civilized lands or anywhere that they have already explored. The elderly and infirm disciples of Gydrion are freed of their compulsion to roam and usually take up residence in one of the few library/temples devoted to this demi-god where they spend the rest of their days reading, collating, and cataloging the new discoveries brought in by the younger explorers.

Powers:

Successfully invoking the power of Gydrion allows the caster to access one of two favors: they may seek advice and wisdom from a ghostly *Spirit Guide* or the invocation imbues the caster with the *Charming Voice* ability. This ability is analogous to, and functions similarly to, a *Charm Person* spell except that it activates with a casting check equal to 11 plus the wizards level; with the same penalties for monsters, outsiders, and demons, etc. unless the invocation results states otherwise. The commands given to the the targets may or may not impart additional powers or controls over said victims at the Storyteller's discretion. The caster may exclude a number of creatures from this effect equal to their intelligence score. The *Charming Voice* ability is an instantaneous effect, but requires the sacrifice of an action die and the intended targets must be able to hear and understand the speaker.

The second gift that Gydrion bestows upon his faithful is the ability to summon a unique Spirit Guide for short durations of time. This long dead cult member is a ghostly adviser that appears as they did just before dying in the service of their master. These guides function in several ways depending upon the power of the invocation. The spell choices available to the Spirit Guides are randomly determined and they have access to all spells on table 1-20 as well as: *Darkness, Protection from Evil,* and *Remove Curse* from the Cleric's spell list. The casting level of the Spirit Guide is the minimum necessary to cast the spells granted by the result on the table. They have an intelligence bonus of +2 and do not suffer Patron Taint, Corruption, or Mercurial Magic effects; the spell just fails… the dead are beyond such concerns; but they can be turned and destroyed by clerics just like any other ghost. The spell books of Gydrion are legendary and will send a *Spirit Guide* to his faithful patronage to assist with advice, cast spells, or participates in rituals as needed. The *Spirit Guide* isn't a slave, and the caster must ask them to cast any spells they know on the wizard's behalf; the guide may refuse or cast something else if they deem it necessary. Invoking this ability

costs the petitioner another point of spellburn for each level of spell that is cast by their *Spirit Guide*; cleric spells cost 1 additional point than their level. For advice the petitioner must succeed at a Luck check and the *Spirit Guide* cannot provide answers that it does not have. Unless the *Spirit Guide* has been summoned for at least 1 hour, they cannot volunteer any information and must be queried. Any of the *Spirit Guide's* casting checks which fail indicate that this spell is no longer available for casting until a minimum of 24 hours have elapsed. The *Spirit Guide* is the same each time they are summoned, if the spell check indicates that they know more spells then add them to its permanent repertoire.

The last power that is granted to the followers of Gydrion is a limited shape-shifting ability starting at 5th level. Such wizards may adopt the form of one of Gydrion's Hounds 1x per day for up to 10 minutes per level. At 7th level the duration increases to 1 hour/ caster level, and at 9th level they can use this power 2x per day for up to 1 hour per caster level; see the complete entry on page 49 for more details on these hounds.

Table 1-22: Mark of Gydrion grants the caster in good standing with:	
1st level	A +1 bonus on all survival and navigation checks.
3rd level	A +1 bonus on all survival, jump, and navigation checks.
5th level	A +2 bonus on all survival, jump, search, spot, navigation, and climb checks.
7th level	A +2 bonus on all survival, jump, search, spot, navigation, swim, and climb checks.
9th level	A +3 bonus on all survival, jump, search, spot, navigation, swim, and climb checks. Additionally the bearer of this mark gains a +1 bonus on all Fortitude saves.

Spellburn:

Roll 1d4 every time spellburn is attempted

1. Caster must shave their heads and faces free of all hair and burn it while they are casting the spell; the caster burns 1 point from their Personality score.
2. The caster may add up to a +2 bonus to their casting check for each patron taint that they willingly accept. The taints are determined randomly in the normal fashion. There is a limit of +6 to this bonus, but the wizard may retain this bonus for as long as the wish, but they may not cast spells while reserving this bonus.
3. The caster must sacrifice 250gp of treasure for each +1 bonus to their casting check.
4. The caster may sacrifice blood, gaining a +1 bonus to their casting check for each point of Stamina score sacrificed. Gydrion is a neutral deity and will not accept any blood other than the caster's, because sacrificing the blood of another is an evil act The maximum bonus is +6 and imposes a -1 penalty to initiative, armor class, and other agility based actions per 2 points of this casting bonus from blood loss.

From the Journal of Daelin, Wizard of the 5th Circle of Benarvyn

"Gydrion wanders," the tiny voice chittered. Sparks flew as I poked the meager fire.

"Gydrion wonders," the chipmunk in the tiny wizard's hat continued. I cocked an eyebrow, suppressing smirk. "Gydrion wonders what is at the Temple of Elemental Harmonies," he finished. There it was. The chipmunk skittered away.

Gorellan had been one of the greatest wandering of our wandering order. Gydrion had rewarded his faithful service by turning him into a spirit guide, my spirit guide, upon his demise. Too bad that last spell had turned him into a chipmunk. And now that silly little rodent in a tattered tiny wizard's hat was telling me where to go next.

Spirit guides come in all shapes and sizes

Invoke Patron (Gydrion the Wanderer)

Level: 1 **Range:** Personal **Duration:** Special	**Casting Time:** 1 round, and the spell may be cast only a limited number of times, according to results of *Patron Bond.*
Reversible	No
Ritual	No
Save	None

General: In order to learn this spell, you must first cast *Patron Bond*. The particulars of this spell vary according to the terms of your patron. In casting this spell, you invoke the name of your supernatural patron to request aid. This spell requires at least 1 point of spellburn.

Disciples of Gydrion only call for aid in the most dire of circumstances for he expects his followers to be as self-reliant as possible. When there is a need, Gydrion is a powerful protector of his patronage. He will empower his chosen explorers with gifts and understanding to assist them in their plight. If the caster has any natural weapons (claws, bite, etc.) they are counted as the caster's preferred weapon over any others. Gydrion responds by sending aid according to the result on the table below.

The down side to this spell is that the caster must succeed at a DC15 Fortitude save after the spell's effects wear off. Failure indicates the caster has fallen into a coma for a number of minutes equal to half their casting check result for Invoking the aid of heir patron. This comatose state can be avoided if the caster voluntarily accepts a taint chosen randomly by Gydrion. Any boons granted by this invocation stack with bonuses granted to the caster from any of Gydrion's taints, but NOT with any similar bonuses granted by other spells or powers.

Invocation: After the caster performs the necessary spellburn to attract Gydrion's interest the caster begins to recite a list of the lore that they have accumulated since the last time they chose to invoke the name of Gydrion for aid. If the caster has no new lore to impart there is a -2 penalty to the casting check for the invocation. If the lore is deemed worthy, then the caster proceeds to cast the spell normally. On the first successful casting the method Gydrion chooses to communicate is fixed and does not change for future contacts. **Roll 1d6; (1)** The information comes to the caster via a total stranger who delivers the information as if in a trance; of which they will never be able to recall or believe. The caster must do their best to remember the information because it won't be repeated. **(2-3)** A piece of parchment that will have all of the information granted by the casting check result written/drawn upon it. This paper is permanent and may be kept for future reference, but it is still just paper. **(4-5)** The information appears in the caster's mind as if attending a lecture that only they can hear; it seems like hours, but only an instant passes in real time. the caster must do their best to remember the information. **(6)** A clear crystal globe appears in the caster's hand; when they peer into its depths they are given visions and hear the information that the spell grants to them. The sphere is permanent and made of a tough, yet light substance that is neither glass nor crystal and can store an infinite amount of non-spell information loaded into it by Gydrion or their spirit guide. Any of this information may be shared with anyone the caster chooses; the crystal sphere activates on mental command of the caster so long as it is in their possession.

1: Spell fails: Caster rolls for Patron Taint and they cannot invoke his name for the 1d3 days.

2-11: Fail and the caster may not invoke the name of Gydrion for 2d12 hours.

12-13: *Spirit Guide* will answer 10 questions on any given subject within the next 30 minutes, but there is no real way of knowing what the Spirit Guide might or might not know. Or the wizard is granted a +2 bonus on all communication related checks for the next 1d3 hours.

14-17: *Spirit Guide* will answer 15 questions within the next 30 minutes. Or, the wizard's voice is imbued with power. This *Charming Voice* ability functions as written in the section on powers, but the spell affects all living creatures within a radius of 5ft / caster level.

18-19: *Spirit Guide* may be summoned to chat for 60 minutes; or, to cast one of the 3 first level spells they know on the petitioner's behalf; the spells are chosen by the *Spirit Guide.* Or, the wizard's voice is imbued with power. This *Charming Voice* ability functions as written in the section on powers, but the spell affects all living creatures within a radius of 10ft / caster level; penalty versus monsters and outsiders reduced by one.

20-23: *Spirit Guide* may be summoned to chat for 2d3 hours; or, will cast one of the 3 first or second level spells of the *Spirit Guide's* choice on the petitioner's behalf. Or, the wizard's voice is imbued with power. This *Charming Voice* ability functions as written in the section on powers, but the spell affects all living creatures within radius of 15ft / caster level; penalty versus monsters and outsiders reduced by one.

24-27: *Spirit Guide* may be summoned to chat for 3d3 hours and will cast any first or second level spell of the 5 spells known to the *Spirit Guide* on the petitioner's behalf. The spells are chosen by the *Spirit Guide* and the spirit may not cast more than 1 spell per hour. Or, the wizard's voice is imbued with power. This *Charming Voice* ability functions as written in the section on powers, but the spell affects all living creatures within radius of 20ft / caster level; penalty for charming monsters and outsiders reduced by half.

28-29: *Spirit Guide* may be summoned to chat for 1d3 days during which time they will answer questions and cast any spell of the 5 first to third level wizard spells known by the *Spirit Guide* on the petitioner's behalf once per hour, but the spells are still chosen by the *Spirit Guide*. While manifested the *Spirit Guide* may teach spells for which there is sufficient study time with the permission of Gydrion. Or, the wizard's voice is imbued with power. This *Charming Voice* ability functions as written in the section on powers, but the spell affects all living creatures within a radius of 25ft / caster level; penalty for charming monsters and outsiders reduced by half.

30-31: *Spirit Guide* may be summoned to chat for 2d3+1 days during which time they will answer questions and cast any of the 6 first to fourth level wizard and cleric spells they know on the caster's behalf twice per hour and the spells are chosen by the caster. While manifested the *Spirit Guide* may teach spells for which there is sufficient study time and may participate in ritual casting with the permission of Gydrion. Or, the wizard's voice is imbued with power. This *Charming Voice* ability functions as written in the section on powers; targets selected from all creatures within a radius of 30ft / caster level; penalty for charming monsters and outsiders reduced to -1.

32+ *Spirit Guide* may be summoned to chat for 1d3 weeks during which time they will answer questions and cast any of the 8 first to fifth level wizard and cleric spells normally allowed by Gydrion on the caster's behalf thrice per hour and half the spells are chosen by the caster. While manifested the *Spirit Guide* may teach spells for which there is sufficient time for study and participate in ritual casting with the permission of Gydrion. Additionally, the wizard's voice is imbued with power. This *Charming Voice* ability functions as written in the section on powers; targets selected from within a radius of 35ft / caster level; no penalties.



Patron taint (Gydrion the Wanderer)

Roll 1d6

1. The caster's feet enlarge to the point that they no longer fit comfortably within shoes or boots, but they can still wear sandals. The second time this taint is rolled the caster's toes fuse into one big toe with a thick toe-nail; granting a claw attack the inflicts 1d4 points of slashing damage modified by strength. The third time this taint is rolled, the caster's feet transform into hooves; they gain +5ft/ round to their land speeds. They now benefit from mundane and magical horse-shoes the addition of a pair grants an additional 5ft/round to the caster's land speeds and grants a kicking attack that inflicts 1d6 points of bludgeoning damage modified by strength.

2. The caster's neck mutates such that it may now be extended by up to 3ft/ caster level. The caster's sinuous neck and extra height grants them a +1 bonus on spot and search checks; this bonus stacks with that granted by the Mark of Gydrion. The second time this taint is rolled the caster's skull modifies itself to accommodate the caster's new eyes, which are twice their normal size and now grant infravision 30ft. If the caster already has infravision, then the range is doubled. The final time this taint occurs, the caster's eyes may now be extended on tentacles that are each 1ft long/ caster level. The caster's eye-stalks grant them a +2 bonus on ranged attacks as well as spot and search checks when they are both extended; this bonus stacks with that granted by the Mark of Gydrion and includes bonus from height.

3. The caster's hands become webbed granting them a +1 bonus on all swim checks, but a -1 penalty on fine motor skills like casting… as well as when using tools and utensils. The caster may not use gloves, but they may still use rings. The next time this taint is rolled the caster's hands grow talons that cause 1d4 points of damage modified by strength; but the caster is now incapable of using melee weapons. If the caster already has this ability then their damage die is increased by one step on the dice chain. The final manifestation of this taint causes the caster grow an eel like tail that prevents them from wearing unmodified clothing and armor; modification lowers AC by 1 point. The combination of tail and webbed hands grants the caster swim speeds equal to their land speeds as long as they are free of armor and bulky clothing.

4. The caster develops a greenish splotch in the center of their back. It has purple and blue polka dots and is rather unsightly, but otherwise causes no problems. The second time this taint is rolled the spot on the caster's back expands to cover their entire back and they develop a sharp and spiky dorsal ridge along their spine. This prevents the caster from wearing any clothing and armor unless they spend an extra 50% for the item; they may never wear a cape or cloak without their spikes destroying the garment. The last time this taint is rolled the discoloration extends to cover their entire body; this modified skin now grants the caster a +3 bonus to their armor class, but automatically causes people to become frightened when they first meet the caster.

5. The caster's ears become noticeably larger. The next time this taint is rolled, the caster's ears double in size; caster cannot wear helmets or hoods of any kind, but this deformity grants them a +1 bonus on listen checks and a -1 penalty to saves versus sonic attacks. The last time this taint is rolled, the caster's ears fall off and are replaced in 1d3 days by 2ft long rabbit ears that grant them a +2 bonus on listen checks and a -2 penalty to saves versus sonic attacks. During the time that they have no ears, the caster is completely deaf.

6. The caster's nose becomes large enough to inspire jealousy and loathing in all gnomes encountered by the caster. They won't attack, but they will use price gouging and other passive insults to convey their displeasure. The next time this taint is rolled the caster's nose elongates into a pointy, dog-like snout that grants them a +1 bonus on any checks involving smell and they may now track by scent alone. Unfortunately the caster also suffers from a -1 penalty on any checks or saves involving their olfactory sense. The final time this taint is rolled the caster's nose elongates into a pointy, wolf-like snout that grants them a +2 bonus on any checks involving smell. Unfortunately the caster also suffers from a -2 penalty on any checks to avoid problems or saves involving their olfactory sense. The caster may track by scent alone and is also granted a 1d6 bite attack. None of these changes cause the caster any problems with speech beyond a minor accent.

Patron Spells:

Gydrion offers the following as patron spells: *Luminosity (1st)* and *Sustenance (3rd)* to all of his faithful followers, but these spells will fade from the wizard's mind, scrolls, and spell-books if the caster leaves Gydrion's service. This may be done any time the caster chooses, simply by a formal renunciation of their oath of itinerancy. Because of their vow of itinerancy, devotees of Gydrion cannot learn or cast the spells *Wizard Hovel, Wizard Tower,* or participate in the *Pocket Reality* Rite.

Luminosity

Level: 1	**Range:** Special	**Duration:** 1d3 turns per caster level	**Casting Time:** 1 round
Reversible	No		
Ritual Spell	No		
Save	Fortitude versus the casting check result when necessary.		

General: This spell creates a point of light of variable intensity and mobility that is the wizard's to control. This light sheds no heat and moves along with the caster, or creature to which it is given at a fixed distance set by the spell entry or manifestation result; usually 5ft. If the spell allows, the point of light may be commanded to move to another point within a specified range. The light will still move with the caster, but remains in a position relative to the caster's instructions. For example, if the caster commands the light to manifest 10ft in front of them, the point of light remains 10ft from them as they move in that direction, but if they turn or move in another direction the light will move into a new position 10ft in front of them as the caster moves off in the new direction. If the light strikes (or is struck by) a solid object then it winks out of existence and the spell ends, but is otherwise unaffected by wind, rain, or inclement weather. Unless the spell result states otherwise, the caster of the spell (or the one given charge of the spell's effect) may raise or lower the intensity and radius of the light(s) created as desired, but may not intensify the light beyond the limit granted by the casting check. Neither can the master of the light move the light's focal point and change the light's intensity in the same round. The caster may choose a lesser result on the spell table if desired. As the light is of arcane origin, it has the peculiar property that it casts no illumination beyond the indicated radius. As such anything beyond the radius of the light from this spell is still in total darkness, not gloomy shadows as would be the case with a normal source of light.

The first time that this spell is cast, the wizard rolls to see what color the light will be. This color choice is permanent unless the spell result states otherwise. **Roll 1d14** to determine color of the light cast by this spell: **(1)** Red, **(2)** Orange, **(3)** Yellow, **(4)** Green, **(5)** Blue, **(6)** Indigo, **(7)** Violet, **(8)** Gold, **(9)** Silver, **(10)** White, **(11)** Neon pink, **(12)** Neon Blue, **(13)** Roll twice, **(14)** Roll thrice.

Manifestation: **Roll 1d10: (1)** The caster's eyes shine like twin stars and shed cones of light. The light is magnified by 25% in the direction they are looking, but reduced by this same amount in all other directions. If the light is commanded to move to a new location the eyes relocate, painfully, but without damage to the location indicated and will return to the caster's head if commanded or the spell ends. This new location is the point from which they see the world until the spell ends. If multiple points of light are granted by the spell; affected targets manifest the spell in a similar fashion. **(2)** A strange and hideous insect appears and buzzes loudly as it hovers and follows the casters commands. Its entire body glows with strange light. **(3)** A random object owned by the wizard, but no less than 5gp in value, begins to generate the light and is empowered to move as described by the spell entry. This item will be consumed by the spell and is permanently destroyed. **(4-7)** An object owned and chosen by the wizard, but no less than 2gp in value, begins to generate the light and is empowered to move as described by the spell entry. This item will be consumed by the spell and is permanently destroyed. **(8)** A skull appears at the designated point and burns with strangely colored fire. It floats and bobs through the air and occasionally lets out creepy shrieks of delight. **(9)** A disembodied hand holding a torch appears at the left shoulder of the caster. It emits the light indicated by the spell check result for the duration of the spell. It floats there, or moves to the locations indicated by the caster. **(10)** A fist sized ball of light appears 13 inches over the caster's head unless this would put it in contact with the ceiling or other obstacles, at which point it hovers at their right shoulder unless commanded to move to another location.

1: Spell fails, roll for patron taint and spell is forgotten.

2-10: Spell fails and is forgotten.

11: *Partial succeeds*, but spell is forgotten. The spell's normal duration is measured in rounds, and for that time, the caster's nose glows as bright as a candle; 5ft radius. Roll randomly for color each time this result is rolled. Furthermore, the light cannot be turned off for the duration of the spell and it can only be hidden by covering the face of the caster.

12-13: Spell manifests normally and sheds dim light out to a distance of 5ft, +5ft per caster level for the duration of the spell. The light is centered within 5ft of the caster and travels with them until the spell ends, is dismissed, or is dispelled.

14-17: Spell manifests normally and sheds normal torchlight out to a distance of 10ft, +5ft per caster level for the duration of the spell. The light is centered within 5ft of the caster and travels with them until the spell ends, is dismissed, or is dispelled.

18-19: Spell manifests normally and sheds bright torchlight out to a distance of 15ft, +5ft per caster level for the duration of the spell. The light is centered within 10ft of the caster and travels with them until the spell ends, is dismissed, or is dispelled. Furthermore, while the spell is active it grants a +1 bonus on all search checks made by the caster.

20-23: Spell manifests normally and sheds bright torchlight out to a distance of 20ft, +5ft per caster level for the duration of the spell. The light is able to travel with the caster until the spell ends, is dismissed, or is dispelled. While active this time the center of the light-effect can be directed to travel to any point within 20ft of the caster. The caster may do this once per round as a free action. Furthermore, while the spell is active it grants a +1 bonus on all search checks made by the caster and their allies.

24-27: Spell manifests normally and sheds bright lantern light out to a distance of 25ft, +10ft per caster level for the duration of the spell. The light is able to travel with the caster until the spell ends, is dismissed, or is dispelled. While active this time the center of the light-effect can be directed to travel to any point within 30ft of the caster. The caster may do this once per round as a free action. Furthermore, while the spell is active it grants a +2 bonus on all search checks made by the caster and their allies.

29-29: Spell manifests normally and sheds bright sunlight out to a distance of 30ft, +10ft per caster level for the duration of the spell; which is now 1d3hours per caster level. The light is able to travel with the caster until the spell ends, is dismissed, or is dispelled. While active this time the center of the light-effect can be directed to travel to any point within 40ft of the caster. The caster may do this once per round as a free action, or, the caster may designate another person or creature, of at least 3 intelligence, as the focal point of the spell, granting them control of the spell's effects. While the spell is active it grants a +3 bonus on all search checks made by the caster and their allies. Furthermore, the light can damage creatures vulnerable to sunlight and this spell automatically reveals all secret doors within its radius.

30-31: Spell manifests normally and sheds bright sunlight out to a distance of 35ft, +10ft per caster level for the duration of the spell; which is now 2d3 hours per caster level. The light is able to travel with the caster until the spell ends, is dismissed, or is dispelled. During this time the center of the light-effect can be directed to travel to any point within 50ft of the caster. The caster may do this once per round as a free action, or, the caster may designate another person or creature, of at least 3 intelligence, as the focal point of the spell, granting them control of the spell's effects. While the spell is active it grants a +3 bonus on all search checks made by the caster and their allies. Furthermore, the light can damage creatures vulnerable to sunlight and this spell automatically reveals traps and secret doors within its radius.

32-33: As a result of 30-31, except the radius is now 40ft, +15ft per caster level and the focal point of the spell may travel to any point within 75ft of the caster once per round as a free action.

34-35: As a result of 30-31, except the radius is now 45ft, +15ft per caster level and the focal point of the spell may travel to any point within 100ft of the caster once per round as a free action. The caster may create two sources of light which manifest normally.

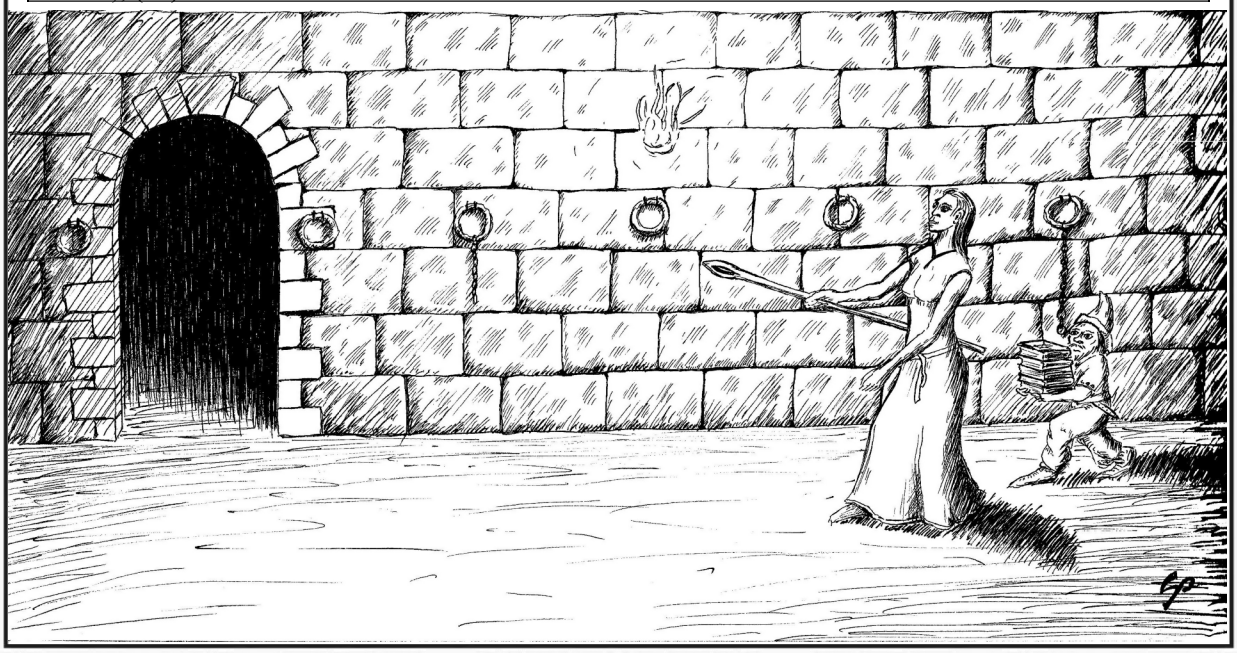
36+ As a result of 30-31, except the radius is now 50ft, +20ft per caster level and the focal point of the spell may travel to any point within 150ft of the caster once per round as a free action. The caster may create three sources of light which manifest normally. Additionally, the light cast by these luminous points automatically reveals invisible creatures and objects.

If spell is taught to wizards who are not devotees of Gydrion the Wanderer the following corruptions and misfires are recommended :

Corruption: **Roll 1d4** **(1)** The caster is totally blind whenever there is any strong light shining upon them, anything brighter than moonlight will trigger this effect. They can see perfectly even in total darkness, unless there is some other ambient effect like fog, or dust, etc. at which point normal modifiers for these things apply. **(2)** All non-natural sources of light burn 50% faster if they are within 60ft of the caster, but they do not shed any additional light. **(3)** For some reason light never seems to fully penetrate to the caster and they are now at the center of swirling gloomy shadows with a 5ft radius. **(4+)** At sunset the caster's skin begins to glow with the light that reaches out to a 10ft radius. Nothing can be done to control or turn off the light other than to cover up as much as possible. Roll for a new color each day using the table in the general information section.

Misfire: Temporary cataracts cause the caster to lose the ability to see anything other than blurry shapes when focusing more than 5ft away. **Roll1d5** to determine how long the effect lasts. **(1)** 1d7 days, **(2)** 1d7 Hours, **(3)** 1d7 Turns, **(4)** 1d7 Minutes, **(5)** 1d7 rounds.

1-2: Spell fails, and worse! **Roll 1d6** modified by Luck: **(0 or less)** Greater corruption + Misfire + Patron taint (or Spell corruption if no Patron), **(1)** Major corruption, **(2)** Patron taint (or Spell corruption if no Patron), **(3+)** Misfire.

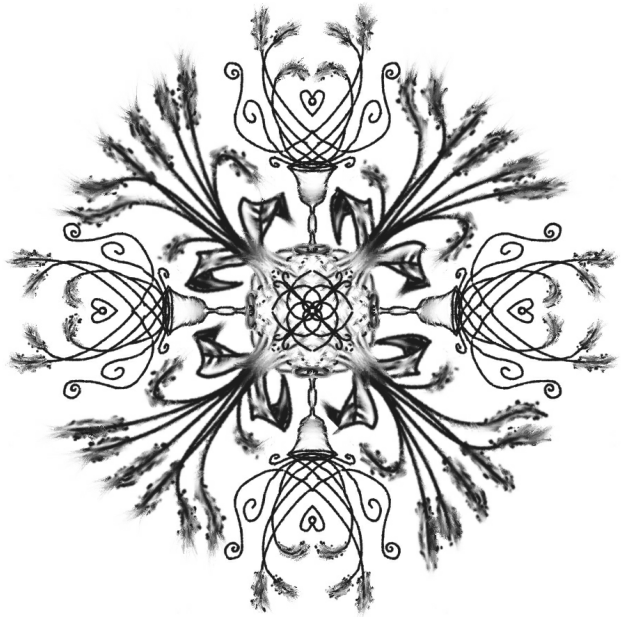


Sustenance

Level: 3	**Range:** Touch	**Duration:** Varies	**Casting Time:** 30 minutes
Reversible	No		
Ritual Spell	No		
Save	No		

General: This boon granted is granted by Gydrion to those chosen few of his patronage that have. impressed him with their will to explore. At lower manifestation levels, this spell only effects the caster and their familiar, but greater manifestations of spell allows the caster to share this gift with others. This simple spell gifts the caster or those they've touched with the ability to ignore their daily needs for food and water. Their manifestation effect and mercurial magic results also become permanently active while this spell is functioning. Those under the effects of this spell can continue to eat and drink normally while the spell functions if they choose, but this does not increase the duration of the spell in any way.

Manifestation: As the caster finishes casting the spell, **roll 1d6; (1-5)** The caster and any others affected by the spell glow with light equivalent to a torch. *Roll 1d14* to determine color of the effect: *1= Red, 2= Orange, 3= Yellow, 4= Green, 5= Blue, 6= Indigo, 7= Violet, 8= Black, 9= Gray,10= White, 11= Gold, 12= Silver, 13= Brown, 14= Roll thrice.* **(6+)** There are no visible side effects, but during the spell's duration targets have the persistent taste of sour lemons in their mouths.



1-3: Spell fails, is forgotten, and worse! Roll for Patron taint.

4-14: Spell fails and is forgotten.

15: Spell fails, but is retained in memory.

16-17: The spell allows the caster and their familiar to ignore their need for food and water for up to 1d3 days, + 1 day per caster level.

18-21: The spell allows the caster and their familiar to ignore their need for food and water for up to 1d3 days, + 1 day per caster level. Additionally, for the spell's duration recipients gain a +1 bonus on Fortitude saves.

22-23: The spell allows the caster and their familiar to ignore their need for food and water for up to 1d3 days, + 2 days per caster level. Additionally, for the spell's duration recipients gain a +1 bonus on Fortitude saves.

24-26: The spell allows the caster and their familiar to ignore their need for food and water for up to 2d3 days, + 2 days per caster level. Additionally, for the spell's duration recipients gain a +1 bonus on Fortitude saves.

27-31: The spell allows the caster and their familiar to ignore their need for food and water for up to 2d3 days, + 3 days per caster level. Additionally, for the spell's duration recipients gain a +2 bonus on Fortitude saves.

32-33: The spell allows the caster, their familiar, and 1 other creature to ignore their need for food and water for up to 3d3 days, + 3 days per caster level. Additionally, for the spell's duration recipients gain a +2 bonus on Fortitude saves.

34-35: The spell allows the caster, their familiar, and up to 1 other creature per 3 caster levels to ignore their need for food and water for up to 3d3 days, + 4 days per caster level. Additionally, for the spell's duration recipients gain a +2 bonus on Fortitude saves.

36-37: The spell allows the caster, their familiar, and up to 1 other creature per 3 caster levels to ignore their need for food and water for up to 4d4 days, + 4 days per caster level. Additionally, for the spell's duration recipients gain a +3 bonus on Fortitude saves.

38-39: The spell allows the caster, their familiar, and up to 1 other creature per 2 caster levels to ignore their need for food and water for up to 4d4 days, + 1 week per caster level. Additionally, for the spell's duration recipients gain a +3 bonus on Fortitude saves.

40+ The spell allows the caster, their familiar, and up to 1 other creature per caster level to ignore their need for food and water for up to 5d4 days, + 1 month per caster level. Additionally, for the spell's duration recipients gain a +4 bonus on Fortitude saves.



Hound of Gydrion

Type	Supernatural	Character Notes
Size	Medium	
Reach	5ft	
STRength	16 / +2	
AGILity	18 / +3	
STAMina	19 / +4	
INTelligence	As caster	
PERsonality	As caster	
LUCK	As caster	
Action Die	As caster	
Lift	80 Lbs.	
Drag	160 Lbs.	
Carry	48 Lbs.	
Speed (Land)	50ft	
Run, 3x/day	240ft/rd: 152min	
Sprint, 3x/day	480ft	
Initiative	+3	
AC	15 (Thick hide; +2)	
HD	As caster	
Attack Die	As caster w/ bonus	
Damage		
(Bite)	1d8+2	
(Claw)	1d5+2	
(Howl)	Special	
Crit Die	As caster	
Table	M	
Fortitude	As caster +2	
Reflex	As caster +1	
Willpower	As caster	

General Information:

This midnight blue canine is the powerfully muscled, yellow eyed alternate form gifted by Gydrion the Wanderer to those of his patronage who have been proven worthy. It is an imitation of Gydrion's alternate form granted to him by his Moon Goddess mother. Gydrion can adopt this form at will and for as long as he wishes. He has 13HD, INT, PER, & Luck scores of 18 and rolls 1d24 and 1d20 for action dice.

The test to gain this new form is simple… supplicants must keep their Oath of Itinerancy and survive to reach 5th level. While in this form the caster gains greater physical prowess and traveling speeds as well as improved combat abilities. The caster gains enhanced scent and auditory powers to aid their investigations.

Wizards retain all corruptions, taints, and mutations while in this alternate canine shape. Their front paws retain enough of a hand and opposable thumb that they can lift as a small biped can and make skill checks as well as other simple actions, but their action die is reduced one step on the dice chain.

Attack Profile:

Unlike normal canines, the transformed wizard has no pack instinct and cannot take advantage of numbers. Every caster will have their own unique approaches to combat; but in general, they rely upon their superior movements and senses to survey the battle for best advantage then cast spells as they charge at their targets. Their mobility also gives them the ability to track their foes a while before choosing the best time and place to attack from ambush.

Special Attacks:

Howl – With this ability the caster retains the ability to cast spells; so long as they require only 1 round to cast, have material component costs of less than 50gp, and are of 3rd level or less. They must still pay any spellburn or EXP costs; and any spellburn remains until after the caster reverts to their normal form to rest. The caster may not use any Runic Alphabets of less than 3rd level if the caster knows how to speak them into power.

Running & sprinting - as canines they can use one or the other once for every 6 points of stamina score each day. In this form the wizard can run twice and still have a sprint action left for the day; or any combination of the three uses per day. As quadrupeds they can make one bite or double claw attack at the end of a sprint with a successful at a DC12 Fortitude save before the attack. The caster must wait at least 1d3x10 minutes of rest between uses of these abilities unless they have access to healing or other natural or magical ability to recuperate their vigor.

Special Powers:

Keen senses – The caster gains a +3 bonus to all spot and search checks and may track by scent. The wizard also retains any sensory modes of their normal form as well as those garnered from taints and mutations.

Endure elements – This form allows the caster to ignore all but the most severe natural weather effects and they are comfortable and safe as long as the temperatures remain between 110°F and -30°F. This ability grants no benefits against magical heat, cold, or other environmental attacks.

Portage – It is necessary for the caster to retain their equipment even though they cannot use or carry most of it when they change form. The caster may spellburn 1 point of their 'true' strength score before they transform in order to empower Gydrion to hold their equipment safe and secure in an extra-dimensional non-space for the duration of the transformation. This process requires as much time as is needed to undress, + 1 minute of concentration upon the items to be placed in Gydrion's keeping.

Vulnerabilities:

The caster's magic, regardless of their present shape, is now governed by the phases of the moon. On the day before and after the full moon they gain a +1 bonus to their casting checks; and on the night of the full moon they gain a +2 bonus to casting checks. The reverse of this also holds true, on the night before and after the new moon the caster suffers a -1 penalty to casting checks, and on the night of the new moon the caster cannot transform and they suffer a -2 penalty on all casting checks. When the moon is in eclipse, they cannot cast magic at all and they are locked into whichever form they possess from the day before to the day after the eclipse. They do not need to see the moon or be bathed in its light for this power to function, but the caster loses access to this polymorphic ability when they are not on the Material Plane.






bygrinstow 14

Avridar, King of Air,

The South Wind, The Sirocco, The King of Storms

This information block does nothing to alter or change the original entry in the DCCRPG Core Rules as the chaotic nature of air causes this throne to change hands seasonally between the elementals. Sulya, the East Wind, Urlam the West Wind, and Varia the North Wind are constantly working to depose whoever leads the Kingdom of Elemental Air. These are described briefly in the text box below and may be used as a starting point to build courtly intrigues within your game. The powers listed here are attached to the throne, not the elemental who occupies it, though other elementals may offer additional powers. Avridar rules during the Summer months and sends hot winds and dust storms as well as monsoons. It is to Avridar that most farmers give offerings so that he will bring rain and not wither their crops. Bitterly opposed to Varia and frequently allies with Sulya.

Table 1-23: Mark of Avridar grants the caster in good standing with:	
1st level	A +1 bonus on initiative rolls and Reflex saves.
3rd level	A +1 bonus on initiative rolls, Reflex saves, and the caster may hold their breath for twice their normal duration. (Stamina score ÷ 2.25 = duration in minutes)
5th level	A +2 bonus on initiative rolls, Reflex saves, and the caster may hold their breath for twice their normal duration. The bearer of the mark may also apply this bonus to ranged attack and damage rolls. (Stamina score ÷ 2.25 = duration in minutes)
7th level	A +2 bonus on initiative rolls, Reflex saves, and caster may hold their breath for thrice their normal duration. (Stamina score ÷ 1.5 duration in minutes) Bearer of the mark applies this bonus to ranged attack and damage rolls; weapon range categories each increased by 50%.
9th level	A +3 bonus on initiative rolls, Reflex saves, and the caster may hold their breath for up to 1 hour per caster level per day. Bearer of the mark may applies this bonus to ranged attack and damage rolls; weapon range categories are each doubled.

Spellburn: Roll 1d4

1. The caster may sacrifice a creature of elemental earth to gain a +1 bonus per HD of the creature sacrificed on the aeromancer's next spell casting roll. The spell must be cast within 1 turn per hit die of the sacrificed critter; caster cannot cast spells while reserving this bonus.
2. The caster must allow air elementals to inflict injuries upon their flesh; the damage causes 1 hit point of bludgeoning damage, and allows the caster to sacrifice 1 point of Strength to gain a +1 bonus to their next casting check for each point sacrificed. They may reserve this bonus so long as it is used within 1 turn of the sacrifice; caster cannot cast spells while reserving this bonus.
3. Hot winds swirl about the supplicant increasing their temperature rapidly to dangerous levels. For each round that the caster subjects their body to these intense temperatures, the caster may sacrifice 1 point of Stamina score and gain a +1 bonus to their next casting check for each point sacrificed. The caster may reserve this casting bonus until they sleep or receive any healing and the caster cannot cast spells while reserving this bonus.
4. The air is sucked violently from the caster's lungs. For each round that the caster chokes and splutters they sacrifice 1 point of Stamina; gaining a +1 casting bonus for every point of Stamina score lost. They may keep this bonus in reserve until they sleep, or receive any healing; caster cannot cast spells while reserving this bonus.

Politics of the winds:

Who the wizard elects to follow will have subtle changes in the way the powers are used and the effects they will have on the caster; especially in regards to spellburn and the ways they can help their patronage. The wizard is expected to support the goals of their specific patron.

Sulya - The East wind, the Bringer of Changes. She is the trade wind, and brings good luck, and good health. Sulya rules during the Springtime and will accept spellburn from the wizard's Personality score. Bitterly opposed to Urlam; frequently allies with Avridar.

Urlam - the West Wind, the Plague Bringer. He is the wet, cold wind that brings pestilence and bad luck. Urlam rules during the Autumn months and will only accept spellburn from the wizard's Stamina score. He is bitterly opposed to Sulya; frequently allies with Varia.

Varia - the North Wind, the Breath of Winter. She is the fury of the blizzard and the Queen of Storms. She rules during winter, sending ice and snow to ravage the lands and will accept spellburn from the wizard's Agility score. Varia is bitterly opposed to Avridar and frequently allies with Urlam.

For the southern hemisphere, Storytellers can simply flip the direction and roles of Avridar and Varia. Or, the Storyteller can create another southern throne and set of elementals to fight over it, just remember that the seasons of the southern hemisphere are opposite to those of the north on any earth type planet.

Invoke Patron (Avridar, King of Air)

Level: 1 **Range:** Personal **Duration:** Varies	**Casting Time:** 1d4 rounds and the spell may be cast only a limited number of times, according to results of *Patron Bond.*
Reversible	No
Ritual Spell	No
Save	Varies by entry.

General: In order to learn this spell, you must first cast *Patron Bond*. The particulars of this spell vary according to the terms of your patron. In casting this spell, you invoke the name of your supernatural patron to request aid. This spell requires at least 1 point of spellburn. Invoking the name of Avridar (or any of the other greater elementals during their season of power will enhance the result with a +2 bonus. Likewise, invoking their names during the season of their lowest power confers a -2 penalty.

Invocation: The caster performs the necessary spellburn, chants the necessary words of power to complete the invocation; calling upon Avridar or one of the other greater air elementals to beg for aid.

1: Spell fails; caster rolls for Patron Taint. They cannot invoke aid from Avridar or his allies for 2d12 hrs.

2-11: Fails and the caster may not invoke the aid of Avridar or his allies for 1d8 hours.

12-13: *Enemy of Earth* – For 10 minutes, the caster and all allies within 10ft gain a +2 bonus to attacks, damage, and spell casting checks versus creatures of elemental earth. Allies need not remain within 10ft of caster to keep benefits of spell.

14-17: *Elemental Guardian* – For the next 10 minutes the caster gains a +2 bonus to their armor class due to the concentration and tireless efforts of the small air elemental Avridar sends to aid his followers. This creature bats away incoming missiles with a successful Reflex save versus a DC = the attack roll, and it blows dust up into the faces of melee attackers; who must succeed at a Luck check to avoid becoming blinded for 1d4 rounds.

18-19: *Wailing Winds* – The target is surrounded by tiny howling and wailing air elementals swirling about them like a living ribbon of sound. The caster can target one enemy within 50ft, who takes 1d12 points of sonic damage on a failed DC18 Fortitude save. The ribbons of discordant tones continues to spin around the target, following them if they move and inflicting 1d10 damage on the next round, then 1d8, 1d6, and finally 1d5 on the fifth and final round. Each round the target can make a DC 18 Fortitude save to avoid damage. One successful save ends the effect.

20-23: *Abundance of Air* – The caster points at one living air breathing enemy within 100ft. The caster causes surge of air to forcefully over-expand the creature's lungs. Unless the target succeeds at a DC20 Fortitude save this attack inflicts 1d6 points of Stamina damage immediately as the victim's lungs are shredded from the air pressure and the pressure applied to the rest of the target's internal organs. Failure indicates the target takes *another* 1d6 points of Stamina damage on the following round with another chance to resist. Each time the target fails a save the process continues for another round until they succeed on a save or until the victim reaches 0 Stamina; at which point their lungs rupture and they die.

24-27: *Elemental Transformation* – The caster and all their equipment are transformed by an influx of energy from the Elemental Plane of Air. Aeromancers cannot fly, but they gain the ability to levitate and my raise or lower their altitude by their land move speed each round. The caster is immune to toxic gasses and other such natural and spell attacks, as well as any adverse effects from gusts of wind and storms other than lightning strikes. The caster's attacks are imbued with sonic energy and cause an additional point of damage per caster level of the aeromancer; but they cannot cast spells or invoke any patrons for the duration of the effect. This transformation lasts for 1 hour unless ended by the caster or some other effect.

28-29: *Wind Song* – The aeromancer is aware of the area around them out to a range of 50ft/ caster level and these songs of the air may give the caster hints and clues as to what is happening nearby. The aeromancer spends up to 1 round per caster level concentrating on the sounds, smells, and feelings of the air elementals in the area and then makes a knowledge check. They can add a +1 bonus for every 2 rounds they spend concentrating and the results of the roll will determine what, if anything, is gleaned from the meditation. There is no fixed DC for this and the Storyteller will give information based upon each situation, but in general a roll of 1 indicates false information and a result of greater than 20 is always true, but still may not be pertinent to anything the caster needs to know. The caster may use this ability until the next sunset or sunrise, whichever comes first.

30-31: *Summon Elemental* – The areomancer calls forth an 8HD air elemental from the sky. The elemental appears immediately and obeys commands for 2d6 rounds, then departs. (See DCC Core Rules for elemental stats and abilities.)

32+ *Summon Elemental* – The aeromancer calls forth two 12HD air elementals from the sky. The elemental appears immediately and obeys commands for 2d6 rounds, +1 round per caster level then departs. (See DCC Core Rules for elemental stats and abilities.)

Patron Taint (Avridar)

Roll 1d6

1. The caster always seems to have smoke trickling out of their nose, ears and mouth. It is unsightly and intensifies when they are speaking or exerting themselves, but otherwise harmless. The next time this taint is rolled, the caster's smoky fumes become mildly toxic in close quarters or confined spaces smaller than a 20ft cube; causing 1d4 Agility damage to all those who fail a DC10 Fortitude save. The caster is immune to their toxic cloud; but gains no special immunities to any other forms of toxin or gas. The last time this taint is rolled the caster's exhausts become highly toxic and cause 1d6 points of Agility damage, +1 point per caster level within 15ft of the caster to any breathing creature that fails their save roll. The toxin is powerful and lingers in an area for an additional round after the caster has Passed. Victims are allowed a Fortitude save versus a DC of 12, +1/ caster level for half damage, minimum of 1 point.

2. The caster always seems to be caught in a breeze that plays with their hair and coat-tails and such that no one else can feel. The next time this taint manifests the caster seems to be stuck in a personal wind-storm that reduces all of their movements and ranged damage increments by 20%; additionally they have a -2 penalty on casting, listen, and communication checks. The final form of this taint reduces the caster's movement rates to 10ft/ round and they may no longer make ranged attacks. They are deafened from the howling winds, and suffer a -3 penalty on casting and skill checks, as well as any attempts at communication. Additionally the caster no longer receives a save versus the gust of wind spell or any similar magical or mundane effect.

3. The caster and their allies are plagued by playful air elementals whose antics impose a general -1 penalty to ranged attacks, listen checks, initiative checks, and other such activities. The next time this taint is inflicted, the pranks and frolicking of these elementals becomes mean and pernicious; they impose a -2 penalty on initiative checks, ranged attacks, listen checks and other such activities. They cause missile damage against the caster and their allies to be increased by 2 points. The final roll of this taint causes Avridar to remove his mark of favor and he abandons the aeromancer, causing them to lose all knowledge of any spells and information granted to them by Avridar. Furthermore the caster and any of their allies are now considered a mortal enemy of the Kingdom of Air and will be attacked regularly. The Storyteller will determine the nature and frequency of these attacks as needed.

4. The caster is plagued by 1d3 air elementals; these are mostly harmless 1HD creatures who echo everything that the caster says, including the words of power for spell casting. The effect makes it difficult for the caster to communicate and cast spells properly; imposing a -1 penalty to both activities. The next manifestation of this taint increases the penalty to -3 because there is now one elemental per caster level causing the echo. On the final manifestation of this taint the caster may spellburn 1 point per level of the spell they wish to cast in order to bribe the elementals into harmonizing their efforts. This causes the spell to be repeated once per 3 caster levels of the tainted wizard. The repeated spells function identically to each other and against the same targets; but the caster must meet all other requirements for the echoed spells, including any EXP costs, expensive material components, and spellburn costs or each the extra spell fails automatically as if a 10 had been rolled. Failure to bribe these air elementals means the caster must deal with a -4 penalty to all communication and spell casting checks.

5. The caster and their equipment always seem to make noise, no matter how hard the caster tries to avoid it, they are prone to kicking things over and snagging clothing on things making unnecessary amounts of noise. This imposes a -1 penalty to all stealth checks within 40ft of the caster. The second time this taint appears the penalty is increased to -2, and the caster must succeed at a Luck check every time they fail a stealth roll. Failure indicates they have taken 1d3 points of damage in the process as they got tangled up in, or were tripped, etc. by the elementals. The final manifestation of this taint causes the penalty on the Luck check to avoid 2d4 points of damage to increase to -3.

6. The caster becomes sensitive to metals just as an elf. They suffer pain and irritation at its touch; suffering 1 point of damage per day of prolonged contact. The next time this taint is rolled the caster suffers an additional 10% damage from metal weapons and the caster suffers 1 point of damage per hour of prolonged contact with iron or steal; this stacks with any other vulnerabilities the caster suffers from metal and earth based attacks. The final version of this taint adds 25% damage from all metal weapons and the caster takes 1 point per turn of prolonged contact with iron or steal; this stacks with any other vulnerability the caster suffers from types of attacks.

Aeromancers:

Avridar, like the other Elemental Lords, isn't powerful enough to create new spells. He can teach worthy devotees any spells that involve air, communication, sound, charming, vapors, or sonic damage. However, all of these spells learned by the caster will fade from the wizard's mind and spell-books if they leave his service.

Devotees of Avridar are known as aeromancers. The spells they can know are drawn only from their spell list. They may still use scrolls, wands, and other items that hold different spells so long as these spells are not listed on the geomancer's spell list. Special: aeromancers cannot cast item creation magic other than the spell *Wand Magic*.

Aeromancers: Take an extra 25% damage from electricity and earth based attacks; but they gain an extra point to their Agility score per 5 caster levels.

Spell List for aeromancers:
1st level: *Charm Person, Choking Cloud, Cloud of Fresh Air, Feather Fall, Invoke Patron (Avridar), Incomprehensible Babbling, Obscuring Mist, Pilfer Voice, Patron Bond (Avridar),* and *Ventriloquism*.

2nd level: *Detect Invisible, Invisibility, Invisible Companion, Levitate, Magic Mouth, Shatter, Silence, Sonic Blast,* and *Sonic Resistance*.

3rd level: *Breathe Life, Fly, Lesser Devastation (Sonic only), Gust of Wind,* and *Water Breathing*.

4th level: *Wand Magic* and *Transmute Air*.

5th level: *Devastation (Bludgeoning, Frost, Piercing, Slashing, and Sonic effects)*

Weather Control

Avridar grants his minions limited control of the weather in their local area. To invoke this power, the aeromancer must commit 3 points of spellburn or sacrifices an earth elemental of at least 3HD. The caster

gains no casting bonus for these first three points, but this control allows the caster to shift the local weather's effects by one category up or down on the table below after 10 minutes of ritual work. The caster may commit an additional 3 points of spellburn or hit dice of earth elemental to raise or lower the category by an additional step if all work and sacrifices are done all as one ritual. This influences an area with a radius equal to one-quarter mile per caster level. For increases or decreases to the weather's intensity by the aeromancer refer to the following table; listed DC's assume medium size creatures. The intensification lasts for 24 hours or until the atmospheric effect would normally change as listed in the table below, whichever is the lesser of the two durations. If the caster is willing to sacrifice much, they can intensify the weather and turn a calm day into a stormy one. They can only perform this ritual once per day, but this effect only subdues or intensifies active weather within the area controlled by the aeromancer. This chart can also be used to determine the local weather conditions with a d100 roll at the start of a game; the weather will drop to the next lowest category at the end of each effect as listed in the table. Example: after 4 days of calm a random roll is made to determine how/if the weather changes.

With respect to tornadoes, the listing under 'effect lasts for' represents the window of time during which a tornado of the listed type can occur. If this is a natural shift in the weather then the Storyteller rolls 1d20 in secret for every 20 minutes of game play; a result of 5 or less indicates that a tornado has touched down. Each tornado lasts for 1 minute and is 50ft wide per category of the storm, traveling randomly 25 yards/ round. If the weather has been elevated into tornado intensity by an aeromancer, then the caster may check once within the time allotted. They must succeed at a luck check to cause a tornado to touch down at a point somewhere within the area that they control, but after that the tornado travels randomly.

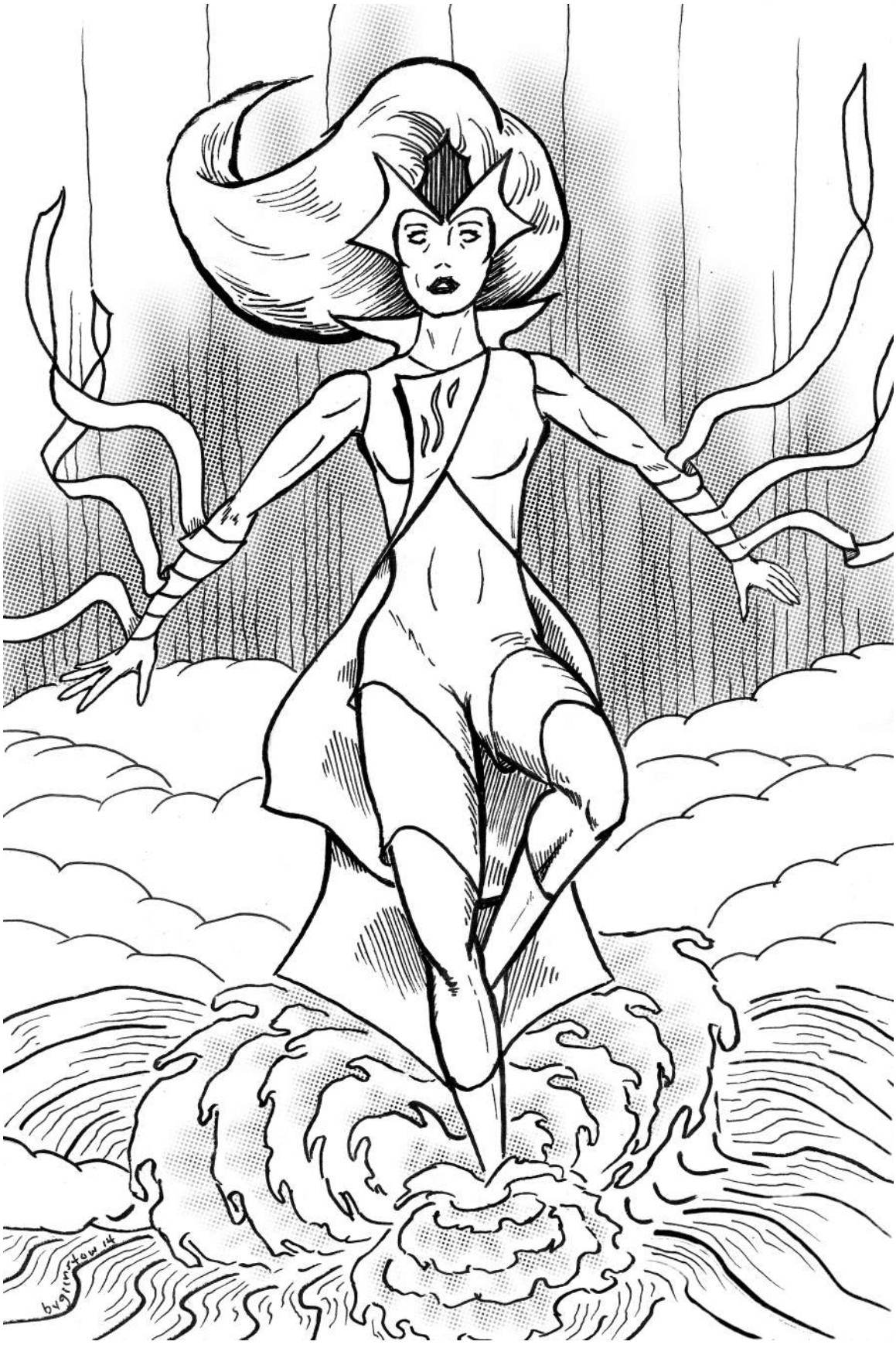
Table 1-24: Random Weather Table

Random Weather Roll d100	Weather condition	Wind Speeds (MPH)	Effect Last For	Chance of Rain/ Snow[1]	Chance of Lightning[2]	Chance of Hail/ Debris[3]	Knock Down DC (Land)	Knock Down DC (Flying)
73+	Calm	0	1d4 days	No	No	No	N/A	N/A
53-72	Light breeze	1-5	1d3 days	10% /day	No	No	N/A	N/A
43-52	Windy	6-10	1d3 days	15% /day	No	No	N/A	10
42	Blustery	11-15	1 day	25%, 2x/ day	No	No	N/A	12
37-41	Light Sowers	16-20	1d4 days	35%, 3x/ day Spot -1	05% / day	05% / day 2 pts	N/A	14
32-36	Storm	21-29	2d3 days	Y: Spot & Search -3	10% / day	10% / day 1d3	10	16
27-31	Monsoon	30-39	3d5 days	Y: Spot & Search -5	15% / day	25%, 2x / day, 1d3	12	18
22-26	Tropical Storm/ (F0)	40-72	1d3 weeks	Y: Spot & Search -7	20% / day	40%, 2x/ 3 days, 1d4	15	20
17-21	Storm (F1/ Sm. Hurricane)	73-112	1d12hrs	Y: Spot & Search -9	25% / hour	55%, 1x / 3 hours, 1d4	18	25
12-16	Storm (F2/ Hurricane)	113-157	1d24hrs	Y: Spot & Search: no	30% / hour	55%, 1x per hour, 1d5	20	Auto
7-11	Storm (F3/ Maj. Hurricane)	158-206	2d6hrs	Y: Spot & Search: no	40% / hour	60%, 1x per turn, 1d5	25	Auto
2-6	Storm (F4 Tornado)	207-260	3d7hrs	Y: Spot & Search: no	50% / hour	65%, 1x/ 5 min., 2d3	Auto	Auto
1	Storm (F5 Tornado)	261-318	1d3 hrs	Y: Spot & Search: no	55% / hour	65%,1x/ minute, 2d4	Auto	Auto

1– Roll 1d100 as indicated; if rain (or snow) starts falling, then it lasts for 2d6 hours and drops 1/4 of an inch of water or snow per hour. For 36 to 22, roll 2d12 to see how many hours of rain or snow fall per day, dropping 1 inch of water or snow per hour. A roll of 21 or less means it is raining hard; dropping 2 inches of water or 6 inches of snow per hour.

2– The Storyteller rolls 1d100 as many times as indicated. If lighting strikes the party, they each must succeed at a Luck check or suffer their share of 2d8 electrical damage as the lightning bolt passes through the party. Creatures wearing heavy armor or carrying large amounts of metal suffer a +3 penalty to their Luck check.

3– The Storyteller rolls 1d100 as many times as indicated. If the storm delivers hail, then it inflicts the indicated damage per round that it lasts to everything in the storm's reach; each storm has a chance to deliver hail once per day starting with a 5% chance hail falls for 1 round during light showers; an F5 storm has a 65% chance of delivering hail that falls for its first 9 rounds. Anything hit by the hail only suffers half damage (1 point minimum) each round upon a successful DC15 Fortitude save. Additionally, each creature in the party rolls 1d100 as often as indicated to see if they are damaged by debris flung about by the wind. In the case of flying debris, the target multiplies their luck modifier by 5% and applies this to their 1d100 roll. So each creature caught out in an F5 storm has at least a 65% chance of getting hit by debris once per minute they are subjected to the fury of the storm.



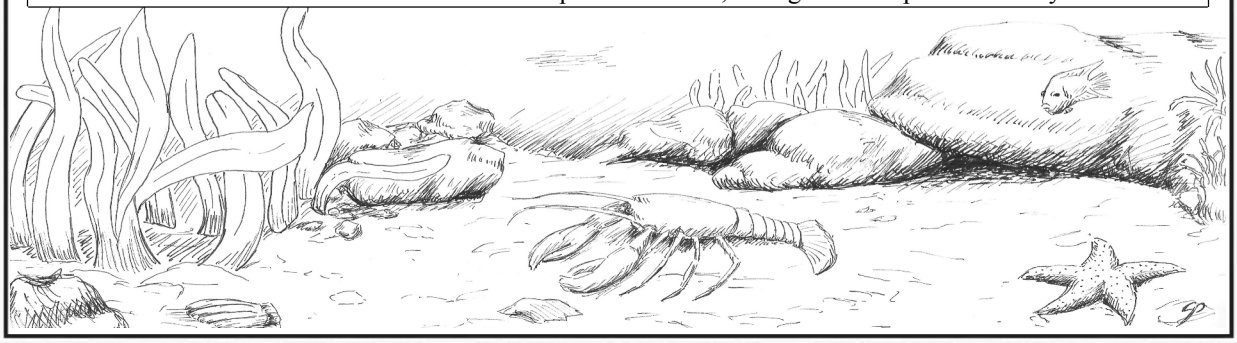
Brinae, Queen of Water,

Lady of the Laughing Waters, The River Maiden, The Mistress of Clouds

She is the eldest daughter of the Sea Goddess and is the eldest of the Water Elementals; with only Hraalvid having his throne for more time. Brinae is steeped in Lore and primeval knowledge, because all water flows to the sea, bringing with it the experiences and detritus of the ages to rest upon the oceans floor and within its waters. Brinae is old enough and wise enough to understand her role in the cosmos and sees that her fiery sister Kandri-sek, merely has another part to play and holds no true hatred in her heart for the enslaved Queen of Eternal Flame even though Brinae is often the target of the cruel tricks and evil games played on her by Kandri-sek. The Lady of the Laughing Waters understands what would happen if that passion were left unchecked. So Brinae plays her part that she may keep her sister happy, yet constrained. The Queen of the Shifting Tides empowers her patronage to help manage the minions of the Kingdom of Fire. Secretly, Brinae delights in the power of fire to transform water into steam, for it only brings her closer to the arms of Avridar, even if only for a short while. The Lady of the Laughing Waters is chaotic and enjoys all of her roles whether she is sculpting and eroding the Kingdom of Earth to suit her artistic whims, or battling Fire Elementals, or managing the vast network of ocean currents. She waits patiently for the day when all waters will rise up and cover the Kingdoms of Fire and Earth; allowing Brinae and Avridar to create an eternal paradise of Wind and Sea.

Like her mother, Brinae reads the tidings and turnings of the Ages that are hidden within the eternal flow of water; but unlike her mother, Brinae is willing to take a more active role upon the Material Plane to rid it of those who would poison the waters or impede its flow to the sea. Brinae empowers water elementals, aquamancers from the sentient aquatic species and any of the dry-folk that are willing to aid her stewardship of the rivers, lakes and seas. She is rather tolerant of the antics of her patronage. So long as they are ultimately working to shape and erode the element of earth, and are willing to help keep the elemental forces of Kandri-sek in balance Brinae is content. She may allow her patronage to enter compacts with other non-elemental patrons so long as their interests do not conflict with hers. Brinae's moods can be as fickle and as brutal as the crashing waves of a hurricane when she gets angry. Supplicants are wise to treat her with respect, and they are not allowed to choose their own spellburn, they must roll randomly each time to see what their patroness requires of them.

Table 1-25: Mark of Brinae grants the caster in good standing with:	
1st level	A +1 bonus on swim checks and fortitude saves; holds breath for Stamina score ÷ 3 in minutes.
3rd level	A +1 bonus on swim checks and fortitude saves and the caster may hold their breath for twice their normal duration. (Stamina score ÷ 2.25 = duration in minutes.)
5th level	A +2 bonus on swim checks and fortitude saves and the caster may hold their breath for thrice their normal duration. (Stamina score ÷ 1.5 = duration in minutes.) They are granted swim speeds equal to their normal land speeds; but only make swim checks for dangerous situations.
7th level	A +2 bonus on swim checks and fortitude saves and the caster may hold their breath for thrice their normal duration. (Stamina score ÷ 1.5 = duration in minutes.) They are granted swim speeds 1.5 times their normal land speeds; but only make swim checks for dangerous situations.
9th level	A +3 bonus on swim checks and fortitude saves and the caster may breathe underwater for up to 1 hour per caster level each day. The bearer of the mark gains swim speeds equal to twice their normal land speeds; but only needs to make swim checks for dangerous situations.
NOTE: these bonuses are inverted for sentient aquatic creatures; who gain land speeds and may breathe air.	



Spellburn (Brinae)

Roll 1d4

1. The caster may sacrifice a creature of elemental fire to gain a +1 bonus per HD of the creature sacrificed for the aquamancer's next spell casting roll. The spell must be cast within 1 turn per hit die of the sacrificed critter; aquamancer cannot cast spells while reserving this bonus.
2. The water in the caster's body becomes acidic inflicting 1 point of acid damage, allowing the aquamancer to sacrifice 1 point of Strength for a +1 bonus for each point sacrificed to their next casting check. They may reserve this bonus so long as it is used within 1 turn of the sacrifice; they cannot cast spells while reserving this bonus.
3. For each round that the caster subjects part of their body to frigid temperatures, the caster sacrifices 1 point of Agility score and gains a +1 bonus to their next casting check. The caster may reserve this casting bonus until they are healed magically or naturally; but they may not cast any spells while reserving the bonus and may suffer other difficulties from the frostbite.
4. The caster sacrifices their life's blood; gaining a +1 casting bonus for every point of Stamina score they sacrifice. They may keep this bonus in reserve until they sleep, or receive any form of healing; but they may not cast spells while reserving the bonus. The maximum bonus is +6 and imposes a -1 penalty to initiative, armor class, and other agility based actions per 2 points of this casting bonus from loss of blood.

Invoke Patron (Brinae, Queen of Water)

Level: 1 **Range:** Personal **Duration:** Varies	**Casting Time:** 1 round, and the spell may be cast only a limited number of times, according to results of *Patron Bond.*
Reversible	No
Ritual Spell	No
Save	Varies by entry

General: In order to learn this spell, you must first cast *Patron Bond*. In casting this spell, you invoke the name Brinae to request aid. This spell requires at least 1 point of spellburn. If successful Brinae responds according to opinion of the aquamancer as reflected in the casting check result on the table below.

Invocation: The caster performs the necessary spellburn to catch Brinae's attention the caster begins to chant the necessary words of power to complete the spell. If they succeed then for the duration of the spells effects: **roll 1d4 each time she is called upon for aid; (1)** The caster glows with soft green light. **(2)** The caster appears to melt into a puddle for an instant; then reforms 2d3 rounds later. **(3)** The caster is drenched by 1 gallon of water per caster level. **(4)** The caster's head flattens and both eyes move to one of the sides; the effect lasts for 1 hour.

1: Spell fails; caster must roll for Patron Taint and they cannot invoke the name of Brinae for 48 hours.

2-11: Fails and the caster may not invoke the name of Brinae for 24 hours.

12-13: *Enemy of Fire* – For 10 minutes the caster and all allies within 10ft gain a +2 bonus to attacks, damage, and casting checks versus fire elementals and creatures of fire. They need not remain within 10ft of caster to keep this bonus.

14-17: *Protective Aura* – the caster is surrounded by a rotating wall of water that is half again as tall as the caster, who is safely standing at the eye of the micro-hurricane that moves along with them. For the next 10 minutes, missiles passing through the wall have a 50% chance of missing their target. Creatures attempting to engage the aquamancer in melee combat have difficulty hitting their target; caster has a +2 bonus to armor class, but cannot make spot, search, or listen checks and suffers a -2 penalty to all actions.

18-19: *Caustic Deluge* – A swirling, turbulent stream of acid emanates from the caster's fingertip, lancing out to strike the target then starts to swirl about them like a serpent. The caster can target one enemy within 50ft, who takes 1d12 points of acid damage on a failed DC18 Fortitude save. The ribbons of corrosive fluid continue to spin around that same target, following them if they move and inflicting 1d10 damage on the next round, then 1d8, 1d6, and finally 1d4 on the fifth and final round. Each round, the target can make a DC 18 Fortitude save to avoid the damage for that round. One successful save ends the effect immediately.

20-23: *Desiccation* – The caster points at one living enemy within 100ft. If the target fails a DC20 Fortitude save they suffer 1d6 points of Stamina damage as the caster causes the water to leave the victim's body. They can attempt a new save each round to avoid an additional 1d6 points of Stamina damage and one success ends the process. Otherwise the victim will eventually become a desiccated husk and die when their Stamina score is '0' from the intense dehydration.

24-27: *Elemental Transformation* – The caster and all their equipment transforms, becoming less rigid and taking on many of the properties of an ooze. The aquamancer can move at their normal land speeds, even when passing through very narrow holes and cracks. They are immune to physical attack from mundane weapons, though the caster can be harmed by spells and magical weapon attacks. The caster gains swim speeds equivalent to their land speeds, or have their existing swim speeds increased by 50%. The transformation lasts for 1 hour or until dismissed by the caster. In this new jelly-like form, the caster can attack physically, but may not use weapons or equipment, nor can they cast spells or use scrolls, powders, dusts, oils, or anything else that may be damaged by water or their organic acid; but they may still imbibe potions. They can make one pseudopod attack for each of their action dice that causes 2d5 points of acid damage, +1 point per caster level; this acid affects only organic materials.

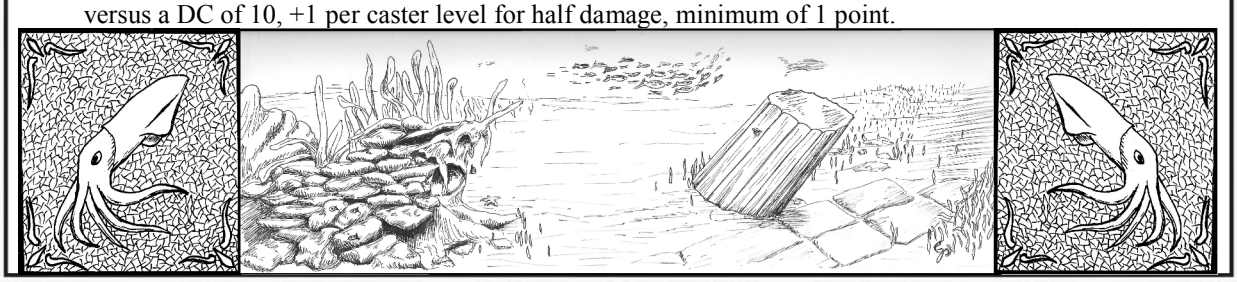
28-29: *Prying Eyes* – The spell manifests as if they'd rolled this casting check result on the *Locate Object* spell table, see DCC Core Rules for effects and duration.

30-31: *Summon elemental* – The caster calls forth a massive sentient blob of water that is at times vaguely humanoid and at other times it seems to be a rolling wave or shifting ooze. The elemental appears immediately and obeys commands for 2d6 rounds, then departs. It has the stats and abilities of an 8HD water elemental. See DCC Core Rules for stats and abilities.

32+ *Summon multiple elementals* – The caster calls forth two sentient blobs of undulating water. They appear immediately and obey commands for 2d6 rounds, +1 round per cater level then depart. They have the stats and abilities of 12HD Water Elementals. See DCC Core Rules for stats and abilities.

Patron Taint (Brinae) - Roll 1d6

1. The caster always seems to be perspiring, causing them to drink 25% more water than normal. The next time this taint is rolled, the caster's sweat becomes mildly acidic; causing 1d4 acid damage when the caster is grabbed or subject to other natural melee attacks and any time they touch something organic. They are immune to their own acid only, but their non-magical, non-metal equipment needs replacing every 1d3 months. The last time this taint is rolled the caster's perspiration becomes highly acidic and causes 1d6 points of acid damage, +1 point per caster level upon contact with organic matter. The acid is powerful and their non-magical, non-metal equipment will need replacing every month, but it lingers on victims for an additional round of damage per 3 caster levels of the aquamancer. The caster is required to consume 50% more water than normal. In all cases, victims are allowed a Fortitude save versus a DC of 10, +1 per caster level for half damage, minimum of 1 point.



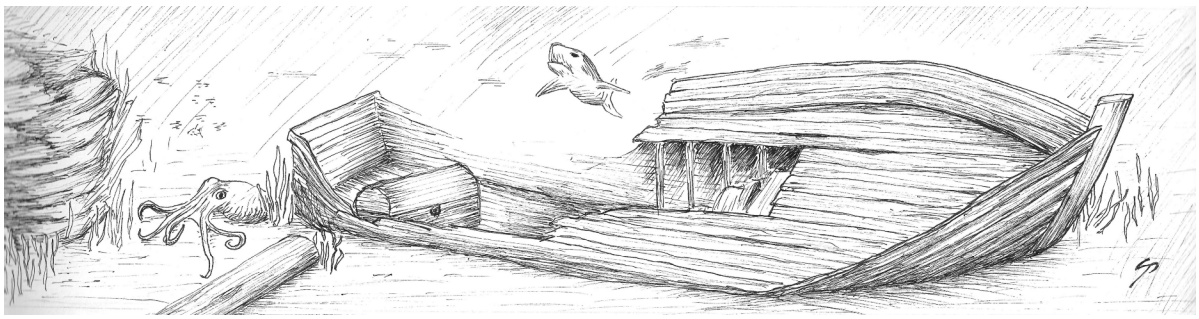
2. The caster is always cold. Not enough to cause damage, but enough to be uncomfortable and to generally make life miserable. The second time this taint occurs the caster still feels cold, but everyone within 10ft must succeed at a Fortitude save versus a DC of 10, +1/ caster level, or suffer 1d4 points per round from cold damage. The final manifestation of this taint causes the caster's skin to turn light blue and their lips turn purple; but the caster doesn't seem to be suffering. However, everything within 20ft that fails their Fortitude save is subjected to 1d6 points of cold damage, +1 point/ caster level, per round as the caster's aura continually drains away the heat from their surroundings. The aquamancer no longer benefits from #3 on the spellburn table.

3. The caster's weight drops by 20% as their bones become thinner; the caster's bones now break on a result of 5+ when taking falling or similar damage. The next time this taint is inflicted, the caster's teeth fall out and they can consume only soft foods; furthermore, the caster's bones break on results of 4+ on the damage die when suffering falling, bludgeoning, constricting, or similar damage. The final manifestation of this taint causes all of the caster's bones dissolve and their form is now maintained only by muscular action. They walk with a strange, wobbly and loose gate, and their land speeds are reduced by half. On the positive side, they are universally flexible, have no more bones to break, and can move at their new maximum speeds through any opening or tube large enough for their head to fit through… Their equipment and gear remain unaffected.

4. The caster's body hair thickens, doubles in length, and becomes stiff as a brush. The next time this taint is rolled the caster's hair transforms into thousands of tentacle-like flagellum covering their entire body. The caster has full control over these projections; they are weird and unsightly, but their true power is in the water. These cilia grant the caster swim speeds equal to their land speeds, or they double any existing swim speeds possessed by the caster. The final manifestation of this taint causes these projections to become prehensile; granting the caster a +1 bonus per 2 caster levels on climb, grapple, and any other checks that involve manual dexterity. They can even cast spells if their hands are tied or holding objects.

5. The caster's skin turns greenish, gray; is noticeably thicker, and water rolls off of it more easily than before. The next time this taint occurs the caster's skin has thickened to the point that it grants a +2 bonus to their armor class, but they have lost some of their tactile sensitivity and suffer a -2 penalty on fine manipulation and manual dexterity. The final taint in this transformation allows the caster to become amphibious. They are no longer subject to drowning unless there is no oxygen in the water, or whatever else it is in which they find themselves swimming. However, the aquamancer must still be able to speak the words of power for their spells; underwater casting may be limited unless they can cast the spell mentally. They now suffer 1 point of damage per hour that they spend out of the water, but they can still breathe as any land creature.

6. The caster's skin becomes sensitive to sound and grants the caster a +1 bonus on listen checks, but they also suffer a -1 penalty to all saves versus sonic attacks and charm spells unless they are underwater. The next manifestation of this taint magnifies this ability, granting a +2 bonus, a -2 penalty, and the caster now has a well-developed tremor sense out to 15ft. This allows them to use their +2 bonus to avoid becoming surprised; the range is doubled when they are underwater. The final form of this taint causes the caster's ears to fall off and seal over. Their skin has become sensitive enough that it grants a +3 bonus to listen checks. Their tremor sense now extends to 30ft when they are on dry land; in water the caster can now make clicking noises with their sinuses that grants sonar out to 100ft. They suffer 1 point of damage per 5 minutes they spend out of the water and suffer a -3 penalty to all saves versus sonic damage and charm spells.



Aquamancers:

Brinae, like the other Elemental Lords, isn't powerful enough to create new spells. However, she has knowledge of and can teach worthy devotees any spells that involve Acid, Cold, Water, or Vapors. However all of these spells learned by the caster will fade from the wizard's mind and spell-books if they leave her service. This is done by stating their intension to leave her service and spilling a few drops of their blood into the ocean, river, or other flowing waters.

Devotees of Brinae are known as aquamancers. The spells they can know are drawn only from their spell List. Due to her wisdom and access to vast stores of lost lore Brinae may know other spells if the petitioner rolls greater than 20 on an *Invoke Patron* check they may ask for a specific spell or gain a spell at random. To gain a specific spell they must succeed at a Luck check with a -1 penalty to the roll per level of the spell requested. An aquamancer can add one spell to their list for every point of Intelligence bonus they Possess via research so long as it doesn't involve fire and is not on the pyromancer spell list. Aquamancers may still use scrolls, wands, and other items that hold different spells so long as these spells are not listed on the pyromancer spell list. Special: Aquamancers cannot cast item creation magic other than *Make Potion*.

Aquamancers: Take an extra 25% damage from fire and heat based attacks; but gain 2 bonus hit points per level starting from the moment they become aquamancers.

Spell List for aquamancers:
1st level: *Chill Touch, Choking Cloud, Cloud of Fresh Air, Color Spray, Invoke Patron (Brinae),* and *Obscuring Mist.*

2nd level: *Acid Resistance, First Aid, Locate Object, Mirror Image,* and *Ray of Enfeeblement*.

3rd level: *Destroy Potion, Lesser Devastation (Acid effects only), Make Potion,* and *Water Breathing*.

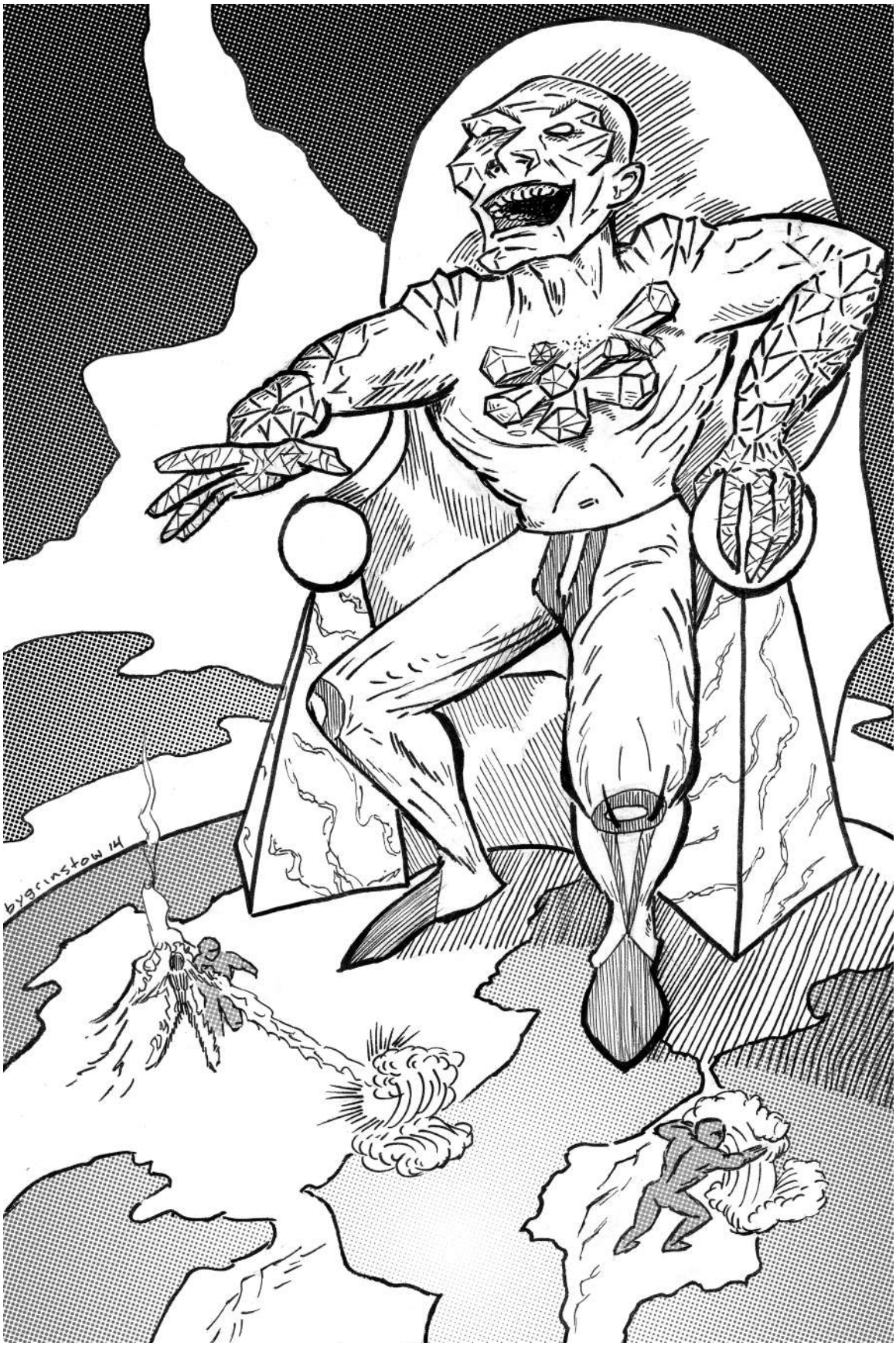
4th level: *Control Ice, Polymorph,* and *Transmute Water*.

5th level: *Devastation (Acid, Bludgeoning, Frost, Piercing, and Sonic effects only)* and *Resilience.*

Found Knowledge

The Knowledge of Brinae is Legendary and a petitioner may be able to bargain for secrets, names of power, or other mysterious facts long lost to the minds of mortals. For she holds the knowledge possessed by all who have died at sea. While this doesn't make her omniscient, it does leave her very well informed of much that has transpired, or is transpiring in the world. The caster wishing to beg information from the Lady of Crashing Waves must spellburn 3 points from one of their ability scores, or sacrifice a fire elemental of at least 3HD to invoke this bequest. They gain no casting bonuses from the first 3HD of the sacrificed fire based creature, any additional spellburn or remaining hit dice of the sacrifice will act as a bonus to this roll. After the necessary spellburn the caster asks for the information they seek and **rolls 1d30 modified by** the petitioner's Luck; they may also add a +1 bonus per 2 caster levels of the petitioner, and there is a +1 bonus to the check if the question involves anything to do with water. On a result of **15 or less** Brinae either doesn't know or won't give an answer. On a result of **16-25**; she doesn't know the answer but will direct the petitioner to someone who does know the answers they seek. On a result of **26-27** she can give some information on the topic, it may be accurate but out of date or surpassed by later information. A result of **28-29** on the roll means that Brinae gives a true and accurate answer to the caster; but only with an additional condition, requirement, or request. A result of **30+** indicates that Brinae has truthful information and gives it freely to the petitioner.




byGrinstow 14

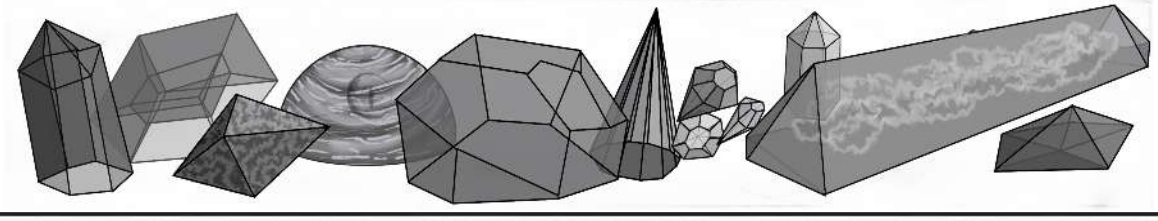
Hraalvid, King of Earth,

The Lord of Patience, The Lord of Stone, Keeper of Wisdom, Earth-shaker

Oldest of the Earth Elementals and of the Elemental Lords and Ladies, the slow and ponderous Lord of the Kingdom of Earth sits upon his bejeweled throne of platinum and other mysterious alloys; observing much of what transpires within and upon the earth via his network of elementals. He is neutral and watches all save Kandri-sek with only mild interest. He uses this knowledge to passively steer the course of the politics of the Elemental Planes to his advantage. His one true weakness is his love for Kandri-sek and he is deeply angered by Avridar's control over Kadri-sek. Hraalvid and Kandri-sek have an alliance and taking advantage of the natural cycling of the seasons to aid each othe when they can. Usually by the creation of new lands to thwart the aspirations of Avridar and Brinae. Hraalvid aids the Lady of Fire by obstructing the free flow of air and water; sealing it off in stagnant mines, thrusting up mountains into the path of wind and tide to slow their passage. However, it is Brinae that Hraalvid fears. He empowers his patronage to fight against water elementals and their continual erosion of earth. He insists that his patronage not fight against fire based creatures and even help them where possible. The devotees of Hraalvid are viewed as friends by earth elementals and with neutrality by fire elementals so long as no hostilities are offered. Only Hraalvid knows the ultimate course of the Kingdom of Stone, but for all of his ineffable neutrality and patience… he is viewed by his people as a dynamic and dangerous radical for his alliance with the kingdom of Fire. Hraalvid isn't a harsh patron and he allows his patronage to enter into pacts with other non-elemental beings so long as they aren't affiliated with or supportive of Brinae and Avridar.

Table 1-26: As long as the caster is in good standing with Hraalvid the supplicant is marked by the embedding of a thumb nail sized emerald in their forehead. This mark glows softly with its own light and grants the caster:

1st level	A +1 bonus on climb and other strength checks and damage, as well as on checks for the caster to avoid fire damage and catching on fire.
3rd level	A +1 bonus on climb and other strength checks and damage, as well as on checks to for the caster to avoid fire damage and catching on fire. The caster only ages 1 year for every 2 that actually pass; they also require 25% less food, water, and air than normal.
5th level	A +2 bonus on climb and other strength checks and damage as well as on all checks to avoid fire damage and catching on fire. The caster's natural AC increases to 11, and they only age 1 year for every 3 that actually pass; requiring 1/3 less food, water, and air than normal. The bearer of the mark also gains a burrowing speed equal to their normal land speeds. They can only travel through natural earth and soil and must avoid metal and stone such as floors, walls, boulders, and building foundations.
7th level	A +2 bonus on climb and other strength checks and damage. The caster's equipment gets this bonus on its checks to avoid fire damage and catching on fire; the caster is now inflammable and doesn't suffer fire damage. The caster's natural AC increases to 13 and they only age 1 year for every 4 that actually pass; they also require 1/4 of their normal food, water, and air. The bearer of the mark also gains a burrowing speed equal to their normal land speeds. They can only travel through natural earth and soil and must avoid metal and stone such as floors, walls, boulders, and building foundations.
9th level	A +3 bonus on climb and other strength checks and damage. The caster and any equipment they've owned for more than 3 days becomes fireproof until lost, broken, or stolen. The caster's natural AC increase to 15 and they only age 1 year for every 5 that actually pass; they also require 1/5 of their normal food water and air. The bearer of the mark also gains a burrowing speed equal to twice their normal land speeds. They may travel through natural earth, stone, and soil as well as non-alloy metals and worked stone walls and building foundations.



Spellburn (Hraalvid)

Choose or roll 1d4; this choice is permanent once it is determined

1. The caster may sacrifice a creature of elemental water to gain a +1 bonus per HD of the creature sacrificed for the geomancer's next spell casting roll. The spell must be cast within 1 turn per hit die of the sacrificed critter; but they may not cast any spells while reserving this bonus.

2. The geomancer allows their master to administer electric shocks. Each jolt causes 1 hit point of damage, and allows the caster to sacrifice a point of Agility score gaining a +1 bonus to their next casting check for each point sacrificed. They may reserve this bonus so long as it is used within 10 minutes of the sacrifice; they cannot cast spells while reserving this bonus.

3. The caster deliberately breaks one bone per point of Strength they sacrifice; gaining a +1 bonus to their next casting check for each broken bone. The caster may reserve this casting bonus until they are healed magically or naturally; they cannot cast spells while reserving this bonus. The caster may not break any of the bones from their hands or they cannot cast at all.

4. The caster sacrifices their life essence by allowing themselves to be the target of punches swung by tiny elementals. Every point of damage inflicted allows the geomancer to sacrifice 1 point of Stamina score. They gain a +1 casting bonus for each point of stamina sacrifice. They may keep this bonus in reserve until they sleep, or receive any form of healing; they cannot cast spells while reserving this bonus.

Invoke Patron (Hraalvid, King of Earth)

Level: 1 **Range:** Personal **Duration:** Varies	**Casting Time:** 1d3 x 10 minutes and the spell may be cast only a limited number of times, according to results of *Patron Bond.*
Reversible	No
Ritual Spell	No
Save	Varies by entry.

General: In order to learn this spell, you must first cast *Patron Bond*. In casting this spell, you invoke the name of Hraalvid to request aid. This spell requires at least 1 point of spellburn and he sends aid according to his opinion of the geomancer as reflected in the casting check result on the table below.

Invocation: The caster performs the necessary spellburn, chants the necessary words of power to complete the spell then waits long enough to catch Hraalvid's attention. Once chosen the manifestation effect is fixed for subsequent invocations. Until Hraalvid makes contact: **roll 1d5; (1)** The caster's eyes glow with sharp blue light. **(2)** The caster appears to turn into a golden statue at the beginning of the casting check; then the golden shell cracks and disintegrates when contact is made. They can do nothing until then but they have all the properties of gold and are difficult to damage **(3)** One-half of a cubic foot of fine grain sand pours onto the motionless caster every minute as they wait patiently until contact is made. **(4)** The caster sinks into the earth and enters a state of suspended animation until contact is made then return to the surface to continue normally. **(5)** The caster's body is covered in harmless crackling sparks, but any who make contact with the caster until Hraalvid responds takes 1 point of electricity damage/ round of contact.

1: Spell fails; caster must roll for Patron Taint and they cannot invoke the name of Hraalvid for 48 hours.

2-11: Fails and the caster cannot invoke the name of Hraalvid for 24 hours.

12-13: *Enemy of Water* – For 10 minutes the caster and all allies within 10ft gain a +2 bonus to attacks, damage, and spell casting checks versus creatures of elemental water as well as fish and other water dwelling creatures. Allies need not remain within 10ft to keep this bonus.

14-17: *Protective Aura* – the earth rises up to surround the caster with a mobile wall just big enough for the caster. Granting the caster sufficient arrow ports and guarded windows that they have nearly unobstructed vision; yet are safely standing behind 6 inches of stone cover. Missiles targeting the caster have a 50% chance of missing their target and shatter against the wall. Successful damage from missile attacks is reduced by half as long as the mobile tower is in effect. Creatures attempting to engage in melee combat must inflict 50 points of damage to destroy the wall before they can reach the caster. The spell effect ends when the tower is destroyed or 10 minutes passes. The caster cannot be individually targeted, but they cannot make stealth checks or easily manipulate the world outside their tower either.

18-19: *Abrasive Blast* – A swirling, turbulent stream of diamond dust emanates from the caster's fingertip, lancing out to strike the target and then swirling about them like a living ribbon of diamond razors. The caster can target one enemy within 50ft, who takes 1d12 points of slashing damage on a failed DC18 Fortitude save. The ribbon of diamond chips continues to spin around that same target, following them if they move inflicting 1d10 damage on the next round, then 1d8, 1d6, and finally 1d4 on the fifth and final round. The target can attempt a DC 18 Fortitude save each time to avoid damage; success ends the Effect.

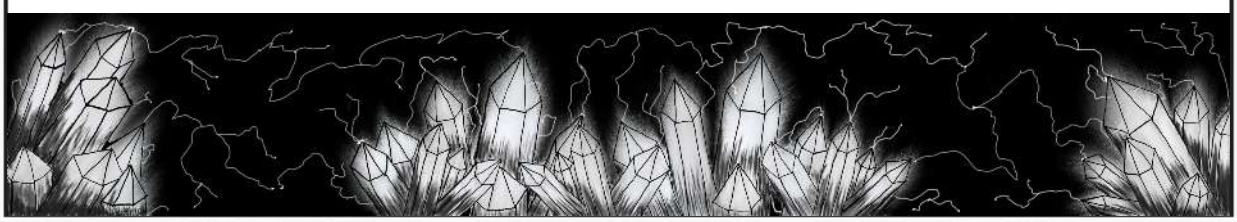
20-23: *Electrocute* – The caster points at one living enemy within 100ft. The caster causes surge of electricity to pass from the ground up through the creature's body. Unless the target succeeds at a DC20 Fortitude save this attack inflicts 1d3 points of Agility and Strength damage immediately as the victim's nervous-system gets fried. The victim gets a save each round; if the target fails this save the process continues for another round; until they succeed on a save or until the victim reaches 0 Strength, at which point they die.

24-27: *Elemental Transformation* – The caster and all their equipment transforms into mobile, vaguely humanoid shape composed of stone. The geomancer can move at their normal land speeds and is immune to physical attack from non-magical weapons. The caster can still be harmed by spells, magical attacks, and the natural weapons of creatures with hit dice equal to or greater than the geomancer. The caster gains a burrowing speed equivalent to their land speed, and has the ability to meld into the earth; then emerge from the earth or stone anywhere within 10ft per caster level. The transformation lasts for 1 hour or until dismissed by the caster. In this new form the caster can attack physically and with weapons, but may not use ranged weapons. They cannot cast spells; imbibe potions, use scrolls, or anything else that requires speech; though they can still use tools and weapons. All touch attacks cause 1d8 points of electricity damage, +1 point per caster level.

28-29: *Earth's Memories* – the caster may act as if they'd rolled this casting check result for one of the following spells chosen at time of invokation: *Detect Evil, Detect Magic,* or *Locate Object.* See DCC Core Rules for spell information. Alternately, the caster receives a detailed account of the local surroundings from the local earth elementals. The area covered is equal to a non-mobile, 50ft radius/ caster level centered on the caster, but this information takes 1 round per 10ft of radius to transmit to the caster.

30-31: *Summon elemental* – The caster calls forth from the ground a massive humanoid torso that stands atop a short column of stone or earth. The elemental appears immediately and obeys commands for 2d6 rounds, then departs. It has the stats and abilities of an 8HD earth elemental. See DCC Core Rules.

32+ *Summon multiple elementals* – The caster calls forth from the ground two massive humanoid torsos that stand atop short columns of stone or earth. They appear immediately and obey commands for 3d6 Rounds, +1 round per caster level then depart. They have the stats and abilities of 12HD earth elementals. See DCC Core Rules.



Patron Taint (Hraalvid)

Roll 1d6

1. The caster's bones increase in density, adding 10% to the geomancer's weight and granting a +1 bonus to resist being knocked over, thrown, or blown away. The second manifestation of this taint causes the densification to increase; they lose 10ft per round from all modes of movement and double their weight gain and stability bonus. On the last version of this taint, the caster's skeleton is completely replaced by granite. Their physiology also modifies to use granite instead of calcium granting the geomancer a +2 bonus to their Stamina and Strength scores. This creature weighs 3 times normal and has a -1 penalty per hit die to its initiative rolls. Alternately, the caster can roll for the Skeletal Transformation Mutation and on table 2-1d "New skeletal materials"; but re-rolling results of 3, 11, & 14. (See Critters, Creatures, & Denizens)

2. The geomancer's skin turns a dark, iron gray color. The next time this taint is rolled the caster causes 1 point of electricity damage to anyone and anything conductive that they touch; no save, and this is a continuous effect that will transfer along conductive material to an effective range of 5ft/ caster level. The final incarnation of this taint ups the damage to 1d3 points and increases the range of transmission to 10ft/ caster level. Additionally, the geomancer generates a magnetic field causing any unattended metal items lighter than they are to fly towards them at 30ft/round causing 1d6 points of damage; this effect has the same range as their electrical transmissions. If the caster passes a ferrous metal item or natural deposit heavier than themselves the direction of travel is reversed and the geomancer takes falling damage for the distance traveled.

3. The joints of the caster's body become stiffer and don't move as well as they use to; causing a -1 penalty to initiative scores. The next time this taint manifests, the arthritis intensifies; inflicting a -2 penalty to initiative, all action dice, and armor class from pain and lack of mobility. The final version of this taint reduces all of the caster movements other than burrowing to 5ft/ round and they cannot run or sprint. Their action penalty increases to -3.

4. All of the caster's hair falls out over the course of the next 24hrs. The second manifestation of this taint causes the caster's skin to become covered with an incurable rash that leaves their skin red, splotchy, and covered in tiny pimples. This stubborn rash remains until the next time they roll this taint result. The final version of the taint relieves the rash and causes their hair to re-grow, but it is made of: **roll 1d7; 1**= Lead, **2**= Brass, **3**= Steel, **4**= Copper, **5**= Silver, **6**= Gold, **7**= Platinum. This new hair is durable and pliable and it grows naturally if shorn; this condition is permanent and may not be removed even with divine aid. Whether or not the shorn metal/hair retains its value or can be worked as any other metal is determined by the Storyteller.

5. The caster's eyes are replaced by two large, smoothly faceted diamonds; each is worth 1,000gp, but they otherwise function as they did before despite their lack of any functional anatomy. The next time this taint is rolled, the caster's eyes become emeralds and the value for each of them increases to 2500gp. The caster is granted infravision 90ft; if they already had this ability then its natural range is doubled. The final manifestation of this taint causes the caster's eyes to become jet black rubies worth 10,000gp each. They grant the geomancer the additional ability to see invisible creatures out to the limits of their infravision; furthermore, all of these new eyes allow Hraalvid to secretly observe everything that the geomancer sees. (**SPECIAL:** any creature that takes these eyes by force; or from the geomancer's dead body finds that the gems have disappeared from their hands, only to discover that their own eyes now suffer from the final manifestation of this taint as if it were a *Greater Curse*. If the geomancer willing gives up one or more of their eyes they do not grow back, but the recipients may use or sell them as they choose. Holding an emerald or ruby eye enhances the users vision as noted above; but only out to 30ft. If the user already has these perceptive abilities the ranges are doubled.)

6. The caster may not use water, to bathe with. However they can scrub themselves clean with a mixture of salt and sage infused oil. The next manifestation of this taint causes them to take 1 point of acid damage per round of contact with ordinary water; or, 1d4 points of acid damage per round of full immersion in water; a successful Fortitude save versus a DC of 15 allows half damage. The caster now gains all the moisture they require from their food. The final manifestation of this taint increases the damage to: 1d4 points of acid damage per round of contact and 2d4 points of acid damage for each round of full immersion in water. There is no longer a save against this damage.

Geomancers:

Hraalvid, like the other Elemental Lords, isn't powerful enough to create new spells. He can teach worthy devotees any spells that involve Detection, Electricity, Force, or any other concept related to earth such as the *Strength* and *Slow* spells. However all of these spells learned by the caster will fade from the wizard's mind and spell-books if they leave his service. Geomancer's may do so any time simply by inscribing their intent upon a large and impressive piece stone that will last for ages, and then burying it.

Devotees of Hraalvid are known as geomancers. The spells they can know are drawn only from their spell list. However, due to his wisdom and access to vast stores of lore patiently accumulated over time, the Lord of Elemental Earth may know other spells. If the petitioner rolls greater than 20 on an *Invoke Patron* check they may ask for a specific spell or gain a spell at random. To gain a specific spell they must succeed at a Luck check with a -1 penalty to the roll per level of the spell requested. Additionally, a geomancer can add one additional spell of any level to which they have access per point of intelligence bonus to their list of available spells; these spells may be of any type, so long as they are not on the aquamancer spell list. Geomancers may still use scrolls, wands, and other items that hold different spells so long as these spells are not listed on the aquamancer spell list. Special: geomancers can use any item creation magic except *Make Potion* and *Wand Magic*.

Geomancers: Take an extra 25% damage from acid and water based attacks; but they gain an extra point per 5 caster levels to their Strength score. HOWEVER, a geomancer loses all spell casting abilities, powers, and boons from Earths Bounty other than *Buoyancy* whenever they are out of contact with earth. geomancers CANNOT make swim checks unless they have the *Buoyancy* Special Boon.
(see next page for details)

Spell List for geomancers:
1st level: *Detect Magic, Force Manipulation, Invoke Patron (Hraalvid), Magic Missile, Magic Shield,* and *Patron Bond (Hraalvid).*

2nd level: *Detect Evil*, Detect Invisibility, Electricity Resistance, Eternal Champion, Locate Object, Make Armotr, Protection from (*), Strength,* and *Wizard Staff*.

3rd level: *Panoramic Projectile Protection, Lesser Devastation, (Electricity only), Lightning-bolt, Paralysis*, Slow, Sword Magic*, *Turn to Stone,* and *Write Magic*.

4th level: *Telekinesis, Transmute Earth, Wizard Sense,* and *Wizard's Tower (stone, metal, or underground structures only.)*

5th level: *Devastation (Bludgeoning, Electricity, Fire, Piercing, and Slashing effects)* and *Replication.*

*These are cleric spells, but they DO NOT SUFFER the usual -2 penalty to casting, this is a special virtue granted to the geomancer.

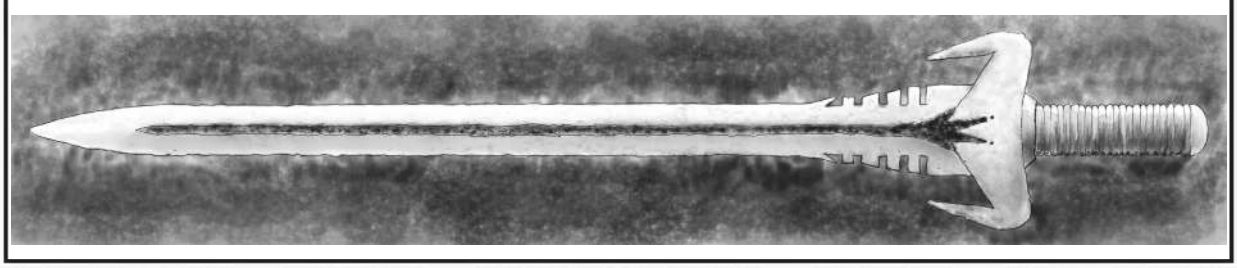
Earth's Bounty (Knowledge)

The Knowledge and Kingdom of Hraalvid are vast and span all the way to the beginning of the world. A petitioner may be able to bargain for secrets, names of power, or other mysterious facts long lost to the minds of mortals. Hraalvid holds the knowledge possessed by all who have died and were buried on or within the Earth. While this doesn't make him omniscient, it does make him very well informed of much that has transpired, or is transpiring in the world. The caster wishing to beg information from the Lord of Stone must commit 4 points of spellburn from one of their ability scores, or sacrifice a water or air elemental of at least 4HD to invoke this bequest. The geomancer gains no casting or other bonuses from the first 4 sacrificed points of this act; any additional spellburn or hit dice of sacrificed water or air elemental will act as a bonus to this roll. After 1 week of ritual work, the caster asks for the information they seek and **rolls 1d30 modified by** the petitioner's Luck . They may add a +1 bonus per 2 caster levels of the petitioner, and there is a +1 bonus to the check if the question involves mining, tunneling, smithing, or anything to do with earth. The answer takes 1d3 weeks to arrive; the caster may do nothing but eat, sleep, and maintain their ritual vigil and their spellburn doesn't begin to heal until the answer is returned. On a result of **10 or less** Hraalvid either doesn't know or won't give an answer. On a result of **11-15** he can give some information on the topic, but out of date by at least 1d100 x 10 years. Results of **16-27** he will direct the petitioner to someone who has the answers they seek. Results of **28-29** Hraalvid gives a true answer to the caster; but only with an additional condition, requirement, or request. A **30** indicates that the Lord of Stone has truthful information and gives it freely to the petitioner

Earth's Bounty (Boons)

The Lord of the Kingdom of Earth is generous, and rewards is followers with one of the following permanent Boons every 3 levels starting with their first level as a geomancer. So if they became a geomancer at 2nd level then they would gain one boon immediately, and then one more at 5th and 8th level and a new Boon must be chosen each time. Once chosen, the gift is permanent until death and only losing contact with earth, Dispel Magic, or an anti-magic field suppresses these powers; they may not be swapped out after their selection.

- +2 Strength, this may take the geomancer beyond their normal maximums. These are normal attribute points and may be spellburned; they will heal with rest and magical aid.
- +2 Stamina, this may take the geomancer beyond their normal maximums. These are normal attribute points and may be spellburned; they will heal with rest and magical aid.
- Immunity to non-magical metal weapons and objects.
- *Tremor* – The geomancer stomps their foot and all within 5ft/ caster level must succeed at a Reflex save versus a DC of 12, +1 per caster level of the geomancer or be knocked prone. They may use this power once per day, per 2 caster levels.
- *Armored Mage* – The geomancer may wear any metal armor (but not shields) without impeding their casting or movement abilities; additionally they suffer no penalties for sleeping in their armor.
- *Shape Stone* – The geomancer may sculpt and shift 3 cubic feet of stone per caster level with 1d3 turns worth of effort. The geomancer needs nothing but his or her bare hands for this task.
- *Dwarven Senses* – Geomancer has a dwarf's infravision and the ability to never get lost underground as well as the ability to smell out gold. The geomancer may also smell silver and other metals and gems within 30ft per caster level. If the caster is a dwarf then double all of their bonuses and ranges to these same abilities.
- *Skin of stone* – The caster may never wear armor (not even via the boons on this list) however, their skin takes on a rocky gray look and now absorbs 15 points of damage per caster level each day. Their skin is rejuvenated and replenished by dawn each morning so long as they can sleep upon bare earth, stone, or metal.
- *Earth Portal* – The caster and their equipment sinks into the earth and can teleport to any earth, stone, or metal structure located within 100ft/ caster level of the geomancer; who then emerges from the item of earth. There must at least be a sufficient volume of earth, stone, or metal to encompass the geomancer at starting and ending points or the power fails. A statue or stone pillar of sufficient size will also do nicely, but if it is the same size as the caster it is destroyed in the process. There is no chance of error if the caster can see the destination; they may enlist the use of scrying magic and such. If the geomancer cannot see their destination they must succeed at a Luck check with a +1 penalty per caster level to the roll. Failure indicates there was insufficient volume of earth available at either location for the portal or there is some other obstacle like an underground cavern or river. The geomancer may use this ability twice per day unless it fails; then it is lost for 2d3+1 days.
- *Buoyancy* – The geomancer has the ability of pumice stone to float upon the water. This doesn't grant a swim speed, but the caster need expend no effort or energy, nor make any swim checks to stay afloat in calm water. They can make swim checks to move half their normal land speed like any other creature. Even in stormy waters, such checks are only used to determine if the geomancer gets swamped by waves and must hold their breath until they float to the surface.



On the wizardly uses of gems and minerals.

- Copied from *Meta-material Analysis* by Ranalthis Dalovar Masethium, Keeper of the 8th Ring of Nagramond

Long has it been known that like herbs and the parts of animals, gems and minerals have specific harmonic resonances that aid in both arcane and divine magic. The lore on this subject is vast and often contradictory, but after years of painstaking research and experimentation it can be shown that there are certain correlations between various gems and minerals and their influences upon the workings of magic. Doubtless that there are as yet unknown properties for many of these materials and many substances yet to discover; but I have endeavored to catalog here some of the strongest of my findings. Curiously, none of the enhancement bonuses combine together, only the strongest of each applies to any given check or roll. Each substance is associated with a specific element and various activities. The material exerts its influences over the listed activities and will most likely crumble to worthless dust unless its description states otherwise.

In principle there are two standard ways of using gems and minerals; one is to draw upon the materials directly during the casting of a spell for a one time enhancement. The second is the creating of jewelry for a lower powered but constant effect. In the case of the former, the material grants a bonuses to the relevant check per the rules for sacrificing treasure found in the DCCRPG core rules. The material is used up as it imparts the entirety of its bonus to that specific casting check, save roll, etc. then crumbles to dust.

With the creation of a piece of jewelry, the setting for the stone or gem must be of silver, gold, or platinum with a value equal to the gem or stone it carries. The item then grants a continuous bonus equal to half of what it's value would normally impart to the activities listed in the entries below. The owner of a piece of jewelry must have committed one point of spell- or luck burn and spent one week attuning themselves to the object d'art and they need not be a wizard to gain the benefits. Until another creature has attuned themselves to a piece of jewelry, it will act as a material focus, enhancing spells cast at its true owner with a +3 bonus.

Agate, blood (fire) – protection against insects, accidents, disease, and fear, enhances strength.

Alexanderite (spirit ±) – Rare purple gemstone that grants a bonus to luck.

Alum (earth) – Protects against evil spirits.

Amber (fire, spirit +) enhances healing, protection, stasis, binding, & electricity.

Amethyst (water) – protection from thieves, enhances magic for dreams, charming, & mental abilities.

Bloodstone (fire) – cures bleeding disorders, enhances the magic for healing, & strength.

Carnelian (fire) – protection from mind reading, ESP, telepathy, and mental attacks.

Chyrsorolla (water) – Dispels illusions, restores wisdom and mental faculties.

Quartz:

***Clear* (fire) –** Enhances scrying and divination.

***Rose* (fire) –** Enhances healing (2x bonus)

***Rutilated* (earth) –** Can store 1 level of spell energy per +1 of bonus granted by its value. Loses 250gp in value every time spell energy is accessed.

***Smoky* (earth) –** Grants 1 point of spell resistance per the values listed in the Core Rules up to +4. Loses 250gp of value every time it defends its owner.

Quartz:

***Tourmalated* (earth) –** rare black and white mineral enhances dimensional magic.

Garnet (fire) – Enhances strength, stamina, and healing magic.

Geode – Secretly determine the type of crystal within. The geode doubles the normal powers of its crystal composition as long as it remains unbroken.

Jade (water) – protects against poison, disease, and enhances sonic magic.

Jasper, red (fire) – Defense in battle: bonus applies to Armor Class and spell duels.

Jet (earth, spirit -) – aids necromancy, divination, electricity, protects against negative energy attacks like ability drain and death magic.

Onyx (fire) – defense in battle: double standard bonuses to Armor Class, spell duels, and all save rolls; but the bonuses become penalties when confronting demons.

Pearl (water, spirit ±) – Owner must commit 1 extra point of spellburn to attune to a pearl. Enhances Luck, wisdom, and intelligence. Failure to attune imposes a -2 penalty to all rolls.


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Kandri-sek, Queen of Fire,

Queen of Passion, Child of the Phoenix Lord

She is the most powerful and beautiful of all Fire Elementals and the bound concubine of Avridar. Kandri-sek seethes with malevolent anger at the chains that bind her to her Lord's control. Avridar rules in the Kingdom of Fire and has imposed a semblance of order; effectively ending the normal ebb and flow of political power. However, this has fostered several strong and rebellious factions within the ranks of fire elementals. Ever dependent upon Avridar for his life giving breath, Kandri-sek rages against everything except her Hraalvid. Those who seek an elemental pact with Kandri-sek are truly living dangerously and must deal with her quick temper and ever changing moods. The one thing she is adamant about is that all of her patronage must swear to destroy any of the denizens of the Elemental Plane of Air they encounter. She also requires her followers to honor her alliance with the Kingdom of Stone. Failure to act upon these oaths brings down the incandescent fury of the child of the Phoenix Lord. She grants her chosen followers limited control of Fire Elementals as well as knowledge of fire magic. Pyromancers are denied access to all item crafting spells other than *Sword Magic*. They can use *Write Magic* and make 'scrolls', but with double the costs in materials. She doesn't allow her patronage to enter into compacts with any other Patron. The Storyteller should feel free to have the player make a Luck check to see if the pyromancer angers Kandri-sek whenever they think it is warranted, though this shouldn't be used to abuse players.

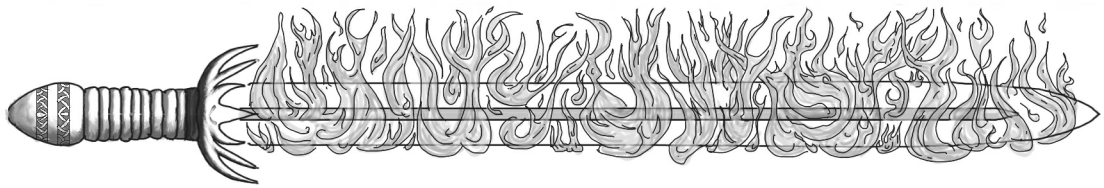
Table 1-27: Mark of Kandri-sek grants the caster in good standing with the ability to know the intensity and location of any active sources of fire within range of their fire gazing ability with a successful DC10 Intelligence check. Pyromancers use their normal point of view, modes of hearing, and bonuses for spot, search, and listen checks when invoking their fire gazing ability. They are also granted the following abilities by level:

1st level	A successful touch attack causes 1 point of fire damage/ caster level. This is an evoked combat effect and not a constant effect; the caster need not fear accidentally setting something aflame.
3rd level	A successful touch attack causes 1d3 points of fire damage, +1 point per caster level. This is an evoked combat effect and not constant; the caster need not fear accidentally setting something aflame. The pyromancer can gaze into any normal fire that is at least as large as a torch and hear or see anything within 20ft of any other single source of fire. This has a range of 30ft per caster level and uses the caster's normal point of view, modes of hearing, and bonuses for spot, search, and listen checks.
5th level	A successful attack that touches an opponent causes 1d4 points of fire damage, +1 point per caster level. This damage can also be added to the total from any damage the pyromancer inflicts with their fire spells once per day. The pyromancer can gaze into any normal fire that is at least as large as a torch and hear or see anything within 30ft of any other single source of fire. This has a range of 40ft per caster level.
7th level	A successful touch attack causes 1d6 points of fire damage, +1 point per caster level. This is an evoked combat effect and not a constant effect; the caster need not fear accidentally setting something aflame. The pyromancer can gaze into any normal fire that is at least as large as a torch and hear or see anything within 40ft of any other single source of fire. Additionally, the caster may now hold conversations with creatures in the locations under observation. This has a range of 50ft per caster level.
9th level	A successful attack that touches an opponent causes 1d7 points of fire damage, +2 points per caster level. This is an evoked combat effect and not constant; the caster need not fear accidentally setting something aflame. The pyromancer can gaze into any normal fire that is at least as large as a candle and hear or see anything within 75ft of any other single source of fire. The caster may now hold conversations with creatures in the locations under observation and cast some spells via this connection. This has a range of 100ft per caster level and they may only cast spells from their list and those on the geomancer's list through their fire gazing ability.

The Burden of Fire

Because of their dependence upon the good graces of the Kingdom of Air, fire elementals and those marked as their servants suffer a -1 penalty per hit die of the air elemental, or per 2 levels of their minions, to the pyromancer's saves versus these creature's powers as well as the spells on the aeromancer's spell list. This penalty is also applied to the spells: *Banish, Charm Person, Consult Spirit, Binding, Word of Command,* and to turning attempts when applicable.

Air elementals and their minions may invoke this command of the Kingdom of Fire to extinguish normal fires and suppress magical fires for a short time. The area of effect is equal to a cube with sides of 10ft per caster level or hit die of the elemental or a space of similar volume as determined by the Storyteller. Normal fires are simply snuffed out in an instant. Magical fires can be suppressed for up to 1 minute per hit die of the air elemental or casting level of the aeromancer or other minion if they succeed at a Personality check with a DC of 10, +1 per level of the spell or hit die of the creature that created the magical fire. This ability does not apply to fire elementals or other creatures of living fire such as Salamanders.



Spellburn (Kandri-sek)

Roll 1d6 every time the pyromancer needs to commit spellburn.

1. The caster may sacrifice a creature of elemental air to gain a +1 bonus per HD of the creature sacrificed on the pyromancer's next spell casting roll. The spell must be cast within 10 minutes per hit die of the sacrificed elemental; caster cannot cast spells while reserving this bonus.

2. The caster may sacrifice a creature of Elemental Water to gain a +1 bonus per HD of the creature sacrificed on the pyromancer's next spell casting roll. The spell must be cast within 10 minutes per hit die of the sacrificed elemental; caster cannot cast spells while reserving this bonus.

3. The caster must pierce their muscles with long red-hot pins. Each pin takes one action to place and causes 1 point of damage. Each pin allows the caster to sacrifice 1 point of Strength granting a +1 bonus to the caster's next casting check for each point sacrificed. The caster can wait to cast the spell for up to 1 minute before the pins have cooled too much; caster cannot cast spells while reserving this bonus.

4. Each point of Agility score sacrificed grants a +1 bonus on their next casting check and equals 1 round that the caster immerses a hand or foot into a pot of scalding water. The caster can reserve this bonus until they go to sleep or are healed by other means; caster cannot cast spells while reserving this bonus and may suffer other difficulties at the Storyteller's discretion.

5. The caster sacrifices blood by ritually burning it to ash. Each point of Stamina lost grants a +1 bonus on the pyromancer's next casting check. The maximum bonus is +6 and imposes a -1 penalty to initiative, armor class, and other agility based actions per 2 points of this casting bonus from loss of blood… assuming they are using their own… Kandri-sek isn't picky. The maximum spell casting bonus for exsanguination of another creature as well as any other benefits, duration of bonus, or penalties, are determined by the Storyteller on a situational basis.

6. Kandri-sek always needs fuel for her fires, so the pyromancer can ritually burn an item to gain a +1 bonus per 100gp of its value to their next casing check. This bonus may be reserved for up to an hour, but the pyromancer cannot cast spells during this time.

Invoke Patron (Kandri-sek, Queen of Fire)

Level: 1 **Range:** Personal **Duration:** Varies	**Casting Time:** 1 round, and the spell may be cast only a limited number of times, according to results
Reversible	No
Ritual	Possibly; it depends upon the Patron.
Save	Varies by entry.

General: In order to learn this spell, you must first cast *Patron Bond* spell. In casting this spell you invoke the name of Kandri-Sek to request aid. This spell requires at least 1 point of spellburn. Kandri-sek responds by sending aid according to Her opinion of the pyromancer as reflected in the results of the casting check on the table below.

Invocation: The caster has committed the 1 point of necessary spellburn to invoke the name of the Queen of fire. The caster burns a ritual fire with rare oils and resins or other expensive materials worth at least 50gp and be at least the size of a torchas part of the invocation. Larger fires may confer a greater bonus at the discretion of the Storyteller. If the caster is successful; *roll 1d16: 1= Red, 2= Orange, 3= Yellow, 4= Green, 5= Blue, 6= Indigo, 7= Violet, 8= Black, 9= Silver, 10= Gold, 11= Pink, 12= Grey, 13= Chartreuse, 14= Copper, 15= Roll twice, 16= Roll thrice.* All natural flame within 30ft of the caster, including fire from the caster's own spells changes to this new color or color scheme. This is a temporary effect on the fire and it returns to normal as soon as the fire is out of range of the caster or this spell ends. This color changes with each invocation.

1: Spell fails and caster must roll for Patron Taint and has angered Kandri-sek! The pyromancer must roll 1d30 modified by Luck and consult the Patron Rage table on page 78. Assuming the caster survives, they cannot invoke her name for 4d12 hours

2-11: Fails – The caster has angered Kandri-sek and must roll 1d30 modified by Luck and consult the Patron Rage table on page 78; Assuming the caster lives,they cannot invoke her name for 2d12 hours.

12-13: *Enemy of Air* – For 10 minutes, the caster and all allies within 10ft gain a +2 bonus to attacks, damage, and casting checks versus creatures of air. The allies need not stay within 10ft to keep this bonus.

14-17: *Protective Aura* – the caster is surrounded, but unharmed by a gyrating column of fire that is half again as tall as the caster which moves with them as they travel. For the next 10 minutes all incoming missiles and melee attacks have a 50% chance of missing their target and being incinerated. The caster also receives a +2 bonus to armor class and any creatures attempting to engage them in melee combat who fail a Fortitude save versus a DC equal to this casting check result will take 1d6 points of fire damage, + 1 point per caster level and cannot complete the attack.

18-19: *Fire Storm* – A swirling, turbulent stream of fire emanates from the caster's fingertip, lancing out to strike the target and then begins to swirl about them like a serpent. The caster can target one enemy within 50ft, who takes 1d12 points of fire damage on a failed DC18 Fortitude save. The fire storm continues to whirl around that same target, following them if they move and inflicting 1d10 damage on the next round, then 1d8, 1d6, and finally 1d5 on the fifth and final round. Each round, the target must succeed at a DC18 Fortitude save with success indicating half damage and ending the effect. At the end of the spell the victim must succeed at a Luck check or all of their flammable, non-magical possessions are completely destroyed.

20-23: *Spontaneous Combustion* – The caster points at one living enemy within 100ft. The spell starts a chain reaction in the victim that inflicts 1d6 points of Stamina damage immediately from their slowly burning innards unless the target succeeds as a DC 20 Fortitude save. If the save is failed, the target takes *another* 1d6 points of Stamina damage on the following round with another chance to resist. Each time the target fails a save, the combustion cascade continues another round until they succeed on a save or until the victim reaches 0 Stamina, at which point they die. There is still a chance that all of their equipment is undamaged; requires a Luck check for each possession to see if it is salvageable.

24-27: *Elemental Transformation* – The caster and all their equipment transform into incandescent, humanoid shaped flame. They can move at 1.5x their normal land speeds and they are immune to physical attack from non-magical weapons, though the caster can still be harmed normally with spells and magical attacks. The transformation lasts for 1 hour or until dismissed by the caster. In this fiery new form, the caster can attack physically and their normal touch attack damage is doubled; but they cannot cast spells, use potions, scrolls, wands, or anything else that may catch fire. All of the pyromancer's damage; even from missiles, counts as fire damage against the victims who must succeed at a Luck check or catch fire.

28-29: *Scorching rays* – the caster may act as if they'd rolled this casting check result on the *Scorching Ray* spell results table; see DCC Core rules for duration, damage, and targeting information.

30-31: *Summon Elemental* – The caster calls forth a curling plume of sentient flame. The Fire Elemental appears immediately and obeys commands for 2d6 rounds, +1 round per caster level then departs. It has the stats and abilities of an 8 HD fire elemental, see DCC Core Rules.

32+ *Summon multiple Elementals* – The caster calls forth two sentient infernos. They appear immediately and obey commands for 2d6 rounds, +2 rounds per caster level then depart. They have the stats and abilities of 12 HD fire elemental, see DCC Core Rules.

Patron Taint (Kandri-sek)
Roll 1d6 each time spellbur is necessary.

1. The hair on the caster's head constantly smolders leaving a trail of greasy, foul smelling smoke trailing a few feet behind them as they walk. The fumes are annoying but harmless. The next time the caster rolls this taint the fumes from their hair act as a minimum result on the *Choking Cloud* spell table (see DCC Core Rules) for any breathing creature within 10ft of the tainted caster. The last time that this taint is rolled the caster's hair is replaced by streamers of fire that shed light and heat as if they were three torches. The caster is no longer capable of using head gear that isn't made of metal or otherwise fireproof. While the caster is unharmed by this fire, they must take special precautions so as not to set their environment and equipment on fire. They gain no protection versus any other type of fire damage. Roll 1d14 to determine color of the fire: 1= Red, 2= Orange, 3= Yellow, 4= Green, 5= Blue, 6.=Indigo, 7= Violet, 8= Black, 9= Gray, 10= White, 11= Gold, 12= Silver, 13= Roll twice, 14= Roll thrice.

2. The caster's skin becomes tinted the shade of soot or ash. The next time the caster gets this taint their skin turns bright red and is tender; as if they'd been in the sun too long, except that this is a permanent condition causing the caster a -1 penalty on casting and skill checks from the painful distraction. The final time the caster rolls this taint their skin is constantly covered with shifting welts and blisters that are painful and cause the caster a -2 penalty on casting and skill checks from the painful distraction. Only divine aid or a great quest can alleviate this suffering.

3. All candles, lanterns, torches, and other fire sources burn 25% faster whenever the caster is within 30ft of them, but still sheds its normal amount of light. The second time the caster is tainted in this manner they cause all sources of fire within 50ft to consume their fuel 50% faster, but they shed 25% more light. The final time this taint is inflicted, the caster causes all fire sources within 50ft to flare and go out. The flare causes 1 point of heat damage per caster level to everything within 5ft of the source and each provokes a Luck check to see if anything catches fire. This has no effect on permanent magical fires or creatures of elemental fire , the caster's fire touch ability, or spells.

4. Any time the caster is under stress (combat, social situations, and anything that provokes a willpower save roll) the Storyteller secretly rolls 1d24 for each round of these situations and on a 3 or less the caster suffers from a sneezing fit that prevents them from doing anything else for that round. The next time the caster is tainted in this way they suffer their sneezing fits on a roll of 5 or less on a d20, furthermore all of the caster's allies within 10ft must succeed at a Luck check or they suffer 1 point of fire damage from the sparks of flame that are now erupting with each sneeze. The final time this taint occurs, the caster suffers a sneeze attack if the Storyteller rolls a 7 or less on 1d14. Furthermore, all of the caster's allies within 15ft must succeed at a Luck check or they suffer 1d4 points of fire damage, +1 point/ caster level of the sneezing wizard as sparks of flame erupt with each sneeze. In all cases the check for sneezing is modified by the caster's Luck.

5. Any time the pyromancer casts a spell their body temperature rises uncomfortably, causing them to sweat and drink 25% more water than normal for the spell's level in hours until they have cooled off. The second time this corruption manifests, the caster takes 1 point of internal fire damage per level of the spell they cast due to the backlash of magical energies in the caster's metabolism. The final time this taint is rolled, nothing appears to have changed until the caster successfully casts their next spell. After each successful casting check, the pyromancer must succeed at a Fortitude save versus a DC of 10, +2 per level of the spell they just cast. Failure indicates they take 1d6 points of internal fire damage, +1 point per level of the spell as their body chemistry creates an excess of volatile gasses. If this damage kills the pyromancer then they explode; causing an additional 1d6 points of fire damage per level of the now dead pyromancer to everything within 30ft. Creatures and their items are allowed a DC15 Fortitude save for half damage. With the Storyteller's permission, the character can continue play; but is a reborn in 1d3 hours as a 1HD Fire Elemental. As they gain EXP they gain more hit dice as an elemental. They remember most of the knowledge and skills, but may take no class levels.

6. The pyromancer's skin becomes painfully dry and cracked, causing them it to constantly weep fluids from the lesions; the caster must consume 25% more water per day than normal. The next time this taint is rolled the caster's hair falls out as their skin thickens into rough coal like scales. They can no longer wear armor or clothing; but on the plus side, there is nothing left to see and they lose any gender characteristics. This new skin grants them a +3 bonus to armor class. The last time this taint is rolled the caster's skin is now covered in flames. They can no longer use non-metal or non-magical equipment, but they are immune to all fire damage and treated as fire elementals. See DCC Core Rules for information on fire elementals.

Pyromancers:

Kandri-sek, like the other Elemental Lords, isn't powerful enough to create new spells. She can teach worthy devotees any spells that involve charming, hypnosis, fire, heat, or light. However, all of these spells learned by the caster will fade from the wizard's mind and spell-books if they survive leaving her service. If they are leaving voluntarily, they must succeed at a Luck check or the have angered Kandri-sek and must roll on the patron rage table.

Devotees of Kandri-sek are known as pyromancers. The spells they can know are drawn only from their spell list. They may still use scrolls, wands, and other items that hold different spells so long as these spells are not listed on the aeromancer Spell list. Her list hasn't as many spells as the others, but all fire damage dice of spells cast by a pyromancer are increased by one step on the dice chain, or have their DC's increased by 1 as appropriate for the spell. This applies only to spells and not to their fire touch ability, or *Invoke Patron* results.

Pyromancers: Take an extra 25% damage from sonic and air based attacks; but they gain a bonus to their initiative rolls equal to half their level; this bonus stacks with others granted by Kandri-sek, but not with any other similar bonuses. They gain a +1 bonus to initiative for every two caster levels.

Finally, pyromancers are granted a bonus to their luck checks to determine the mood of Kandri-sek based upon how vigorously they have been acting to thwart the goals of Avridar and Brinae. Alternately, this bonus could be awarded for the pyromancer's efforts to help the minions of Hraalvid. This bonus will be awarded on a situational basis by the Storyteller and ranges from +1 to +5.

Spell List for pyromancers:

1st Level: Charm Person, *Color Spray, Flaming Hands, Invoke Patron (Kandri-sek), Patron Bond (Kandri-sek),* and *Read Magic*

2nd level: *Agility, Fire Resistance, Levitate,* and *Scorching Ray*.

3rd level: *Destroy potion, Fireball, Lesser Devastation (Fire only), Mirror Image, Paroxysm, Phantasm*, Sword Magic, and Write Magic

4th level: *Control Fire,* and *Transmute Fire*.

5th level: *Devastation (Fire, Slashing, and Piercing effects)*

Table 1-28: Patron Rage

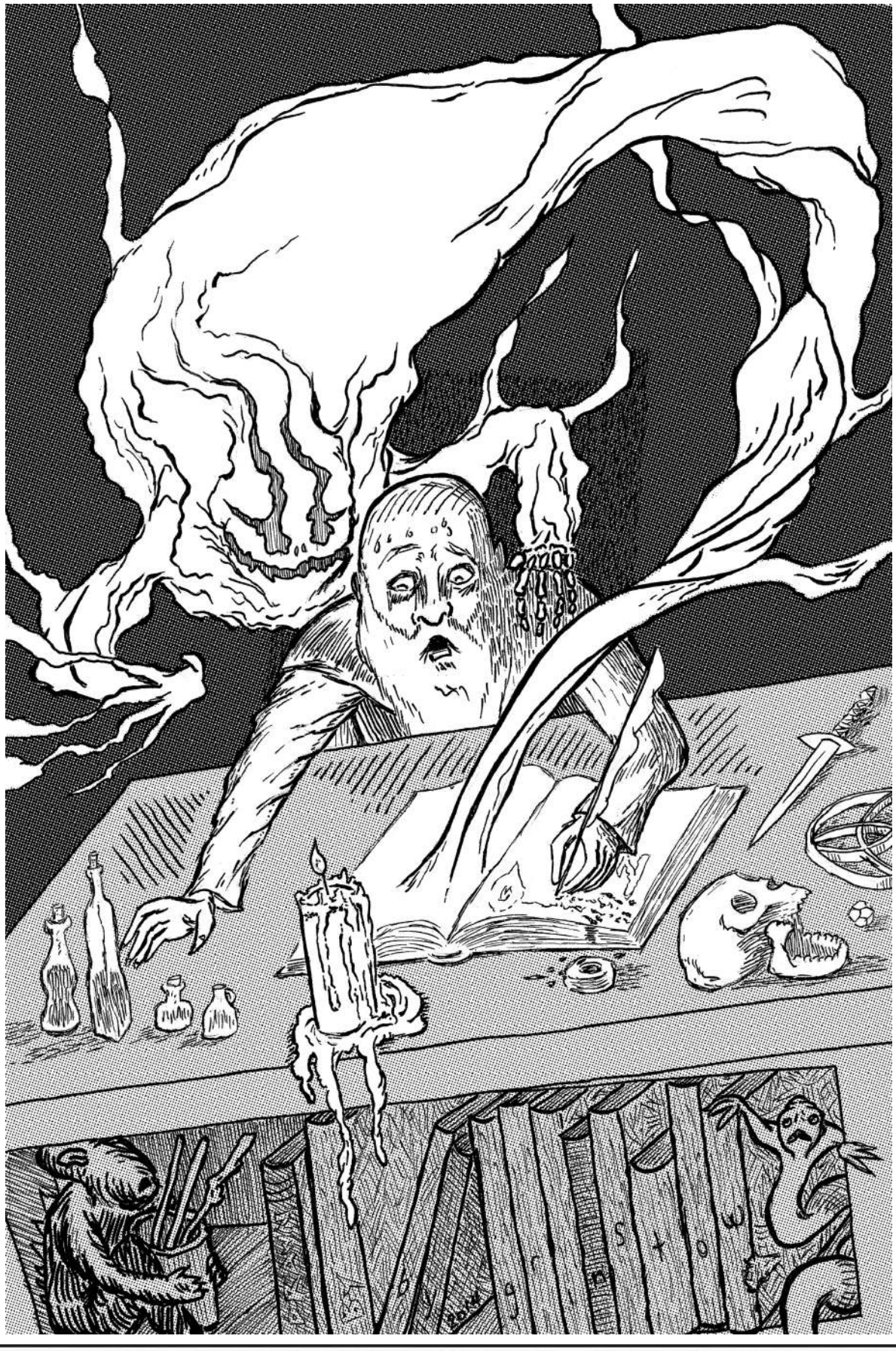
The fury of Kandri-sek is legendary; as is the speed with which her moods can change. Any time a pyromancer does something to anger Kandr-sek, or fails in their bid to invoke her name when calling for aid the pyromancer must consult this chart. If something is to be subjected to Her fury roll 1d30 modified by the creature's Luck on the following table.

1	Add 1d6 to the pyromancer's level to determine the hit dice of the 2d4 fire elementals that show up to kill the offending creature or item. These elementals remain until they are slain or succeed in their mission. If it is an inanimate object that has drawn the ire of Kandri-sek then she sends elementals of 9 or more hit dice as she deems appropriate.
2	For the rest of the caster's life, fire refuses to properly warm any space or enclosure that houses the object of the ire of the ruler of the Kingdom of Fire. This effect also applies to water heaters, boilers, and any cooking on the premises. If an item is the target then it is the source of the effect and has a radius of 50ft.
3	Add 1d5 to the pyromancer's level to determine the hit dice of the 2d3 fire elementals that show up to kill the offending creature or item. These elementals remain until they are slain or succeed in their mission. If it is an inanimate object that has drawn the ire of Kandri-sek then she sends elementals of 8 hit dice as she deems appropriate.
4	For the rest of the caster's life, fire refuses to properly temper metals such that the caster's metal and alloyed equipment always suffers a -1 penalty on all checks to see if the item is damaged. If an item is the target then its function is ruined from excessive heating if it fails a DC13 Fortitude save.
5	Add 1d4 to the pyromancer's level to determine the hit dice of the 1d4 fire elementals that show up to kill the offending creature or item. These elementals remain until they are slain or succeed in their mission. If it is an inanimate object that has drawn the ire of Kandri-sek then she sends elementals of 7 hit dice as she deems appropriate.
6	For the rest of the caster's life, fire refuses to cook their food properly. The caster's food as well as that of any others cooked in the same kitchen; is always cold and under cooked (50% or less) or it is charred beyond recognition the rest of the time. If an item is the target then it is the source of the problem and must be gotten rid of in order to be rid of the effect.
7	Add 1d3 to the pyromancer's level to determine the hit dice of the 1d3 fire elementals that show up to kill the offending creature or item. These elementals remain until they are slain or succeed in their mission. If it is an inanimate object that has drawn the ire of Kandri-sek then she sends elementals of 6 hit dice as she deems appropriate.
8	For the next 10 years, fire refuses to properly warm any space or enclosure that houses the object of the ire of the ruler of the Kingdom of Fire. This effect also applies to water heaters, boilers, and any cooking on the premises. If an item is the target then it is the source of the effect and has a radius of 75ft.
9	Add 1 to the pyromancer's level to determine the hit dice of the 2 fire elementals that show up to kill the offending creature or item. These elementals remain until they are slain or succeed in their mission. If it is an inanimate object that has drawn the ire of Kandri-sek then she sends elementals of 5 hit dice as she deems appropriate.

10	The caster is woken up at dawn every day with the application of 1d10 points of fire damage to sensitive parts of their anatomy. No save. Items subjected to this result will cause this damage to it and anything within 20ft at the time it goes off. No save.
11	For the next 10 years, fire refuses to properly temper metals such that the caster's metal and alloyed equipment always suffers a -2 penalty on all checks to see if the item is damaged. If an item is the target then its function is ruined from excessive heating only if it is non-magical.
12	A flash of light erupts near the eyes of the creature who has offended Kandri-sek. They must immediately succeed at a Luck check. Failure indicates they can't close their eyes fast enough and the light is so intense that the creature is permanently blinded because their eyes have melted. This also causes the creature 1d10pts fire damage; those who succeed their luck check only take the fire damage. If the subject of the Lady of Flame's anger is an object, then it permanently emits this light, but is only dangerous to those within 100ft of the item.
13	For the next 10 years, fire refuses to cook their food properly. The caster's food as well as that of any others cooked in the same kitchen; is always cold and under cooked (50% or less) or it is charred beyond recognition the rest of the time. If an item is the target then it is the source of the problem and must be gotten rid of in order to be rid of the effect.
14	The Queen of the Kingdom of Fire Elementals blasts the offender with white hot bolt of flames from out of nowhere; inflicting 1d24 points of fire damage. The target must succeed at a Luck check to avoid catching on fire. Each round drops the damage die by half, so the 2nd round causes 1d12 fire damage, 3rd round = 1d6 fire damage, 4th round = 1d3 damage, then 1 point of damage in the final round.
15	For the next year, fire refuses to properly warm any space or enclosure that houses the object of the ruler of the Kingdom of Fire's rage. This effect also applies to water heaters, boilers, and any cooking fires on the premises. If an item is the target then it is the source of the effect and has a radius of 100ft.
16	The Lady of Fire incinerates the air in the immediate vicinity of the offensive object or creature. The heat and vacuum combine for 1d20 points of fire damage. All within 30ft of the target must succeed at a DC 24 Fortitude save or become deafened for 1d16 rounds.
17	The caster is overwhelmed by the urge to scream; however, as they do so they release a belch of flames that causes them 1d16 points fire damage. It blasts out in a 120^0 cone to a distance of 20ft and anything caught in the blast (except the offending caster or item) gets a DC 23 Fortitude safe for half damage. Items subjected to this result emit a keening sound prior to letting out the same blast in a random direction.
18	For the next year, fire refuses to properly temper metals such that the caster's metal and alloyed equipment always suffers a -3 penalty on checks to see if the item is damaged. If an item is the target then its function is ruined from excessive heating even if it is magical.
19	For the next 48 hours, anytime the caster tries to light a fire, or uses a fire spell, they suffer 1d14 points fire damage from an explosive backfire in addition to anything else that happens. An inanimate object suffering from this effect causes the indicated damage every time it is touched; a DC 22 Fortitude save is allowed to resist half of the fire damage.
20	For the next year, fire refuses to cook the victim's food properly. The caster's food as well as that of any others cooked in the same kitchen; is always cold and under cooked (50% or less) or it is charred beyond recognition the rest of the time. If an item is the target then it is the source of the problem and must be gotten rid of in order to be rid of the effect.
21	For the next 48 hours, the target of the Lady of Fire's anger has their footprints charged with potential energy. Any creatures following the targeted creature or crossing their tracks must succeed at a DC21 Reflex save or accidentally step on at least 1d3 footprints. Each print inflicts 1d12 points of fire damage to the victim. If the caster stands still they automatically trigger two footprints each round. An inanimate object suffering from this effect causes 1d12 fire damage every time it is touched; anything damaged by this effect receives a DC 21 Fortitude save to resist half of the damage.
22	The caster is woken up at dawn every day with the application of 1d10 points of fire damage to sensitive parts of their anatomy. No save. Items subjected to this result will cause this damage to it and anything within 15ft at the time it goes off. No save.

23	A flash of light erupts near the eyes of the creature who has offended Kandri-sek. They must immediately succeed at a Luck check. Failure indicates they can't close their eyes fast enough and the light is so intense that the creature is permanently blinded because their eyes have melted. This also causes the creature 1d8pts fire damage; those who succeed their luck check only take the fire damage. If the subject of the Lady of Flame's anger is an object, then it permanently emits this light, but is only dangerous to those within 50ft of the item.
24	The Queen of the Kingdom of the Fire Elementals blasts the offender with white hot bolt of flames from out of nowhere; inflicting 1d12 points of fire damage. The target must also succeed at a Luck check to avoid catching on fire. Each round drops the damage die by half, so 2nd round causes 1d4 fire damage, 3rd round = 1d2 fire damage, then 1 point in the final round.
25	The Lady of Fire incinerates the air in the immediate vicinity of the offensive object or creature. The heat and vacuum combine for 1d16pts of fire damage. All within 25ft must succeed at a DC 17 Fortitude save or become deafened for 1d5 rounds.
26	The caster is overwhelmed by the urge to scream; however as they do so, they release a belch of flames that causes them 1d14pts fire damage. It blasts out in a 90^0 cone to a distance of 15ft, anything caught in the blast (except for the caster or offending item) gets a DC 20 Fortitude safe for half damage. Items subjected to this result emit a keening sound prior to letting out the same blast in a random direction.
27	For the next 36 hours, anytime the caster tries to light a fire, or uses a fire spell, they suffer 1d12 points fire damage from a minor explosive backfire. An inanimate object suffering from this effect causes the indicated damage every time it is touched; a DC 16 Fortitude save is allowed to resist half of the fire damage.
28	For the next 24 hours, the target of the Lady of Fire's anger has their footprints charged with potential energy. Any creatures following the targeted creature or crossing their tracks must succeed at a DC14 Reflex save to accidentally step on at least 1d3 footprints. Each footprint causes1d10 points of fire damage to the victim. If the caster stands still they automatically trigger two footprints each round. An inanimate object suffering from this effect causes 1d10 fire damage every time it is touched. Anything damaged by this effect gets a DC18 Fortitude save to resist half of the damage.
29	The caster is woken up at dawn every day with the application of 1d8 points of fire damage to sensitive parts of their anatomy. No save. Items subjected to this result will suffer this damage and cause this damage to anything within 10ft at the time it goes off. No save.
30	A flash of light erupts near the eyes of the creature who has offended Kandri-sek. They must immediately succeed at a Luck check. Failure indicates they can't close their eyes fast enough and the light is so intense that the creature is permanently blinded because their eyes have melted. This also causes the creature 1d6pts fire damage and those who make their save only take the fire damage. If the subject of the Lady of Flame's anger is an object, then it permanently emits this light, but is only dangerous to those within 40ft of the item.





Spells

The following spells as well as the examples for *Greater Rituals* and *Rites* are considered general access to all arcane casters; assuming Liber Arcanum is available to the characters and the spell has been properly researched. They are not the purview of any specific patron or other beings unless the Storyteller deems otherwise and are listed here in alphabetical order regardless of the spell's level. They are also laid out so that the Storyteller may print them for their games and treat them as individual scrolls.

Acid Resistance

Level: 2	**Range:** Self or others	**Duration:** Varies	**Casting Time:** 1 round
Reversible	No		
Ritual Spell	Yes		
Save	N/A		

General: This spell protects the subject from acid damage and the effects of caustic clouds either for themselves or over large areas depending on the manifestation levels.

Manifestation: **Roll 1d4: (1)** Subject's skin turns pale and worm-like, exuding a thick, ill smelling mucus while the spell is operational; this doesn't hinder the subject's movement or ability to hold onto anything. **(2)** Subject turns into a quicksilver-like elemental for the duration of the spell. **(3)** A shimmering mucous green globe of force envelops subject. **(4)** Angels drape the affected creatures and items with gossamer shrouds decorated with protective sigils; the shrouds fade away into the ether.

Corruption: **Roll 1d5: (1)** Caster's face takes on a burned, pocked, and melted look as if he had been splashed by a deluge of mild acid; **(2)** All of the caster's hair falls out because their skin follicles are secreting a mild acid that kills the follicle and prevents the hair from re-growing. **(3)** Caster's fingernails turn green as the rest of their skin turns pale yellow. **(4)** Caster's sweat is now caustic, mundane clothing and equipment needs replacing every 1d3 months; sooner if the caster is in an environment that causes them to sweat heavily. **(5+)** The caster's mouth is forever stuck with the taste of lemons.

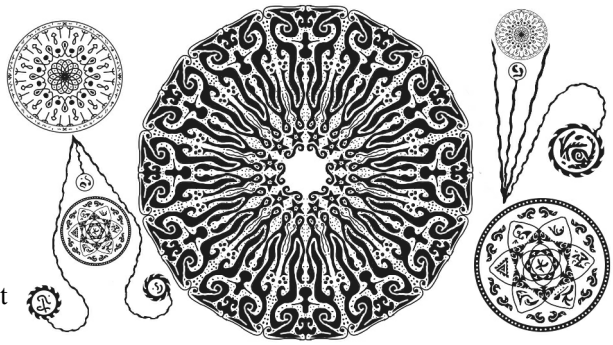
Misfire: **Roll 1d4: (1)** Caster causes acid to appear upon their clothing, scrolls, and other possessions which begin to rapidly dissolve, dealing 1d4 damage to any item that fails a DC15 Fortitude save. **(2)** The caster becomes more vulnerable to acid; caster now suffers a -2 save penalty against acid-based effects and suffers an additional point of damage from any acid attacks for the next 1d4 hours. **(3)** Caster is enveloped within a fine vapor that disperses almost instantly, but not before neutralizing all liquids (including potions) in the caster's possession; turning them into foul tasting, but potable water. **(4)** Caster creates a splash of acid at one randomly determined person within 50ft, inflicting 1d4 points of acid damage upon a failed Reflex save versus a DC of 15.

1-2: Spell fails and is forgotten! **Roll 1d6** modified by Luck: **(0 or less)** Greater corruption + Misfire + Patron taint (or Spell corruption if no Patron), **(1)** Major corruption, **(2)** Patron taint (or Spell corruption if no Patron), **(3+)** Misfire.

3-12: Spell fails and is forgotten.

13: *Partial success* – The caster gains a +1 bonus to their next Fortitude save versus acid and the spell is forgotten.

14-15: The caster gains limited resistance to acid. For the next 10 minutes, they ignore 1 point of acid damage each round.



16-19: For the next 10 minutes, the caster ignores up to 2 points of acid damage each round. The caster gains a +2 bonus to all saving throws to resist acid based spells.

20-21: For the next turn, the caster ignores up to 5 points of acid damage each round. The caster gains a +4 bonus to all saving throws to resist acid (include saves to resist normal, creature, or acid-based spells). The caster and objects on his person are protected from the acid. Although intense acid and may still harm him and burn his possessions, they will not be destroyed or deteriorated.

22-25: For the next turn, the caster ignores up to 10 points of acid damage each round, and allies within 10ft also resist up to 5 points of acid damage each round. Additionally, the caster gains a +4 bonus to all saving throws to resist acid (include saves to resist normal, creature, or acid-based spells). Finally, the caster and objects on his person are protected from the acid. Although intense acid and may still harm him and burn his possessions, they will not be destroyed or deteriorated.

26-29: A shield of acid resistance is centered around the caster for 10 minutes. All acidic or caustic effects within 20ft are suppressed: the caster and creatures within 20ft ignore a *collective* 30 points of acid damage each round. As the "Acid shield" is ablated, the caster selects where any overflow damage is directed. For example, if all allies within 20ft take 17 points of acid damage in a round, it is completely absorbed. However, if the next round produces 6 hits for a total of 34 points of acid damage, then 4 points of damage overflow. The caster selects which hits are completely resisted, partially resisted, and which bypass the shield to inflict those 4 points of overflow damage.

30-31: All acids in beakers and bottles as well as exposed pools of acid (as long as they fit entirely within 30ft of the caster are instantaneously oxidized and rendered inert. Additionally, all caustic or acidic effects within 30ft are suppressed for 10 minutes: the caster and creatures within 30ft ignore a *collective* 40 points of acid damage each round. As the "Acid shield" is ablated, the caster selects where any overflow damage is directed. For example, if all allies within 30ft take 37 points of acid damage in a round, it is completely absorbed. However, if the next round produces 9 hits for a total of 54 points of acid damage, then 14 points of damage overflow. The caster selects which hits are completely resisted, partially resisted, and which bypass the shield to inflict those 14 points of overflow damage.

32-33: The caster and all allies within 30ft are completely immune to acid and caustic gasses for the next turn. The caster takes no damage from acid, corrosion, enzymes, caustic mucus, and so on. None of the caster's personal possessions or items in contact with them will be dissolved or deteriorated.

34-35: The caster creates a shimmering, oily bubble in the air through which caustic gasses and acid attacks cannot pass. The bubble appears like a calm greenish cloud that surrounds the caster and extends to a radius of 30ft in all directions. Acids that enter the bubble (either via the caster's movement or the acid being launched in their direction) are automatically oxidized and rendered inert. Air and water temperature within the bubble remain habitable, regardless of outside influences. Fresh oxygen is constantly replenished in the bubble, creating positive pressure that keeps out harmful gasses. The caster and all creatures within the bubble are effectively immune to acid and damage from toxic or caustic gasses. The bubble lasts for one hour per caster level.

36-37: The caster creates a shimmering, oily bubble in the air through which caustic gasses and acid attacks cannot pass. The bubble appears like a calm greenish cloud that surrounds the caster and extends to a radius of 45ft in all directions. Acids that enter the bubble (either via the caster's movement or the acid being launched in their direction) are automatically oxidized and rendered inert. Air and water temperature within the bubble remain habitable, regardless of outside influences. Fresh oxygen is constantly replenished in the bubble, creating positive pressure that keeps out harmful gasses. The caster and all creatures within the bubble are effectively immune to acid and damage from toxic or caustic gasses. The bubble lasts for one day per caster level.

38+ The caster creates a shimmering, oily bubble in the air through which caustic gasses and acid attacks cannot pass. The bubble appears like a calm greenish cloud that surrounds the caster and extends to a radius of 60ft in all directions. Acids that enter the bubble (either via the caster's movement or the acid being launched in their direction) are automatically oxidized and rendered inert. Air and water temperature within the bubble remain habitable, regardless of outside influences. Fresh oxygen is constantly replenished in the bubble, creating positive pressure that keeps out harmful gasses. The caster and all creatures within the bubble are effectively immune to acid and damage from toxic or caustic gasses. The bubble lasts for one week per caster level.



Adhibitis Ossa

Level: 4	**Range:** 100ft, +20ft per Caster level	**Duration:** Instant	**Casting Time:** 1 round
Reversible	No		
Ritual Spell	Yes. The master of the ritual commands the skeletons and uses the total number of wizard levels in the ritual to determine total hit dice of skeletons summoned.		
Save	Fortitude versus half the spell check result, rounding up.		

General: The wizard using this spell is attempting, literally, to summon the bones from their target(s), living or dead and the caster may select a lesser result from the table below if they desire. Living victims targeted by this spell who fail their fortitude save are slain as wicked forces rip the target's skeleton from their body. With a successful save, the target still suffers damage; using the total number of levels for all wizards involved in the casting when calculating damage. Any creatures slain by this spell collapse into piles of boneless flesh as their skeleton is transported to a new location of the caster's choosing within range of the spell. Skeletons summoned from living hosts have no weapons, armor, or special abilities. The armor class, attack bonuses, and saves of these skeletons are 2 less than what they had when the victim was alive. Skeletons summoned from living targets retain their hit dice as well as hit points and may use the equipment they owned, but do not retain spell casting ability or access to MDoA tables.

Alternately, each level of the spell's success comes with a corresponding chance of random skeletons being called forth from their graves as well as for these skeletons to be armed and armored. Summoned skeletons need not have been formally buried, but they cannot currently be 'in use' via natural or magical means. When choosing to summon skeletons from the environment the caster multiplies their intelligence modifier by 5% and adds this to the base chances listed in the entries on the spell table below. The type of skeletons summoned in this fashion are determined randomly per the table in the Core Rules, but only one type is summoned regardless of the number of skeletons unless the Storyteller determines otherwise. All skeletons summoned via this spell are permanently animated and the caster mentally controls them as long as they can see the skeletons receiving the orders, otherwise, skeletons revert to the last command they were given and are considered to be 'uncontrolled'. Once free of the caster control of the skeleton cannot be regained. The total hit dice of skeletons the caster may control is still limited to 4x their caster level; additional skeletons summoned are always considered 'uncontrolled' and will likely attack everything.

Manifestation (of spell): Roll 1d4: (1) Caster's flesh ripples and turns transparent for 1d6 turns; all who see the caster must succeed at a DC13 Willpower check or they run away in terror for 1d10 rounds. **(2)** Caster's bones begin to glow with a lime green light so intense that their skeleton may be clearly seen up to 50ft away for 1d6 minutes; cannot stealth checks fail until the effect passes. **(3)** Caster's muscles inflate like a bunch of balloons then deflate rapidly, causing the skin to hang from their bones like an over-sized suit for 1d6 minutes; -2 Agility for this time. **(4)** Caster's Bones become rubbery for 1d6 minutes, -3 on Strength checks and -10ft of movement, but gains +3 bonus to escape checks.

Manifestation (arrival of skeletons): Roll 1d4: (1) white smoke boils up out of the ground (or living victim) and congeals into the skeletons at the place the caster indicates. **(2)** Claw their way out of the earth at the point indicated by the caster. **(3)** Skeletons appear out of thin air with a small clap of thunder and a whiff of brimstone. **(4)** Skeletons step forth from portals of swirling black lightning.

Corruption: Roll 1d4: (1) The wizard's skin, viscera, and muscles blacken to powder and blow away over 1d3 x 10% of their body, it is a painful process, but they don't actually take damage. The remaining skeletal parts of their body function normally via negative energy. **(2)** Every time the caster attempts to cast this spell, they must burn 1 point of Luck. **(3)** In future attempts to cast *any* spell there is a chance that 1d4 of the caster's bones are broken at random, the chance of this occurring is equal to the caster's level +25%. **(4)** From now on, the wizard must sacrifice a living creature of at least 4 hit dice to cast this spell and its skeleton is the first to be summoned by a successful casting.

Misfire: Roll 1d4: (1) The casting wizard takes 1d3 points of damage per caster level from their misfiring spell. If this damage kills the wizard their bones appear in a random location somewhere within the spell's radius of effect. The wizard is in control of their skeleton and they remain self-aware, but they lose their ability to speak and their stats are modified to those of a basic skeleton in the Core Rules. They lose their spell casting ability unless they can re-learn how or can cast the spell without speaking, but they do retain any corruptions and mutations earned to this point. The wizard is now treated as undead. (2) The earth at the caster's feet stirs and boils as dozens of skeletal arms reach out to pull the wizard into the earth but only up to the caster's knees, from this point forward this will always be the misfire result for this spell, but each time the wizard will sink a little further than before until they eventually disappear forever. (3) Roll 4d7+14 and consult the spell table below to find how many skeletons are summoned from the environment and/or from any innocent bystanders: they attack the wizard and his or her allies. (4) The spell actually functions at a minimum level of success, but the target of the spell is chosen randomly and any skeletons summoned will attack the wizard and their allies.

1-4: Spell fails, is forgotten, and worse! **Roll 1d6** modified by Luck: **(0 or less)** Greater corruption + Misfire + Patron taint (or Spell corruption if no Patron), **(1-2)** Major corruption and Patron taint (or Spell corruption if no Patron), **(3-4)** Patron taint (or Spell corruption if no Patron), **(5+)** Misfire.

5-16: Spell fails and is forgotten.

17: *Partial success* and then spell is forgotten. The caster may choose one target within range of the spell. If the victim fails their Fortitude save the caster summons a single bone from the target's body; inflicting 1d3 points of damage plus other side-effects. This bone also acts as an arcane focus that allows the caster a +5 bonus on future casing checks for spells versus the same target. If the target is slain, their skeleton is not summoned. The effects of this spell check result (other than death) may only be healed by a *Remove Curse* spell with a result of at least 20. **Roll 1d8** to see what bone is summoned: **(1)** *Pelvis* – target loses the ability to walk and stand; Strength, Stamina, and Agility scores reduced by half. **(2)** *Femur* – target loses the ability to use one leg, cannot jump, run, or charge. Victim has movement speeds reduced by half. **(3)** *Humerus* – target loses the use of one arm; action dice reduced by one step on dice chain. **(4)** *Rib* – target loses 1 point of Agility, Strength, and Stamina. **(5)** *An ankle bone* – target loses 5ft of movement, cannot run or charge and suffers a -2 penalty to AC. **(6)** *A wrist bone* – Target suffers a -2 penalty on casting checks and any skill checks that involve fine manipulation or hand strength, like picking locks and climbing. **(7)** *Bone from inner ear* – target suffers a -2 penalty on attacks, AC and all other actions from the pain. **(8)** *Tooth* – target suffers a -1 penalty to all attacks, AC, and other actions from the pain.

18-19: Successful casting; the wizard may target 1 living creature per 3 caster levels. Targets take magic force damage = 2d3 + caster level on a successful save. Alternatively, the wizard may summon interred skeletons from within the spell's radius. The caster has a base chance of 10% to summon 1d4 random humanoid skeletons of 1HD; +1 skeleton per caster level from the environment.

20-23: Successful casting; the wizard may target 1 living creature per 3 caster levels. Targets take magic force damage = 2d4 + caster level on a successful save. Alternatively, the wizard may summon interred skeletons from within the spell's radius. The caster has a base chance of 20% to summon 1d5 random humanoid skeletons of 1HD; +1 skeleton per 3 caster levels from the environment.

24-25: Successful casting; the wizard may target 1 living creature per 3 caster levels. Targets take magic force damage = 2d5 + caster level on a successful save. Alternatively, the wizard may summon interred skeletons within the spell's radius. The caster has a base chance of 25% to summon 1d6 random humanoid skeletons of up to 1HD; +1 skeleton per 3 caster levels from the environment.

26-28: Successful casting; the wizard may target 1 living creature per 2 caster levels. Targets take magic force damage = 2d6 + caster level on a successful save. Alternatively, the wizard may summon interred skeletons from within the spell's radius. The caster has a base chance of 35% to summon 2d7 random humanoid skeletons of up to 2HD; +1 skeleton per 3 caster levels from the environment.

29-33: Successful casting; the wizard may target 1 living creature per 2 caster levels. Targets take magic force damage = 3d7 + caster level on a successful save. Alternatively, the wizard may summon interred skeletons from within the spell's radius. The caster has a base chance of 45% to summon 2d8 random humanoid skeletons of up to 2HD; +1 skeleton per 2 caster levels.

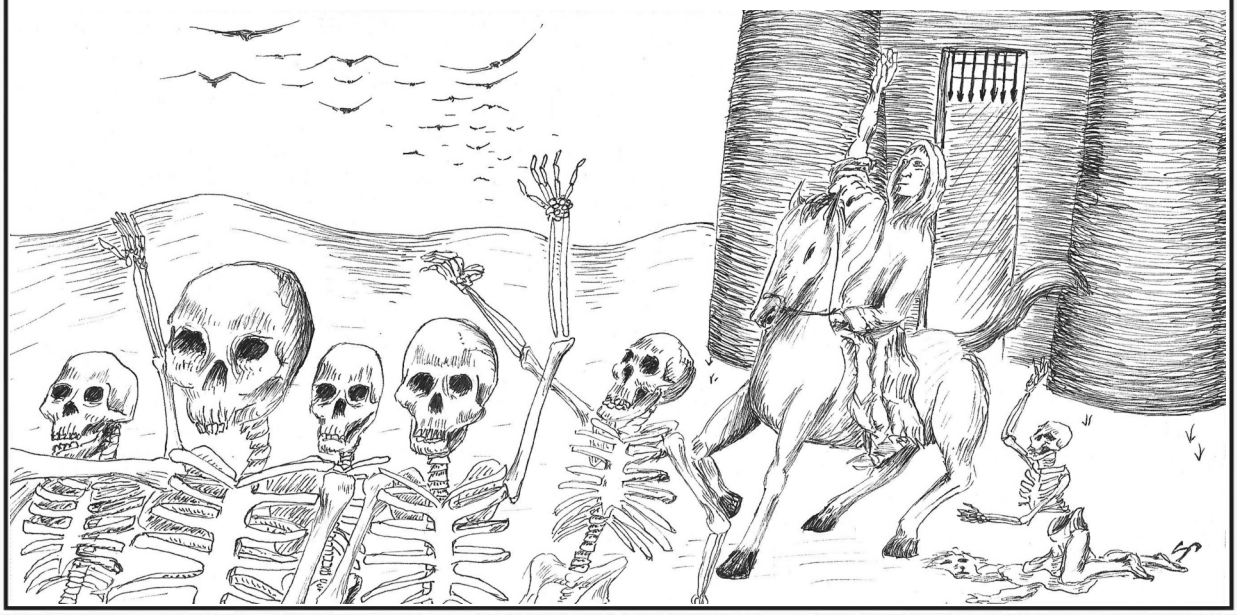
34-35: Successful casting; the wizard may target 1 living creature per caster level. Targets take magic force damage = 3d8 + caster level on a successful save. Alternatively, the wizard may summon interred skeletons from within the spell's radius. The caster has a base chance of 55% to summon 2d10 random humanoid skeletons of up to 2HD; +1 skeleton per 2 caster levels. Each skeleton has a 40% chance of having chainmail armor (+5AC) and being armed with a weapon that inflicts 1d6 damage.

36-37: Successful casting; the wizard may target 1 living creature per caster level. Targets take magic force damage = 3d10 + caster level on a successful save. Alternatively, the wizard may summon interred skeletons from within the spell's radius. The caster has a base chance of 65% to summon 2d12 random humanoid skeletons of up to 3HD; +1 skeleton per 2 caster levels. Each skeleton has a 45% chance of having chainmail armor (+5AC) and being armed with a weapon that inflicts 1d6 damage.

38-39: Successful casting; the wizard may target 1 living creature per caster level. Targets take magic force damage = 3d12 + caster level on a successful save. Alternatively, the wizard may summon interred skeletons from within the spell's radius. The caster has a base chance of 70% to summon 2d14 random humanoid skeletons of up to 3HD; +1 skeleton per 2 caster levels. When the skeletons arrive there is a 50% chance they all have banded mail armor (+6AC) and are armed with a weapon that inflicts 1d8 damage.

40-41: Successful casting; the wizard may target 2 living creatures per caster level. Targets take magic force damage = 4d14 + caster level on a successful save. Alternatively, the wizard may summon interred skeletons from within the spell's radius. The caster has a base chance of 75% to summon 2d16 random humanoid skeletons of up to 3HD; +1 skeleton per 2 caster levels. When the skeletons arrive there is a 60% chance they all have banded mail armor (+6AC) and are armed with a weapon that inflicts 1d8 damage.

42+ Successful casting; the wizard may target 3 living creatures per caster level. Targets take magic force damage = 5d16 + caster level on a successful save. Alternatively, the wizard may summon any skeletons within the spell's radius. The caster has a base chance of 80% to summon 3d20 random humanoid skeletons of up to 6HD; +1 skeleton per caster level. When the skeletons arrive there is a 70% chance they all have half-plate armor (+7AC) and are armed with a weapon that inflicts 1d10 damage.



Agility

Level: 2	**Range:** Varies	**Duration:** Varies	**Casting Time:** 1 round
Reversible	No		
Ritual Spell	Yes		
Save	N/A		

General: By means of this spell the caster and their allies gain nearly supernatural quickness; the spell result determines duration and potency.

Manifestation: **Roll 1d4: (1)** The muscles of the subject begin to spasm and twitch uncontrollably for a few moments, potentially bursting clothing on a failed Luck check. **(2)** Infernal light shines out of the eyes, ears, nose, and mouth of the subject who also hovers 1d10 x 3ft off the ground for 1d4 rounds; falling and possibly taking damage. **(3)** An aura surrounds target for the duration of the spell; shining a bright lantern light in all directions for the duration of the spell. *Roll 1d14 to determine the color(s) of the light: 1= Red, 2= Orange, 3= Yellow, 4= Green, 5= Blue, 6= Indigo, 7= Violet, 8= Pink, 9= Chartreuse, 10= White, 11= Gray, 12= Brown, 13= Roll twice, 14= Roll thrice and the lights change and pulse as the caster talks.* **(4)** Nothing appears to happen when spell is cast, it just takes immediate effect.

Corruption: **Roll 1d6: (1)** The caster is now cursed; they always go last in any action round. **(2)** The caster's nervous system withers, permanently reducing their Agility score by 1 point. **(3)** Caster has great difficulty summoning any kind of supernatural quickness and suffers a -2 casting penalty to this spell and any others that enhance speed or mobility. **(4)** All enemies of the caster within 40ft gain a +1 bonus to initiative, AC, and agility based checks per 3 levels of the bumbling caster. **(5)** The caster permanently gains +1d4 points of Agility but at the cost of double the number of points of Strength. **(6+)** The caster's spinal column bulges disproportionately and chaotically, giving them a lopsided, hunchbacked appearance; this lowers their Initiative score by one.

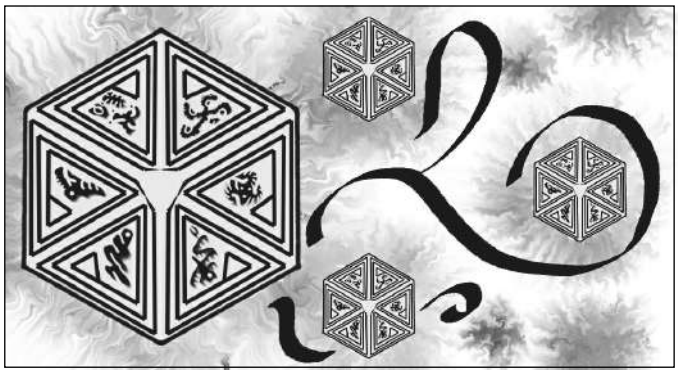
Misfire: **Roll 1d5: (1)** For the next 1d3 days one of the caster's allies is fated to always go last in any action round. **(2)** The caster inadvertently becomes clumsy, losing 1d4+1 points of Agility score for 1d4 rounds, +1 round/ caster level. **(3)** The caster accidentally reduces the Agility score of everyone within 20ft (allies and enemies alike) by 1 point for 1d4 round,s +1 round per caster level; the caster then gains these points for the same duration after which they are lost to everyone. **(4)** The caster must spellburn 2 points of Strength score to cast this spell; these sacrificed points grant no bonus to the casting check result. **(5+)** The caster drops to the ground with the onset of a massive seizure, they are completely unable to move (Agility 0), and *all* of their Agility points flow evenly to all of their allies within 20ft. The Agility scores of the allies are olnly temporarily increased, and the agility bonus is lost and the points return to the caster at the end of 1d6 x 10 minutes.

1-2: Spell fails and is forgotten! **Roll 1d6** modified by Luck: **(0 or less)** Greater corruption + Misfire + Patron taint (or Spell corruption if no Patron), **(1)** Major corruption, **(2)** Patron taint (or Spell corruption if no Patron), **(3+)** Misfire.

3-12: Spell fails and is forgotten.

13: *Partial Success* – The caster gets a +1 bonus to their next Reflex save before sunset. Spell is forgotten.

14-15: The caster or one target they touch is enhanced to an extraordinary Agility score of 18 (+3 bonus) for up to 1d6+1 rounds.



16-19: The caster or one target they touch briefly gains superhuman quickness. The target is treated as having an Agility modifier of +10 until the end of the next round. The superhuman Agility immediately fades after the end of that round.

20-21: The caster or one target touched gains an Agility score of 19 (+4 bonus) for up to 1d6 turns.

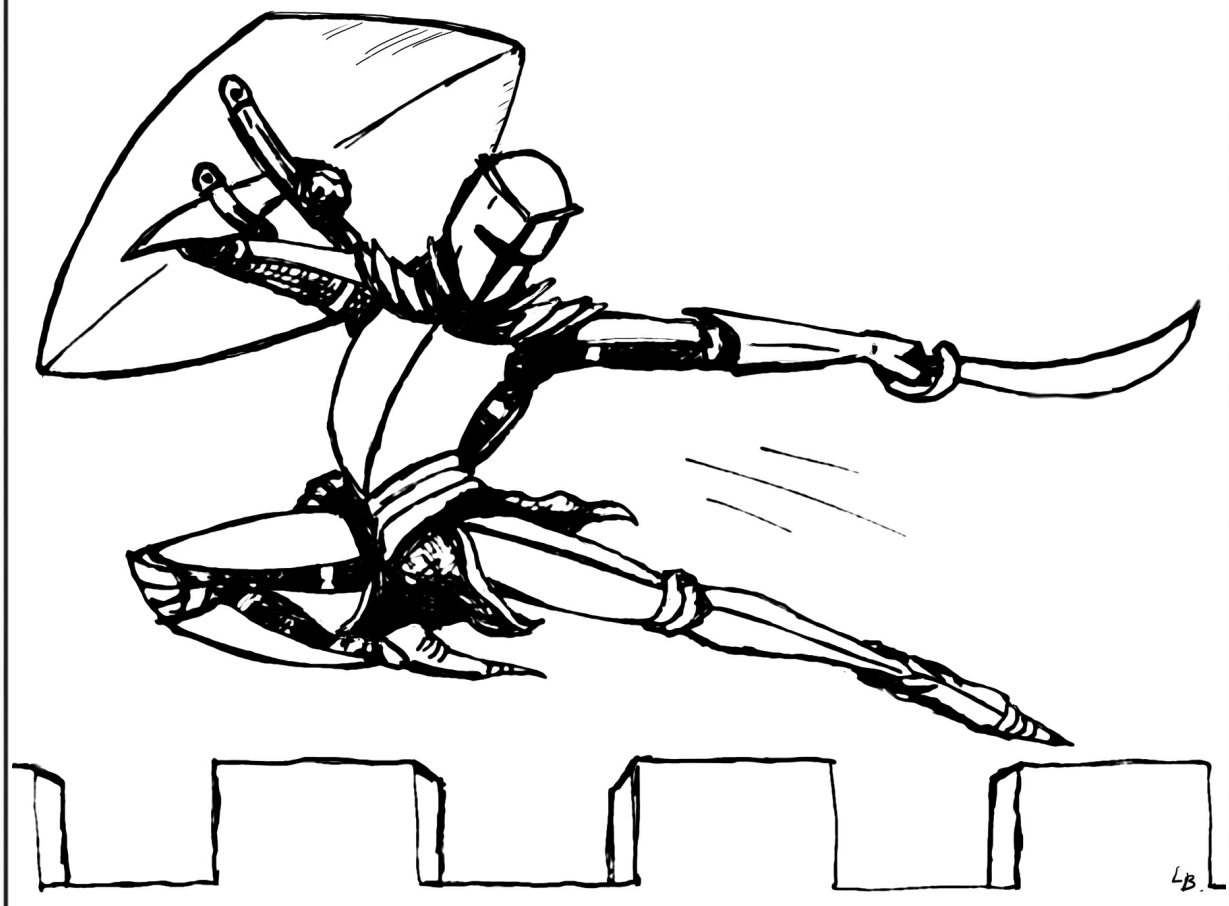
22-25: A single target touched receives an Agility score of 19 (+4 bonus) or two targets each receive an Agility score of 18 (+3 bonus). The bonus lasts for 1d6 turns.

26-29: All allies within 20ft of the caster gain an Agility score of 18 (+3 bonus) for next 1d6 turns.

30-31: All allies within 20ft of the caster take their next action as if they had a +10 Agility modifier. Additionally, they gain an Agility score of 19 (+4 bonus) for the next 1d6 hours thereafter.

32-33: All allies with 100ft of the caster receive now have an Agility score of 20 (+5 bonus) for the next 1d4 days.

34+ If caster completes a week-long ritual casting with a minimum of 10 points of spellburn, and both target and caster render appropriate sacrifices of great value, the target receives a one-time permanent bonus of +1 to their Agility score. However, the target must succeed at a Fortitude save or find their body unable to sustain the magical transformation. The save DC is equal to 15 + 2 for every point of Agility score that has been magically added; i.e., the first save is DC 17, then if this spell is attempted again the save is DC 19, and so on. If the save is failed, the increased Agility points fade after 1d6 weeks, and the caster finds that 1 point of this spellburn never truly heals (Storyteller's discretion as to which ability is permanently affected).



Arcane Veil

Level: 4	**Range:** Targeted item, creature or area	**Duration:** Varies	**Casting Time:** 1 round
Reversible	Yes, see *Wizard Sense* spell, DCC Core Rules		
Ritual Spell	Yes		
Save	Unwilling targets get a Willpower save versus the casting check result to resist.		

General: Creatures, items, and areas protected by this spell are hidden from the *Wizard Sense* spell as well as attempts to scry upon the protected creature or item so long as the casting check result of the *Arcane Veil* spell is greater than the casting check result of the *Wizard Sense* spell or scrying attempt. Even when these defenses are breached, the spell remains in effect for its normal duration verses further Scrying checks. When this spell is used to conceal large, non-mobile areas, the caster must expend more time to cast this spell and sacrifice gold, rare materials, or commit spellburn to seal off the area from detection for the duration of the spell. When this spell is cast upon a creature or item, the affect only applies to the warded creature and anyone they are speaking with; if it is an item that has been shielded then all touching the item may converse secretly with one another. This effect does not create a zone of silence around the protected creature or item. The *Arcane Veil* may be destroyed by a *Dispel Magic* or *Wizard Sense* spell cast with greater results, but only if the veiled item or creature is touched the dispelling wizard as they are casting.

Manifestation: For all affected creatures or items: **roll 1d5; (1)** Have a strange symbol unique to the caster placed upon them somewhere conspicuous. At the end of the spell this mark withers into a wart that cannot be removed. **(2)** As a result of *#1* but the wart can be removed via normal means. **(3)** Target appears to have a dimly glowing sheet of energy draped over it during the spells effect; sheds less light than a cheap candle. **(4)** For the first 1d3 minutes of the spell, the subject glows brightly: *Roll 1d8; 1= Red, 2= Orange, 3= Yellow, 4= Green, 5= Blue, 6= Indigo, 7= Violet, 8= Roll twice.* Then the glowing stops. **(5)** Nothing appears to happen. There is no way to tell if the items or creatures are protected until after a scrying attempt; then all the color drains from the target for an hour.

Manifestation (stationary area) The large stationary item at the anchors the effect begins to… **Roll 1d5; (1)** Levitate a few feet out of the ground and emit an ominous thrumming noise for the duration of the spell. **(2)** Continuously twist and distort itself into grotesque new shapes that writhe about chaotically, but it stays anchored at the point designated by the caster when it was created. **(3)** The object appears as it did before, but periodically and randomly emits tortured screams while spell is active. **(4)** For the first 1d3 minutes of the spell, the object glows brightly: *Roll 1d8; 1= Red, 2= Orange, 3= Yellow, 4= Green, 5= Blue, 6= Indigo, 7= Violet, 8= Roll twice.* Then the glowing stops. **(5)** Nothing appears to happen and there is no way to tell if the items or creatures are protected until after a scrying attempt is made; then the object rings like a gigantic silver bell.

Corruption: Caster becomes an arcane beacon or lighthouse that shines brightly and deliciously into the multi-verse. This is a permanent effect and the caster cannot succeed at stealth checks versus supernatural and extra planar beings. Nor can they hide from the *Wizard Sight* spell or any other form of scrying. The caster is plagued at random by ghosts, spirits, angels, devils, demons, and other strange encounters. These creatures must be destroyed, chased off or otherwise dealt with appropriately. The creatures summoned are at least 2d3HD and possess strange powers. They may fight or act in other strange ways, and may even be helpful at the Storyteller's discretion, but these strange Beings will always want something in return for their services. The interval for this check is random and will be reset upon further corruptions. **Roll 1d4; (1)** Once per day.**(2)** Once per week. **(3)** Once per month. **(4)** Randomly appears once during any 2 month interval.



Misfire: One of the caster's allies within 40ft; determined randomly, becomes and arcane beacon or lighthouse that may be seen on any Plane as their aura shines brightly and deliciously into the multi-verse. Random ghosts, spirits, angels, devils, demons, and other strange Beings notice the aura if the target fails a Luck check. The creatures summoned are never more than 1d4HD and have strange powers and obscure, unknowable goals; fighting or acting in strange, possibly even helpful ways at the Storyteller's discretion.

1-4: Spell fails and is forgotten! **Roll 1d6** modified by Luck: **(0 or less)** Greater corruption + Misfire + Patron taint (or Spell corruption if no Patron), **(1-2)** Major corruption and Patron taint (or Spell corruption if no Patron), **(3-4)** Patron taint (or Spell corruption if no Patron), **(5+)** Misfire.

5-16: Spell fails and is forgotten.

17: *Partial success* – The caster is the only recipients of this spell; which lasts for 1 round per caster level, but otherwise functions as written in the general information heading. Spell is forgotten.

18-19: The caster may apply the spell to themselves, or one item, or one creature that is no greater than 1 cubic foot in size per caster level. The caster can point at the target as long as it is within 60ft of the caster. The spell lasts for 1 hour per caster level, but otherwise functions as written in the general information heading.

20-23: The caster may apply the spell to themselves and one item or creature per caster level. These items or creatures may be no larger than the caster; who may point at their targets as long as they are within 60ft of the caster. The spell lasts for 2 hours per caster level, but otherwise functions as written in the general information heading.

24-25: The caster may apply the spell to themselves and one item or creature per caster level. These items or creatures may be no larger than a cube with side of 5 feet. The caster can point at the targets as long as they are within 120ft of the caster. The spell lasts for one day, +2 hours per caster level as written in the general information heading. The spell now prevents spell and natural powers similar to clairaudience, ESP, and telepathy. Any conversations with the warded creatures or within 10ft of the protected items or creatures are shielded from eavesdropping. A DC15 Listen check is required by anyone outside this area to hear anything within the protected area. Those within this area may speak and cast spells normally.

26-28: The caster may apply the spell to themselves and two items or creatures per caster level. These items or creatures may be no larger than a cube with side of 10 feet. The caster can point at the targets as long as they are within 120ft of the caster. The spell lasts for one day, + 1 day per caster level as written in the general information heading. The *Arcane Veil* now prevents spell and natural powers similar to Clairaudience, ESP, and telepathy. Any conversations with the warded creatures or within 15ft of the protected items or creatures are shielded from eavesdropping. A DC15 Listen check is required by anyone outside this area to hear anything within the protected area. Those within this area may speak and cast spells normally.

29-33: The caster may apply the spell to themselves and two items or creatures per caster level. These items or creatures may be no larger than a 25ft cube per caster level. The caster can point at the targets as long as they are within 180ft of the caster. The spell lasts for one week, + 1 day per caster level as written in the general information heading and now prevents spell and natural powers similar to clairaudience, ESP, and telepathy. Any conversations with the warded creatures or within 15ft of the protected items or creatures are shielded from eavesdropping. A DC18 Listen check is required by anyone outside this area to hear anything within the protected area. Those within the area may speak and cast spells normally. Alternately, this level of result may be used to permanently conceal a non-mobile area equal to a diameter of 25ft per caster level with a ritual of 1 week, 1,000gp, and committing 3 points of spellburn.

34-35: The caster may apply the spell to themselves and 3 items or creatures per caster level. These items or creatures may be no larger than a 50ft cube. The caster can point at the targets as long as they are within 240ft of the caster. The spell lasts for one week, + 1 week per caster level as written in the general information heading and now prevents spell and natural powers similar to clairaudience, ESP, and telepathy. Any conversations with the warded creatures or within 20ft of the protected items or creatures are shielded from eavesdropping. A DC 18 Listen check is required by anyone outside this area to hear anything within the protected area. Those within the area may speak and cast spells normally. Alternately, this level of result may be used to conceal a non-mobile area equal to a diameter of 50ft per caster level with 1 week of ritual, 2,500gp, and committing 4 points of spellburn.

36-37: The caster may apply the spell to themselves and 3 items or creatures per caster level. These items or creatures may be no larger than a 100ft cube. The caster can point at the targets as long as they are within 500ft of the caster. The spell lasts for one month, + 1 week per caster level as written in the general information heading and now prevents spell and natural powers similar to clairaudience, ESP, and telepathy. Any conversations with the warded creatures or within 50ft of the protected items or creatures are shielded from eavesdropping. A DC 18 Listen check is required by anyone outside this area to hear anything within the protected area. Those within the area may speak and cast spells normally. Alternately, this level of result may be used to permanently conceal a non-mobile area equal to a diameter of 100ft per caster level with 1 week of ritual, 5,000gp, and committing 5 points of spellburn.

38-39: The caster may apply the spell to themselves and 5 items or creatures per caster level. These items or creatures may be no larger than a 150ft cube. The caster can point at the targets as long as they are within 1000ft of the caster. The spell lasts for one year, + 1 month per caster level as written in the general information heading and prevents spell and natural powers similar to clairaudience, ESP, and telepathy. Any conversations with the warded creatures or within 60ft of the protected items or creatures are shielded from eavesdropping. A DC20 Listen check is required by anyone outside this area to hear anything from within the protected area. Those within the area may speak and cast spells normally. Alternately, this level result may be used to permanently conceal a non-mobile area equal to a diameter of 250ft per caster level with 1 month of ritual, 10,000gp, and committing 6 points of spellburn; 3 of which are permanently lost.

40-41: The caster may apply the spell to themselves and 5 items or creatures per caster level. These items or creatures may be of any size; but they must still be mobile, non-geologic structures. The caster can apply this spell to any target they wish by thinking about them so long as the targets are within 1 mile of the caster. The spell lasts for 10 years, + 1 year per caster level as written in the general information heading and prevents spell and natural powers similar to clairaudience, ESP, and telepathy. Any conversations with the warded creatures or within 70ft of the protected items or creatures are shielded from eavesdropping. A DC20 Listen check is required by anyone outside this area to hear anything within the protected area. Alternatively, this level of result may be used to permanently conceal a non-mobile area equal to a diameter of 1000ft per caster level with 3 month of ritual, 20,000gp, and committing 8 points of spellburn; 4 of which are permanently lost.

42+ As a result of 40-41, but spell may be applied to the caster and 10 other targets per caster level. The items or creatures may be of any size; but they must still be mobile, non-geologic structures. The caster can apply this spell to any target simply by thinking about them so long as the targets are within 100 miles of the caster and they need not be on the same plane of existence. The spell is permanent if the caster commits 2 points of spellburn per object or creature the spell is placed upon. It functions as written in the general information heading and prevents spell and natural powers similar to clairaudience, ESP, and telepathy. Warded creatures may speak and cast spells normally. Alternately, this level of result may be used to permanently conceal a non-mobile area equal to a diameter of 1 mile per caster level with 6 months of ritual, 50,000gp, and 10 points of spellburn; 5 of which are permanently lost.

Cloud of Fresh Air

Level: 1	**Range:** Varies	**Duration:** varies	**Casting Time:** 1 round
Reversible	Yes, see *Choking Cloud* spell, DCC Core Rules		
Ritual Spell	Yes		
Save	None		

General: You summon forth a refreshing blast of pure sweet air that has various effects. This spell doesn't function under water. In many respects this spell functions in a similar manner to the *Choking Cloud* spell, but its purpose it to provide the target with a supply of clean fresh air. Under the rules of inverse spells, this spell may also be used to nullify and possibly even counteract the damage caused by a *Choking Cloud* spell. Each result on the spell's results table outlines any available uses for this spell. While this spell can protect individuals from breathing harmful gasses and poisons, it does nothing to disperse harmful vapors or other atmospheric conditions beyond the boundaries of the spell's effects. Any time the caster chooses to move one of the summoned zones of clean air, it requires all of the caster's concentration and they may not cast spells or do anything other than move along with the cloud.

Manifestation: These manifestations are benign and cause no problems for the spell's recipients. **Roll 1d5: (1)** White clouds envelope the target for the duration of the spell. **(2)** Rainbow mists envelope the targets for the duration of the spell. **(3)** Explosion of swirling fragrance envelope the targets for the duration of the spell; *roll 1d8: 1= Rose, 2= Sandalwood, 3= Patchouli, 4= Mountain Valley Rain Storm, 5= Pine Needles, 6= Bog Berry, 7= Cinnamon, 8= Apples*. **(4)** Bubbly geysers of fresh air that erupting from the ground at the targets feet as they move about. **(5+)** A fleshy, alien tumor develops and seals tightly over the recipient's nose and mouth while spell is active. It filters the air, making it clean and fresh and of the type the recipient needs.

Corruption: **Roll 1d8: (1)** Caster permanently loses their sense of smell. Furthermore, anything coming into contact with the caster becomes similarly afflicted. These secondary contacts are considered to be minor curses. **(2-3)** The caster's body, clothing, and equipment reeks of rotten garbage no matter how often they bathe, change, or replace clothing; granting a +3 bonus on attempts to follow the caster. **(4-6)** The caster's body, clothing, and equipment reeks of stagnant sewage no matter how often they bathe, change, or replace clothing: this grants scent tracers a +2 bonus on any attempts to follow the caster. **(7+)** The caster's body, clothing, and equipment reeks of stagnant sewage no matter how often they bathe, change, or replace clothing: this grants scent tracers a +1 bonus on any attempts to follow the caster.

Misfire: As a result on the corruption table above, but it is one of the caster's allies who is affected. The effect is temporary. **Roll 1d4: (1)** One month, **(2)** One week, **(3)** 1d3 days, **(4)** One day. Those afflicted by these misfires leave a scent trail that is easily followed with a DC 8 Tracking check for the next 24 hours. The DC doesn't account for weather or environment.

1: Spell fails and is forgotten! **Roll 1d6** modified by Luck: **(0 or less)** Major corruption + Misfire + Patron taint (or Spell corruption if no Patron), **(1)** Major corruption, **(2)** Patron taint (or Spell corruption if no Patron), **(3+)** Misfire.

2-10: Spell fails and is forgotten.

11: *Partial success* – The caster gains a +1 save versus gasses and airborne toxins for the next 1d3 rounds, but they suffer a -1 penalty to stealth checks due to a continuous volley of rude and loud noises. The spell is forgotten.

12-13: One target within 5ft/ caster level is engulfed in a personal zone of clean, sweet air for 1d4 rounds. The target gains a +1 bonus on saves verses damages from choking clouds, bad air, poison gasses, and other similar atmospheric hazards. If cast upon a living creature or mobile item, the spell effect will travel with the creature or item without need of concentration and still retain its effectiveness.

14-17: As a result of 12 – 13, but the caster may apply the spell to as many as 1d3+1 targets; or, the caster may choose one target (which may be themselves) to be protected for 3d4 rounds.

18-19: Targets are engulfed in a personal zone of clean, sweet air for 2d4 rounds. The targets gain a +2 bonus on saves verses damages from choking clouds, bad air, poison gasses, and other similar atmospheric hazards. The caster may apply the spell to as many as 2d3+1 targets within 10ft/ caster level; or, the caster may choose one target (which may be themselves) within the same distance to be protected for 4d4 rounds, +1 round/ caster level. If cast upon a living creature or mobile item, the spell effect will travel with the creature or item without need of concentration and still retain its effectiveness.

20-23: Caster summons forth a single cloud of sweet, clean air somewhere within 15ft/ caster level; the cloud has a radius of 20ft and lasts for 1d6 rounds. The zone of clean air pushes outwards from the center, so it keeps noxious vapors away from those within the cloud until the spell duration expires. Those within the cloud gain a +1 bonus to AC versus missile attacks from outside the cloud. Those within the cloud may re-roll their last failed save verses damages from choking clouds, bad air, poison gasses, etc. suffered immediately prior to their entering of *Cloud of Fresh Air* spell with a +2 bonus. Alternately, the caster may target up to 2d3 creatures or mobile items (which may be themselves) +1 target per caster level of the wizard within the same range. This personalized version of the spell will only affect an area with a 5ft radius that travels with the enchanted creature or item without need of concentration. The targets gain all benefits granted to those within the larger version of this cloud except the AC bonus. This version of the effect lasts for 3d4 rounds.

24-27: Caster summons forth a single cloud of sweet, clean air somewhere within 20ft/ caster level; the cloud has a radius of 30ft and lasts for 2d6 rounds, + 1 round/ caster level of the wizard. The zone of clean air pushes outwards from the center, so it keeps noxious vapors away from those within the cloud until the spell duration expires. Those within the cloud gain a +1 bonus to AC versus missile attacks from outside the cloud. Those within the cloud may re-roll their last failed save verses damages from choking clouds, bad air, poison gasses, etc. suffered immediately prior to their entering of *Cloud of Fresh Air* spell with a +3 bonus. The caster may concentrate to move the cloud up to 50ft/ round. Alternately, the caster may target up to 2d4 creatures or mobile items (which may be themselves) +1 target per caster level of the wizard within the same range. The spell will only affect an area with a 5ft radius that travels with the creature or item without need of concentration. The targets gain all benefits granted to those within the larger version of this cloud except the AC bonus. This version of the effect lasts for 3d6 rounds, +1 round/ caster level.

28-29: Caster summons forth a single cloud of sweet, clean air somewhere within 25ft/ caster level; the cloud has a radius of 40ft, +5ft/ caster level which lasts for 3d6 minutes, + 1 minute per caster level of the wizard. The zone of clean air pushes outwards from the center, so it keeps noxious vapors away from those within the cloud until the spell duration expires. Those within the cloud gain a +2 bonus to AC versus missile attacks from outside the cloud. Those within the cloud may re-roll their last failed save verses damages from choking clouds, bad air, poison gasses, etc. suffered immediately prior to their entering of *Cloud of Fresh Air* spell with a +3 bonus. The caster may concentrate to move the cloud up to 50ft/ round. Alternately, the caster may target up to 3d4 creatures or mobile items (which may be themselves) +1 target/ caster level of the wizard within the same range. This personalized version of the spell will only affect an area with a 5ft radius that travels with the enchanted creature or item without need of concentration. The targets gain all benefits granted to those within the larger version of this cloud except the AC bonus. This version of the effect lasts for 3d8 rounds, +1 round per caster level.

30-31: Caster summons forth two clouds of sweet, clean air somewhere within 50ft/ caster level; each with a radius of 40ft, +5ft/ caster level of the wizard. The zones of clean air push outwards from their centers keeping noxious vapors away from those within the clouds until the cloud's duration expires. Each cloud has its own duration of 3d8 minutes, + 1 minute / caster level of the wizard who may concentrate to move one cloud, once per round up to 50ft, +25ft/ caster level. Those within the clouds gain a +2 bonus to AC versus missile attacks from outside the cloud. Those within the cloud may re-roll their last failed save verses damages from choking clouds, bad air, poison gasses, etc. suffered immediately prior to their entering of *Cloud of Fresh Air* spell with a +3 bonus. Alternately, the caster may target up to 3d6 creatures or mobile items (which may be themselves) +1 target per caster level of the wizard within the same range. This personalized version of the spell will only affect an area with a 5ft radius that travels with the enchanted creature or item without need of concentration. The targets gain all benefits granted to those within the larger version of this cloud except the AC bonus. This version of the effect lasts for 3d10 rounds, +1 round per caster level.

32-33: Caster summons forth 2d3 clouds of sweet, clean air somewhere within 100ft/ caster level; each with a radius of 40ft, +5ft/ caster level of the wizard. The zones of clean air push outwards from their centers keeping noxious vapors away from those within the clouds until the cloud's duration expires. Each cloud has its own duration of 3d10 minutes, + 2 minutes / caster level of the wizard who may concentrate to move one cloud up to 100ft, +50ft/ caster level. Those within the clouds gain a +3 bonus to AC versus missile attacks from outside the cloud. Those within the cloud may re-roll their last failed save verses damages from choking clouds, bad air, poison gasses, etc. suffered immediately prior to their entering of *Cloud of Fresh Air* spell with a +4 bonus. Alternately, the caster may target up to 3d8 creatures or mobile items (which may be themselves) +1 target per caster level of the wizard within the same range. This personalized version of the spell will only affect an area with a 5ft radius that travels with the enchanted creature or item without need of concentration. The targets gain all benefits granted to those within the larger version of this cloud including the AC bonus. This version of the effect lasts for 3d12 rounds, +1 round per caster level.

34-35: Caster summons forth 2d4 clouds of sweet, clean air somewhere within 150ft/ caster level; each with a radius of 50ft, +10ft/ caster level of the wizard. The zones of clean air push outwards from their centers keeping noxious vapors away from those within the clouds until the cloud's duration expires. Each cloud has its own duration of 3d10 turns, + 1 turn / caster level of the wizard who may concentrate to move two clouds up to 200ft, +50ft per caster level. Those within the clouds gain a +3 bonus to AC versus missile attacks from outside the cloud. Those within the cloud may re-roll their last save verses damages from choking clouds, bad air, poison gasses, etc. suffered immediately prior to their entering of *Cloud of Fresh Air* spell with a +4 bonus. Alternately, the caster may target up to 3d10 creatures or mobile items (which may be themselves) +1 target per caster level of the wizard within the same range. This personalized version of the spell will only affect an area with a 5ft radius that travels with the enchanted creature or item without need of concentration. The targets gain all benefits granted to those within the larger version of this cloud including the AC bonus. This version of the effect lasts for 3d14 minutes, +1 minute/ caster level.

36+ Caster summons forth 3d4 clouds of sweet, clean air somewhere within 200ft/ caster level; each with a radius of 100ft, +25ft/ caster level of the wizard. The zones of good air push outwards from their centers keeping noxious vapors away from those within the clouds until the cloud's duration expires. Each cloud has its own duration of 3d10 hours, + 1 hour/ caster level of the wizard who may concentrate to move three clouds up to 200ft, +100ft/ caster level. The wizard may not move more than one cloud of fresh air in the same round. Those within the clouds gain a +4 bonus to AC versus missile attacks from outside the cloud. Those within the cloud may reroll their last failed save verses damages from choking clouds, bad air, poison gasses, etc. suffered immediately prior to their entering of *Cloud of Fresh Air* spell with a +5 bonus. Alternately, the caster may target up to 3d12 creatures or mobile items (which may be themselves) +1 target per caster level of the wizard within the same range. This personalized version of the spell will only affect an area with a 5ft radius that travels with the enchanted creature or item without need of concentration. The targets gain all benefits granted to those within the larger version of this cloud including the AC bonus. This version of the effect lasts for 3d16 turns, +1 turn/ caster level.

Destroy Potion

Level: 3	**Range:** Varies	**Duration:** Instant	**Casting Time:** 1 round
Reversible	Yes, see the *Make Potion* spell		
Ritual Spell	Yes		
Save	Potions and unguents in the possession of characters and NPC's receive a Fortitude save versus the DC listed in the spell or it is ruined. Unattended potions and unguents are automatically affected.		

General: With the knowledge to create potions also comes the knowledge to destroy them. This spell does exactly what the name says: destroys potions, and anything that functions like them. This spell affects mundane or magical: potions, unguents, tinctures, teas, tisanes, ointments, salves, oils, and balms or other similar items. Any mundane or magical potion type items targeted or caught within the area of effect are destroyed or altered with various consequences to those nearby. With a sufficiently potent spell result the potions held by others may even be destroyed without a save. The increasing levels of casting success determine the range and the DC to resist the effect. All effects are permanent insofar as any damaged potions, unguents tinctures, teas, tisanes, ointments, salves, oils, or balms or similar items may not be repaired or salvaged, and are likely to be quite toxic if they have not exploded. Ability score and damage points lost from any of these toxins may only be recovered via the *Restore Vitality* or *Remove Curse* spell of sufficient strength unless the spell result states otherwise. The radius of effect for any steam explosions created by this spell is 5ft/ level of the spell contained in the destroyed potion, unguent, tincture, tea, tisane, ointment, salve, oil, or balm or similar item: minimum radius of 5ft. Unless the entry states otherwise, any acidic compounds created will only affect organic materials.

Manifestation: **Roll 1d8: (1)** Open containers, mugs, and beakers begin to foam and froth, sealed canisters and corked bottles begin to tremble with pent up pressure when affected by this spell. **(2-4)** All of the affected potions, oils, unguents, etc. glow with neon light as bright as a torch, roll 1d8 to determine the color of the light: *1= Red, 2= Orange, 3= Yellow, 4= Green, 5= Blue, 6= Indigo, 7= Violet, 8= Roll twice.* **(5-6)** A jagged arc of lightning dances between the caster and the affected items. If the caster is: lawful, the bolt is blue; Neutral, the bolt is gray. If the caster is chaotic, the bolt is a new color every time: use the chart above to determine its color. **(7)** Affected items tremble and rattle a bit while emitting a high pitched keening noise. **(8+)** Nothing happens. Absolutely no outward signs of danger are present and there are no tell-tale signs of tampering with any targeted item to give warning that something is about to go terribly wrong.

Corruption: **Roll 1d8: (1)** Caster becomes incapable of benefiting from any of the items listed in this spell; this is a major curse and requires a *Remove Curse* spell cast with at least a result of 27 to remove. **(2-3)** Caster becomes incapable of benefiting from any of the items listed in this spell for 1 month per caster level. **(4-6)** Every time the caster attempts to use any of the types of items listed in this spell, they must roll d% die to determine its effective potency; i.e. if they roll a 24 they only receive the benefits of the item's normal effects at 24% of their normal abilities (rounding down). A roll of 80% means the potion delivers 80% of its benefits, etc. **(7)** Any time the caster attempts to use one of the items listed in this spell, it functions normally, but with one strange side-effect. The caster becomes irresistibly tasty to monsters and carnivorous animals increasing the caster's chance of random encounters by 50%. **(8+)** Any time the caster opens the container of one of the listed items it begins to shriek and wail loud enough to be heard 40ft away.

Misfire: **Roll 1d6: (1)** The caster and all of his or her allies within 20ft become incapable of benefiting from any of the items listed in this spell for 2 days per caster level of the wizard who bungled the spell. **(2-5)** The caster and two random allies of the caster become incapable of benefiting from any of the items listed in this spell for 1 day per caster level of the wizard who bungled the spell. **(6+)** The caster and one random ally of the caster becomes incapable of benefiting from any of the items listed in this spell for 1 hour per caster level of the wizard who bungled the spell. In these ill-favored manifestations, any items used by the afflicted are still consumed and lost.

1-3: Spell fails and is forgotten! **Roll 1d6** modified by Luck: **(0 or less)** Greater corruption + Misfire + Patron taint (or Spell corruption if no Patron), **(1)** Major corruption or Spell corruption, **(2-3)** Patron taint (or Spell corruption if no Patron), **(4+)** Misfire.

4-14: Spell fails and is forgotten.

15: *Partial success* – One targeted mundane item listed in the general information heading that the caster can see and is within 15ft must succeed at a DC8 Fortitude save versus or it is converted to foul tasting but potable water. If unattended, it rolls 1d20 with a +1 bonus per level of the spell it contains as it's save roll. Spell is forgotten.

16-17: One targeted mundane or magical item listed in the general information heading that the caster can see and is within 30ft is destroyed as noted here on a failed DC14 Fortitude save. Owned items must succeed at a DC10 Fortitude save or they are transmuted into an acidic compound causing 1 point of acid damage when applied topically; if ingested the victim must succeed at a DC12 Fortitude save or they are poisoned for 1 point of Stamina damage.

18-21: One targeted mundane or magical item listed in the general information heading that the caster can see and is within 30ft, +5ft per caster level is destroyed as noted here unless it succeeds at a DC16 Fortitude save. Owned items must succeed at a DC12 Fortitude save or they are transmuted into an acidic compound causing 1d4 points of acid damage, +1 point per level of the spell formerly contained in the item if applied topically; if ingested, the victim must succeed at a DC14 fortitude save or they are poisoned for 1d4 points of Stamina damage.

22-23: The caster may target 2d3 mundane or magical items listed in the general information heading that the caster can see and are within 30ft, +10ft per caster level are destroyed as noted here unless they succeed at a DC18 Fortitude save. Owned items must succeed at a DC14 Fortitude save or they are flash-boiled and explode from the steam pressure causing 1d6 points of heat and slashing damage, +1 point per level of spell formerly contained in the destroyed item. Victim gets a DC16 Fortitude save for half damage.

24-26: The caster may target 3d4 mundane or magical items listed in the general information heading that the caster can see and are within 50ft, +10ft per caster level are destroyed as noted here unless ithey succeed at a DC20 Fortitude save. Owned items must succeed at a DC16 Fortitude save or they are either flash-boiled and explode from the steam pressure causing 1d8 points of heat and slashing damage, +1 point per level of spell formerly contained in the item: or the target of the spell is transmuted into an acidic compound that inflicts 2d4 points of acid damage when applied topically. If ingested, the victim must succeed at a DC18 Fortitude save or they are poisoned for 1d6 points of Stamina damage. Roll randomly to determine which form the destruction takes whenever an affected item get used. The wizard and one ally per caster level may be sheltered from this effect.

27-31: All mundane or magical items listed in the general information heading that the caster can see and are within 50ft, +25ft per caster level are destroyed as noted here unless they succeed at a DC22 Fortitude save. Owned items must succeed at a DC18 Fortitude save or they are either flash-boiled and explode from the steam pressure causing 1d10 points of heat and slashing damage, +1 point per level of spell formerly contained in the item: victims are allowed a DC20 Fortitude save for half damage. Or the target of the spell is transmuted into an acidic compound. This compound causes 2d5 points of acid damage when applied topically. If ingested, the victim must succeed at a DC22 Fortitude save or they are poisoned for 1d8 points of Stamina damage. Roll randomly to determine which form the destruction takes upon its use. The wizard and one ally per caster level may be sheltered from this effect.



32-33: All mundane or magical items listed in the general information heading within 100ft, +25ft per caster level are destroyed as noted here unless in the possession of a character, NPC, or creature. Owned items must succeed at a DC20 Fortitude save or they are either flash-boiled and explode from the steam pressure causing 1d12 points of heat and slashing damage, +1 point per level of spell formerly contained in the item: victims are allowed a DC22 Fortitude save for half damage. Or the targets of the spell are transmuted into an acidic compound. That inflicts 2d6 points of acid damage when applied topically. If ingested, the victim must succeed at a DC22 Fortitude save or become poisoned; causing 1d6 points of Stamina and Strength damage. Roll randomly to determine the form the destruction takes upon its use. The wizard and two allies per caster level may be sheltered from this effect.

34-35: All mundane or magical items listed in the general information heading within 100ft, +50ft per caster level are destroyed as noted here unless in the possession of a character, NPC, or creature. Owned items must succeed at a DC22 Fortitude save or they are either flash-boiled and explode from the steam pressure inflicting 1d14 points of heat and slashing damage, +1 point per level of spell formerly contained in the item: victims are allowed a DC24 Fortitude save for half damage. Or the target of the spell is transmuted into an acidic compound that inflicts 2d7 points of acid damage when applied topically; this acid now affects non-precious stones, glass, and crystal, but not the target's original container. If ingested, the victim must succeed at a DC24 Fortitude save or become poisoned for 1d7 points of Stamina and Strength damage. The caster chooses which effect to implement at the time of casting; but the choice is applied to all affected items. The caster and their allies within 20ft per caster are sheltered level from this effect.

36-37: All mundane or magical items listed in the general information heading within 150ft, +50ft per caster level are destroyed unless in the possession of a character, NPC, or creature. Owned items must succeed at a DC24 Fortitude save or they are either flash-boiled and explode from the steam pressure inflicting 1d16 points of heat and slashing damage, +1 point per level of spell formerly contained in the item: victims are allowed a DC26 Fortitude save for half damage. Or the target of the spell is transmuted into an acidic compound inflicting 2d8 points of acid damage when applied topically; this acid now affects precious stones, glass, crystal, and non-precious metals; but not the target's original container. If ingested, the victim must succeed at a DC26 Fortitude save or become poisoned for 2d4 points of Stamina and Strength damage. The caster chooses which effect to implement at the time of casting; but the choice is applied to all affected items. The caster and their allies within 40ft per caster level are sheltered from this effect.

38-39: All mundane or magical items listed in the general information heading within 150ft, +75ft per caster level are unless in the possession of a character, NPC, or creature. Owned items must succeed at a DC26 Fortitude save or they are either flash-boiled and explode from the steam pressure inflicting 1d20 points of heat and slashing damage, +2 points per level of spell formerly contained in the item: victims are allowed a DC26 Fortitude save for half damage. Or the target of the spell transmutes into an acidic compound that inflicts 2d10 points of acid damage when applied topically; the acid affects everything except the target's original container. If ingested, the victim must succeed at a DC26 Fortitude save or become poisoned for 2d5 points of Stamina, Strength, and Agility damage. The caster chooses which effect to implement at the time of casting and may shelter themselves and The wizard and their allies within 50ft per caster level may be sheltered from this effect..

40+ All mundane or magical items listed in the general information heading within 200ft, +75ft per caster level are destroyed even if they are in the possession of a character, NPC, or creature. The wizard and their allies may be sheltered from this effect. The targets of the spell either flash-boil and explode from the steam pressure causing 1d24 points of heat and slashing damage, +3 points per level of spell formerly contained in the item: no save. Or the target of the spell transmutes into an acidic compound causing 2d12 points of acid damage when applied topically; the acid affects all substances except the target's original container. If ingested the victim must succeed at a DC26 Fortitude save or they are slain. Their bodies may only be recovered or revived via the *completion of a quest, or divine aide*. The caster chooses which effect to implement at the time of casting and may choose how each item is affected.

Determined Locomotion

Level: 2	**Range:** Self and others	**Duration:** Varies	**Casting Time:** 10 minutes
Reversible	No		
Ritual Spell	Yes		
Save	Willpower versus casting check result for unwilling participants.		

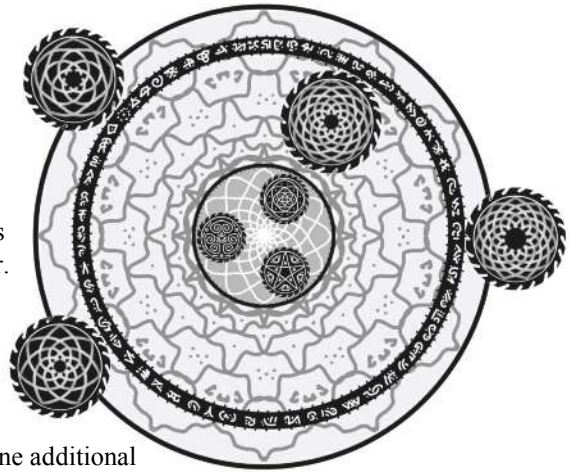
General: At lower levels this spell infuses the recipient's bodies with arcane energy granting them minor boosts to speed and physical checks. At greater levels of power this spell summons several spectral mounts; as long as the caster and the spell's recipients are willing to pay the costs. This spell can only be applied to living creatures who must sacrifice ability score points to receive the benefits of this spell. These burned attribute points are recovered normally. Bonuses to movement related actions include, but are not limited to the skills: *Climb, Jump, Swimming,* as well as the thief skills; *Sneak silently, Hide in Shadows,* and *Climb Sheer Surfaces*. If the spell grants a climb and or swim speed, they only need to make such skill checks when defending themselves or, doing something risky. See creature entry on page 101 for details on *Spectral Mounts* and the recipients may triple their spell burn to permanently bond with the spectral mounts, but the caster loses the ability to remember or cast this spell until the mount is slain.

Manifestation: **Roll 1d4; (1)** The recipients of this spell become more muscular and seem to overflow with arcane vitality that occasionally sparks across their bodies. **(2)** The recipients of the spell glow with a soft blue light. **(3)** Greasy smoke coils out from the caster to envelop all the recipients of the spell, their bodies seem to dissolve into the smoke and then pop back into reality a few moments after the smoke clears. **(4)** Strange creatures appear next to each of the recipients of the spell and stabs them with some kind of strange needle like weapon; which causes pain but do no significant damage. Which entities appear depends on the alignment of the caster; (L) Draconic, (C) Demonic, or (N) Faerie.

Corruption: Each time the caster suffers corruption from this spell they slowly begin to transform into the same type of spectral mount that they could summon; though they gain no benefits from these minor mutations until the transformation is completed. The 10th time the caster is corrupted by this spell (and anytime thereafter) they must succeed at a Luck check or disappear forever; joining the eternal herds of spectral mounts.

Misfire: Caster is automatically hated by any animals used as riding beasts. They attack the caster on sight for the next: **roll 1d5; (1)** 1d3 days, **(2)** 1d3 hours, **(3)** 1d3 turns, **(4)** 1d3 minutes, **(5+)** 1d3 rounds.

1-2: Spell fails and is forgotten! **Roll 1d6** modified by Luck: **(0 or less)** Greater corruption + Misfire + Patron taint (or Spell corruption if no Patron), **(1)** Major corruption, **(2)** Patron taint (or Spell corruption if no Patron), **(3+)** Misfire.



3-12: Spell fails and is forgotten.

13: Spell fails, but is retained in memory.

14-15: The spell grants the caster a +5ft bonus to land move speeds and a +1 bonus on all physical checks related to movement. Duration is 1 hour/ level of caster.

16-19: The spell grants the targets a +5ft bonus to land move speeds and a +1 bonus on all physical checks related to movement. Targets gain a climbing speed equal to the base land speed with applicable modifiers. The wizard may activate the spell for up to one additional creature per 3 caster levels. Duration is 2 hours, +1 hour per level of the caster.

20-21: The spell grants the targets a +5ft bonus to land move speeds and a +1 bonus on all physical checks related to movement, armor class, and save rolls. Targets gain swimming and climbing speeds equal to their base land speed with applicable modifiers. The wizard may activate the spell for up to 1 additional creature per 3 caster levels with a duration of 3 hours, +1 hour/ caster level.

22-25: The spell grants the targets a +10ft bonus to land move speeds and a +1 bonus on all physical checks related to movement, armor class, and save rolls. Targets gain swimming and climbing speeds equal to their base land speed with applicable modifiers. The wizard may activate the spell for up to 1 additional creature per 2 caster levels with a duration of 4 hours, +1 additional hour / caster level. The spell requires 1 point of spellburn from the caster and each recipient of the spell.

26-29: The spell grants the target a +10ft bonus to land move speeds and a +1 bonus on all physical checks related to movement, armor class, save rolls, as well as for attack and damage rolls. Targets gain swimming and climbing speeds equal to their base land speed with applicable modifiers. The speed bonus now applies to flying speeds if the subject already has this mode of movement. The wizard may activate the spell for up to 1 creature per caster level with a duration of 5 hours, +1.5 hours/ caster level. Casting the spell requires 2 points of spellburn from the caster and 1 from each recipient.

30-31: The spell grants the targets a +20ft bonus to land move speeds and a +2 bonus on all physical checks related to movement, armor class, save rolls, as well as for attack and damage rolls. Targets gain swimming and climbing speeds equal to their base land speed with applicable modifiers. The bonus applies to flying speeds if the subject already has this mode of movement. The wizard may activate the spell for up to 2 creatures per caster level with a duration of 6 hours, +1.5 hours/ level of wizard. Casting the spell requires 3 points of spellburn from the wizard and 1 point from each recipient.

32-33: The spell grants the targets a +30ft bonus to land move speeds and a +2 bonus on all physical checks related to movement, armor class, save rolls, as well as for attack and damage rolls. Targets gain swimming, climbing, and flying speeds equal to their base land speed with applicable modifiers. The wizard may activate the spell for up to 3 additional creatures per caster level with a duration of 1 day, +1 day/ caster level. Casting the spell requires 4 points of spellburn from the wizard and 2 points from each recipient.

34-35: The spell grants the targets a +2 bonus on all physical checks related to movement, armor class, save rolls, and on attack and damage rolls. Targets of the spell are granted control of a spectral creature about the size and with similar abilities of a pony; see page 101. The wizard summons mounts for up to 3 humanoids / caster level for the duration listed below. Alternately, the caster may choose to invoke a lesser result on this table while retaining the following duration and spellburn: 2 days, +2 days/ level of caster. Casting the spell requires 4 points of spellburn from the wizard and 2 from each recipient.

36-37: The spell grants the targets a +2 bonus on all physical checks related to movement, armor class, save rolls, as well as for attack and damage rolls. Targets of the spell are granted control of a spectral creature about the size and with similar abilities of a normal riding horse; see page 101. The wizard summons mounts for up to 4 humanoids / caster level for the duration listed below. Alternately, the caster may choose to invoke a lesser result on this table while retaining the following duration and spellburn: 2 weeks, +2 days per level of caster. Casting the spell requires 5 points of spellburn by the wizard and 3 from each recipient.

38+ The spell grants the targets a +3 bonus on all physical checks related to movement, armor class, save rolls, as well as for attack and damage rolls. Targets of the spell are granted control of a spectral creature about the size and with similar abilities of a war horse; see page 101. The wizard summons mounts for up to 5 humanoids / caster level for the duration listed below. Alternately, the caster may choose to invoke a lesser result on this table while retaining the following duration and spellburn: 3 months, +3 weeks/ level of caster. Casting the spell requires 6 points of spellburn by the wizard and 4 from each recipient.

Spectral Mounts

Type	Spirit	Spirit	Spirit
Spell result	34-35	36-37	38+
Size	Medium	Large	Large
Reach	5ft	5ft	5ft
STRength	15/ +1	17 / +2	19 / +4
AGILity	16 / +2	15 / +1	14 / +1
STAMina	13 / +1	15 / +1	16 / +2
INTelligence	As caster	As caster	As caster
PERsonality	9	9	13 / +1
LUCK	9	9	9
Action Die	1d16	1d20	1d20
Lift	15lbs.	34lbs.	38lbs.
Drag	45lbs.	136lbs.	152lbs.
Carry	150lbs.	340lbs.	380lbs.
Speed (Land)	50ft	75ft	100ft
Run	240ft/ rd 117 min	355ft/ rd 135 min	400ft/ rd 144 min
Sprint	720ft for 6 rounds	1065ft for 7 rounds	1200ft for 7 rounds
Speed (Swim)	50ft	75ft	100ft
Run	No	No	No
Sprint	No	No	No
Speed (Burrow)	50ft	75ft	100ft
Run	No	No	No
Sprint	No	No	No
Speed (Fly)	50ft	75ft	100ft
Acceleration	50ft	75ft	100ft
Deceleration	50ft	75ft	100ft
Glide	No	No	No
Hover	Yes; 6rds	Yes; 7rds	Yes; 8rds
Initiative	As rider, or +2	As rider, or +1	As rider, or +1
AC	14	12	15
Hit points {1d10+}	11+CL	11+CL	24+CL
Attack Die	None	None	1d20+4
			2@1d16+4
Damage	None	None	
(Bite)			1d5+4
(Kick)			1d8+4
(Trample)			3d8+12
Crit Die & Table	None	None	1d8/ M
Fortitude	+2	+2	+3
Reflex	+3	+2	+2
Willpower	+1	+1	+2

Alignment: Neutral

General Information: These mostly benign spirits can be summoned via this or other spells capable of summoning spirits. These telepathic spirits always appear with the saddles and tack needed for their rider. Their abilities are fixed, and unaffected by their physiognomy even though they vary in appearance by color and upon the alignment of the caster. They are always translucent with glowing white eyes. If the caster is lawful the beasts are randomly colored dragons. If the caster is neutral the beasts appear as randomly colored, winged unicorns. If the caster is chaotic, the beasts appear to be winged demons. Within the context of the *Determined Locomotion* spell, the spellburn committed by the recipients of this spell's effects bonds the summoned steed to its new master and it remains loyal only to that master and cannot be further commanded by its summoner. **Roll 1d14** to determine color of the summoned creature: 1= Red, 2=Orange, 3= Yellow, 4= Green, 5= Blue, 6= Indigo, 7= Violet, 8= Black, 9= Gray, 10= White, 11= Gold, 12= Silver, 13= Zebra stripes, roll twice 14= Polka dots, roll thrice.

When not needed by their masters these creatures disappear to another dimension, but may be recalled in an instant by their masters when needed as long as the spell which summoned them still has any time remaining. If left within this other realm for more than 8 hours, they are healed and will return with full hit points and free from infirmities, curses and other maladies when next they are summoned.

Attack Profile: Only the most powerful of these spirits have combat ability and are treated as well trained war horses with similar attacks & skills. They always have maximum hit points when first Summoned. For results of 38+ the spirit has a additional +2 bonus to armor class included in their statistics block.

Special Abilities: Their riders are protected from the rigors of high altitude, drowning, as well as suffocation and the debris from burrowing, but not from cold, pressure or vacuum damage. These creatures do not need to eat, sleep, or breathe and are not subject to any attacks, spells, or deprivations derived from these needs and they are immune to poisons and diseases.

Immunities & Vulnerabilities: These spirits are vulnerable to any spells that affect spirits, such as *Banish, Binding, Dispel Magic, Summoning*, and any other similar spells or abilities that affect spirits. These creatures are also subject to the turning powers of clerics who deem spectral mounts to be unholy. They are immune to the damage from mundane weapons and cannot be healed except with rest upon their home plane. Their running and sprinting actions may only be used a total of twice per day; *i.e. run and sprint once per day, or run twice, or sprint twice per day.*

Devastation

Level: 5	**Range:** 250ft, +50ft/ Caster Level	**Duration:** Varies	**Casting Time:** 1 hour
Reversible	No		
Ritual Spell	Yes		
Save	Special: See text		

General: This spell is not for personal combat. It is reserved for when the wizard has no need of finesse and instead requires that immense quantities of destruction rain down upon their enemies. This spell should never be used within a confined space… even one of titanic proportions as the spell will likely cause the entire structure or cavern to collapse about the caster and his or her allies. In such cases there is at least a 75% chance of destroying the cavern or structure just from casting the spell, regardless of success or failure. This spell is usually reserved for battles with large numbers of opponents or for very large opponents; and definitely when facing large numbers of very large opponents. The spell itself is rather simple in that it creates multiple 'fireball-type' impact events at locations within range of the spell that are usually chosen by the caster. The greater the manifestation level, the more locations that can be targeted with even larger blast zones. However, the level of arcane power required to invoke this spell is dangerous in its own right, and the mind of a mortal wizard will always have difficulty channeling and focusing these titanic forces if they are casting this spell without the aid of other wizards. Only living creatures, intelligent undead, supernatural creatures and their possessions as well as occupied structures are entitled to save rolls. For save rolls occupied buildings roll 1d30, -1 per floor in its construction and may gain additional bonuses or penalties from spells, construction, odd materials, etc. at the Storyteller's discretion.

The type of energy released by the spell are random with every impact; **roll 1d8** to determine the type of energy, **(1)** Acid, **(2)** Bludgeoning, **(3)** Electricity, **(4)** Fire, **(5)** Frost, **(6)** Piercing, **(7)** Slashing, **(8)** Sonic. There will also be lingering effects based upon the types of energy released at each impact site and the die result for these secondary effects will usually be some form of damage. It can be ability score damage, or the total penalty applied to skills and item's Fortitude saves to avoid becoming broken or degraded. It can even be the damage taken when someone slips and falls, etc. Additional effects have their own save rolls and damage values, but overlapping zones of destruction can have odd secondary repercussions from the influx different types of energy

Secondary elemental damage effects:

- *Acid* – Affects organic materials, glass, and non-precious stone and metals. It creates slippery pools of waste and noxious fumes. Fortitude and Reflex saves avoid ability score and falling damage.
- *Bludgeoning* and *Sonic* – Damage leaves any remaining items and structures in the blast zone brittle and prone to breaking. Die roll indicates the penalty taken when damaged items require a Fortitude save versus breaking or deterioration when used.
- *Electricity* – Leaves all metals too hot to handle, and ferrous metals are heavily magnetized. The die indicates how many rounds the metals will stay hot enough to cause damage as well as the heat damage/ round of contact. Luck checks are made when needed to determine if an item is small enough to hurl at a magnetized object or to draw items to a large, central source of magnetized ferrous metal.
- *Fire* – Luck checks are rolled to avoid creating secondary fires, as well as avoiding or reducing the visibility penalty of the copious amounts of smoke by half. This die indicates the damage caused by each secondary fires.
- *Frost* – Thick hoarfrost covers everything from the water frozen out of the air, this leaves everything very slippery for a short while. The DC is for Reflex saves to avoid falling, any damage dice resulting in a 6 or more indicate a bone has been broken per the DCC Core Rules.
- *Piercing and Slashing* – This damage has no effect on buildings and other durable structures as well as creatures with extraordinary mundane or magical defenses like a *Sanctuary* spell. The area becomes very slippery for a short while. The DC is for Reflex saves and to avoid falling; per the DCC Core Rules. Damage dice are indicate the number of rounds the witnesses are stunned on a failed Willpower save.

Where zones of different destructive energies overlap there can be strange side effects. In general some effects will cancel out others depending upon what order these elemental forces are released. For example; Frost after Fire, snuffs out Fire. Fire after Frost, melts Frost. Acid puts out Fires, and cools down the heat generated by Electricity; but there are more intense fumes and smoke. While Frost after Acid is just as slippery, but there are no fumes, etc. Let common sense prevail and the Storyteller's decisions are final. The table entries will list the DC values to avoid these side effects, and are the same for all the secondary effects that may be present as a result of the manifestation. The table results will also list the duration of time that these effects remain hazardous as a type of die to be rolled. Strong natural factors like wind and rain, or other similarly powerful effects can shorten, prolong, or even remove any of these effects. Though, these events will have their own consequences. Results of 34+ become source points strong enough to generate drifting clouds of smoke and toxic gas carried to areas downwind of the detonation zone. The drifting clouds have half the potency of their source.

The impact sites have fixed diameters of effect and they are spherical in nature; applying their damage to the ground below and the air above the impact point. This usually leaves a crater of some kind; the harder the ground surface the shallower the crater, but it is always at least 10ft deep at its center. Lastly, the areas of effect for this spell may not be placed very close together. Each table entry lists the minimum space required between the impact points… and the caster must designate a place for each impact site. The energy summoned by this spell must be utilized; if the caster fails to designate a location then a random location is chosen within the range of the spell. Random placement is the only exception to the fixed distances normally required for placement of the impact zones. The Storyteller may use any procedure that seems best, or use the following method for randomly determined impact points:

Roll 1d14: results of 1-12 indicating the standard clock positions along the horizon; with 12 indicating strait ahead of the caster, and 6 indicating directly behind the caster. The 3 and 9 o'clock positions then being right and left from the caster's vantage point. A result of 13 indicates 90^0 straight down and a 14 indicates 90^0 straight up as determined by the position of the caster.

Roll 1d100: and multiply the resulting percentage by the casters maximum range for the spell. The result indicates the distance from the caster as a portion of their overall range. So if the casting range for the spell is normally 700ft and the d100 die is a 34% the impact point is 238ft from the caster. Round to the nearest 5ft; so 240ft.

Manifestation: This spell manifests in several ways, but this manifestation effect is only rolled once and is consistent for all castings by the same wizard: **roll 1d10; (1)** *The Beast Rises!* – The first impact point is not an elemental blast. Instead, an immortal, demonic, worm-like creature with 10,000hp and a body diameter equal to the blast radius for the spell table result gobbles its way to the surface. Everything in this first 'impact' zone that fails its spell save is permanently lost in the belly of the beast. This denizen of the Outer Darkness continues to rise high into the sky on its columnar body and it is the breath weapons of this creature that lance forward to strike the remaining points chosen by the caster. The creature then returns whence it came; the tunnel filling with rubble after its passing. **(2-3)** *Bent Reality!* – The fabric of reality seems to twist and distort in the area around the impact points a half-second before the discharge. With this manifestation effect the caster may reduce the minimum distance between impact points to half of the normal listing to create a tighter pattern of destruction. **(4-7)** *Elemental Deluge!* - At each point of impact a small vortex opens to the appropriate Elemental Plane allowing the flood of destructive energy. With this manifestation the caster does gain a measure of control and may select the timing sequence for the detonations; delaying each blast by up to 6 rounds from the moment of the casting check. **(8-9)** *Meteor strike!* – Celestial boulders are hurled from the heavens by titanic angels to strike the indicated areas; but every third impact is randomly determined. All damage and duration dice are increased 1 step on the dice chain, increase DC values by 2, and increase the spell's ranges (including the minimum distance for placement) by 20%. **(10)** *Alien Attack!* – With this manifestation, the caster has no control over the spell whatsoever! Several disk shaped craft descend from the skies and hover over the area for a few moments making 'beeping' noises as alien gunners fire rays indiscriminately at the grounds below. The caster must succeed at a Luck check for each impact site; with success indicating that the alien gunners actually hit the indicated target. On the positive side, there are no minimum distance requirements between impact points for this manifestation of the spell. The aliens then fly off with a sense of smug satisfaction.

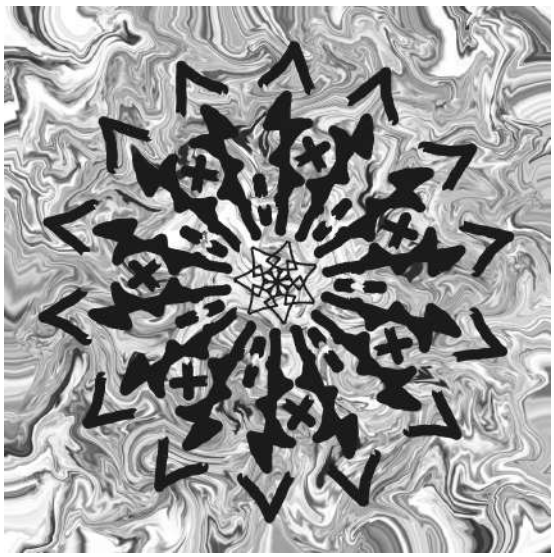
Corruption: The caster suffers from a case of Dragon Fever! Over the next 1d3 turns, the caster breaks out in painful, multi-hued pustules. They cause a general -1 penalty to all actions, armor class, saves, initiatives as well as attacks and damage rolls for the duration of the disease. The victim must also succeed at a Luck check every 5d6 minutes or they suffer from a 1d4 round sneezing fit during which they sneeze once per round in a random direction. Each sneeze is a 30^{o} cone that causes 1d6 points of damage to the caster and anything caught in the area that extends out 20ft, +5ft per level of the afflicted wizard. This fit requires all caught within the blast to succeed at a Reflex save with a DC of 9, +1 per point of damage inflicted. See general description for random energy table for each sneeze. Any who fail their save take 1d6 points of random energy damage, +1 point per caster level of the snarffing wizard. Anyone damaged by these effects must succeed at a DC15 Fortitude save or they become infected. For the duration of the Dragon-pox infection: **roll 1d8: (1)** 72 hours, **(2-3)** 48 hours, **(4-7)** 24 hours, **(8)** 12 hours, but increase all DC values by 1 point and all damage dice by one step on the dice chain. There is no cure except to survive the ravages of the disease and it leaves hideous multi-colored scars and no residual immunity bonuses.

Misfire: The caster suffers from a case of Demonic Hiccups! The caster must immediately succeed at a Luck check or the caster suffers from a powerful case of supernatural hiccups for the next 1d10 rounds. Furthermore, the caster must also make this check any time they are surprised, or fail any Willpower save for the duration of the affliction. With each failure the caster suffers 1 point of internal damage from a surge of random elemental energy released within their system and there is an increasingly likely chance that a minor demon is summoned with each wave of the convulsions. The first round of the hiccups has a 15% chance of summoning a minor demon; each successive round of hiccups adds 5% to this chance. If a demon is summoned and there are still rounds of hiccups left to account for (and the caster is still alive) the total summoning chance is reset and the process continues until the spasms end. Demons summoned in this manner are unbound and may do as they please. These minor demons (Type 0) take the form of small, bulbous, one-eyed bats with long fangs. These denizens of the Outer Darkness are corrupted spirits of air and have no legs; just hooks to hang from branches when they sleep; see page 107 for details. The duration that the caster is plagued by these incurable fits of hiccups is: **roll 1d8; (1)** 24 hours, **(2-3)** 12 hours, **(4-7)** 6 hours, **(8)** 3 hours. The demons stay on the plane they are summoned to as long as they can continue to feed on the Luck of mortals.

1-5: Spell fails and and forgotten! **Roll 1d6** modified by Luck: **(1 or less)** Greater corruption + Misfire + Patron taint (or Spell corruption if no Patron), **(2-3)** Major corruption and Patron taint (or Spell corruption if no Patron), **(4-5)** Patron taint (or Spell corruption if no patron), **(6)** Misfire.

6-18: Spell lost and is forgotten. Caster is unable to memorize this spell for 5 days and they suffer 2d4 points of Strength damage that must be healed magically.

19: *Partial success* – This level of result fails to invoke any of the normal manifestation effects and the caster's eyes simply glow with appropriately colored elemental energy as they summon 1d4 *Magic Missile* type projectiles that have a line-of-sight range of 25ft per caster level. Each causes 2d8 points of random energy damage, but there are no secondary effects. The caster may choose multiple targets or fire all missiles upon the same target. The missiles follow the same rules as *Magic Missiles* and always strike their targets without need of a ranged attack roll; but they may be blocked with a *Magic Shield* spell of sufficient power; see DCC Core Rules for more details. Spell is forgotten and the caster takes 1d4 points of random elemental energy damage.



20-21: The caster may designate 1d3 impact sites, + 1 site per 5 caster levels, none of which may be placed within 60ft of each other. Each location is the center for 5d4 points of random energy damage blasting out to a radius of 30ft. This manifestation is not powerful enough to create lingering effects.

22-24: The caster may designate 1d4 impact sites, + 1 site per 5 caster levels, none of which may be placed within 70ft of each other. Each location is the center for 5d6 points of random energy damage blasting out to a radius of 40ft. This manifestation is not powerful enough to create lingering effects.

25-27: The caster may designate 1d5 impact sites, + 1 site per 5 caster levels, none of which may be placed within 80ft of each other. Each location is the center for 5d8 points of random energy damage blasting out to a radius of 50ft. This manifestation is not powerful enough to create lingering effects.

28-30: The caster may designate 1d6 impact sites, + 1 site per 3 caster levels, none of which may be placed within 90ft of each other. Each location is the center for 5d10 points of random energy damage blasting out to a radius of 60ft. The lingering effects of this manifestation are not very powerful and remain for up to 1d3 rounds, +1 round per 5 caster levels. The DC to avoid secondary effects like catching fire is 14; damage or penalties from secondary effects are 1d3. Visibility levels within the affected areas are reduced to only 40ft for those caught within smoke or fumes; contaminants can cause ability score damage at the Storyteller's discretion.

31-33: The caster may designate 1d7 impact sites, + 1 site per 3 caster levels, none of which may be placed within 100ft of each other. Each location is the center for 5d12 points of random energy damage blasting out to a radius of 70ft. The lingering effects of this manifestation are moderately powerful and only remain for up to 1d4 minutes, +1 minute per 5 caster levels. The DC to avoid secondary effects like catching fire anf or noxious smoke, etc. is 15; damage or penalties from secondary effects are 1d4. Visibility levels within the affected areas are reduced to only 35ft for those caught within smoke or fumes; contaminants can cause ability score damage at the Storyteller's discretion.

34-37: The caster may designate 2d4 impact sites, + 1 site per 3 caster levels, none of which may be placed within 110ft of each other. Each location is the center for 5d14 points of random energy damage blasting out to a radius of 80ft. The lingering effects of this manifestation remain for up to 1d5 turns, +1 turn per 5 caster levels. The DC to avoid secondary effects like catching fire and noxious smoke, etc. is 17; damage or penalties from secondary effects are 1d5. Visibility levels within the affected areas are reduced to only 30ft for those caught within smoke or fumes; contaminants can cause ability score damage at the Storyteller's discretion.

38-39: The caster may designate 2d5 impact sites, + 1 site per 2 caster levels, none of which may be placed within 120ft of each other. Each location is the center for 5d16 points of random energy damage blasting out to a radius of 90ft. The lingering effects of this manifestation remain for up to 1d6 hours, +1 hour per 3 caster levels. The DC to avoid secondary effects like catching fire and noxious smoke, etc. is 19; damage or penalties from secondary effects are 1d6. Visibility levels within the affected areas are reduced to only 25ft for those caught within smoke or fumes; contaminants can cause ability score damage at the Storyteller's discretion.

40-41: The caster may designate 2d6 impact sites, + 1 site per 2 caster levels, none of which may be placed within 130ft of each other. Each location is the center for 5d20 points of random energy damage blasting out to a radius of 100ft. The lingering effects of this manifestation remain for 1d7 days, +1 day per 3 caster levels. The DC to avoid secondary effects like catching fire and noxious smoke, etc. is 20; damage or penalties from secondary effects are 1d7. Visibility levels within the affected areas are reduced to only 20ft for those caught within smoke or fumes; contaminants can cause ability score damage at the Storyteller's discretion.

42-43: The caster may designate 2d7 impact sites, + 1 site per 2 caster levels, none of which may be placed within 140ft of each other. Each location is the center for 5d24 points of random energy damage blasting out to a radius of 110ft. The effects of this manifestation linger for 2d4 weeks, +1 week per 3 caster levels. The DC to avoid secondary effects like catching fire and noxious smoke, etc. is 21; damage or penalties from secondary effects are 2d4. Visibility levels within the affected areas are reduced to only 10ft for those caught in the smoke, any fumes will cause ability score damage to two different ability scores appropriate to the energy type on a failed save.

44+ The caster may designate 2d8 impact sites, + 1 site per caster level, none of which may be placed within 200ft of each other. Each location is the center for 5d30 points of random energy damage blasting out to a radius of 160ft. The effects of this manifestation linger for 2d6 months, +1 month per 2 caster levels. The DC to avoid secondary effects like catching fire ond noxious fumes, etc. is 22; damage or penalties from secondary effects are 2d5. Visibility levels within the affected areas are reduced to only 5ft for those caught in the smoke, any fumes will cause ability score damage to three different ability scores appropriate to the energy type on a failed save.



Minor Demon, Bat

Size	Small
Reach	5ft
STRength	7/ -1
AGILity	16/ +2
STAMina	14/ +1
INTelligence	13/ +1
PERsonality	8/ -1
LUCK	0
Action Die	1d20
Lift	7lbs
Carry	3lbs
Drag	0lbs
Speed (Land) 0ft, takes 1pt of damage per round of contact with earth, stone, and metals.	
Speed (Swim)	50ft
Run	No
Sprint	No
Speed (Fly)	280ft
Acceleration	60ft
Deceleration	100ft
Glide	Loses no altitude
Hover	14 rounds
Initiative	+1
AC (Demon skin; +2)	17; 15 w/o flight
HD	4d5+4
Attack Die	1d16+1
(Bite)	1d6-1
(Claw)	1d4-1
(Luck Drain)	DC11, or drains 1pt
Crit Die & Table	DN/ 1d4
Fortitude	+2
Reflex	+2
Willpower	+1

Alignment: Chaotic

General Information:
As described in the spell *Misfire* results. They are typically 2 or 3ft tall with 5ft wing spans that vaguely resemble bloated, but hairless bats. Their coloration and the patterning on their skin are without reason and may be any combination of 4 colors: one for the glowing eyes, one for the wing membranes, one for the main body color, and one for the splotches, polka-dots, or stripes that adorn the beastly apparitions.

These vile denizens of the Outer Darkness always take the opportunity to enter the Material Plane. They cannot resist the opportunity to feed and to play havoc with the local fates and fortunes of mortals. Generally they take on the habits of the bats they resemble, but they cannot roost in caves. When they do sleep, it is during the day and within dense forests or abandoned buildings where they may hang from tree limbs or old ceilings and rafters. They come out at night like other bats, but these demons are pure carnivores that will eat birds and other bats. However, their preferred victims are sentient creatures from which these demons drain off some of that creature's Luck.

Attack Profile:
These vile creatures make diving and swooping attacks out of the darkness or any shadows that may be available. Even though they are among the larger species of minor demons; they prefer surprise and indirect attacks against weak or isolated prey that grants a +2 AC bonus not factored into their stat block. They will flee to find easier prey if heavily out matched or damaged.

Special Attacks:
Luck Drain – They can survive for 1d3+4 hours after they are summoned; unless these voracious creatures feed on the 'fate' or 'fortunes' of mortals to remain upon the Material Plane. These demons expend all of their 'luck' energy just getting to the Material Plane, so they arrive with a Luck score of 0. They must drain off at least 4 points of luck from one or more targets and adds it to their total in order to stay on the Material Plane. They naturally lose 4 points from their luck score every day for them to retain normal function.

Stealth – Their habit of attacking at night and on the wing generally grants them a +2 bonus on surprise checks against its targets; not factored into the stat blocks above. Attempting to surprise them requires a successful DC17 Sneak Silently check.

Special Powers:
Echo Location – They have a general understanding of everything within 360ft; but can "see" everything (including invisible creatures) within 180ft. They gain a +4 bonus on listen checks, but loud and continuous noises act like fog and may even harm the demon with sufficient volume. They suffer a -2 penalty on all saves versus sonic effects.

Immunities & Vulnerabilities:
Earth Vulnerability – these demons are manifestations of air and suffer 1 point of damage for every round of contact with earth, metal, or stone. They get no save, and this also causes them an extra 50% damage from metal weapons as well as electricity damage.

Electricity Resistance

Level: 2	**Range:** Self and others	**Duration:** Varies	**Casting Time:** 1 round
Reversible	No		
Ritual Spell	Yes		
Save	N/A		

General: This spell protects subjects from electricity, lightning, and high energy plasma discharges.

Manifestation: **Roll 1d8: (1)** Subject's skin covered in brass scales for duration of spell; +1 bonus to AC. **(2-3)** Subject turns into living stone like an elemental for the duration of the spell. **(4-7)** Shimmering blue force globe envelops subject for the duration of the spell. **(8+)** Angels appear to place funny looking hats on the heads of the subjects; there are strange symbols and copper rods sticking out of it at odd angles; the lightning rods ground out 3 dice worth of damage, with the overflowing dice going into a designated target within 15ft.

Corruption: **Roll 1d6: (1)** The muscles of the caster's face spasm and twitch violently, distorting their looks and causing periodic steam to shoot out of the casters nose. **(2-3)** The caster's eyebrows and hair stand strait out from the caster's scalp with occasional static discharges playing through the hairs. **(4-5)** The caster's fingernails turn blue and every time they touch something conductive they create a painful spark. **(6+)** All of the hair on the caster's body smolders, constantly producing a foul odor.

Misfire: **Roll 1d8: (1)** The caster's body erupts with lightning bolts that crawl through their skin, clothing, scrolls, and other possessions dealing 1d4 points of damage to everything it touches on a failed Luck check before blinking out. **(2-4)** Caster makes himself more vulnerable to electricity; receiving a -2 save penalty against electricity-based effects and suffers an additional point of damage from electricity for the next 1d4 hours. **(5-7)** Caster creates a wave of heat that passes instantaneously but not before flash-boiling all liquids on his person (including potions); all such items explode, causing 1 point of damage per quart of liquid; or, level of the spell in the potion, whichever is greater. **(8+)** Caster causes a lightning bolt to arc up from the ground at the feet of one randomly determined person within 50ft, inflicting 2 points of electricity damage, no save.

1-2: Spell fails and is forgotten! **Roll 1d6** modified by Luck: **(0 or less)** Greater corruption + Misfire + Patron taint (or Spell corruption if no Patron), **(1)** Major corruption, **(2)** Patron taint (or Spell corruption if no Patron), **(3+)** Misfire.

3-12: Spell fails and is forgotten.

13: *Partial success* – For the next 2d6 rounds, the caster ignores 1 hit point of electricity damage each round, but also suffers a -1 penalty to initiative rolls for the next 1d24 hours. Spell is forgotten.

14-15: For the next 10 minutes, the caster ignores 1 hit point of electricity damage each round.

16-19: For the next 10 minutes, the caster ignores to 2 hit points of electricity damage each round. Additionally, the caster gains a +2 bonus to all saving throws to resist electricity (including saves to resist natural electricity and lightning-based spells).



20-21: For the next 10 minutes, the caster ignores up to 5 hit points of electricity damage each round. Additionally, the caster gains a +4 bonus to all saving throws to resist electricity (including saves to resist natural electricity or lightning-based spells). Finally, the caster's possessions on his person cannot be easily harmed by electricity. Although very intense electricity may still harm them and scorch their possessions, they will not be destroyed or magnetized by the effects.

22-25: For the next 10 minutes, the caster ignores up to 10 hit points of electricity damage each round, and allies within 10ft also resist up to 5 hit points of electricity damage each round. Additionally, the caster gains a +4 bonus to all saving throws to resist electricity (including saves to resist natural electricity or lightning- based spells). Finally, the caster's possessions on his person cannot easily be harmed by electricity. Although very intense electricity may still harm them and scorch their possessions, they will not be damaged or magnetized by the effects.

26-29: A shield of electricity resistance is centered around the caster for 10 minutes. The caster and all creatures within 20ft ignore a *collective* 30hp of electricity damage each round. As the "arc shield" is ablated, the caster selects where any overflow damage is directed. For example, if all allies within 20ft take 17hp of electricity damage in a round, it is completely absorbed. However, if the next round produces 6 hits for a total of 34 points of electricity damage, then 4 points of damage overflow. The caster selects which hits are completely resisted, partially resisted, and which bypass the shield to inflict those 4 points of overflow damage.

30-31: The caster and their allies within 30ft ignore a *collective* 40hp of electricity damage each round. As the "arc shield" is ablated, the caster selects where any overflow damage is directed. For example, if all allies within 30ft take 37hp of electricity damage in a round, it is completely absorbed. However, if the next round produces 9 hits for a total of 54 points of electricity damage, then 14 points of damage overflow. The caster selects which hits are completely resisted, partially resisted, and which bypass the shield to inflict those 14 points of overflow damage.

32-33: The caster and all allies within 30ft are completely immune to electricity and lightning for the next ten minutes. The caster and company take no damage from electricity, lightning, plasma, ball-lightning, and so on. They cannot be electrocuted, nor will objects in contact with them ignite, become magnetized, or suffer damage.

34-35: The caster creates a shimmering bubble of force in which lightning and electricity is grounded out. The bubble appears like a chaotic, shimmering, electric blue cloud that surrounds the caster and extends to a radius of 30ft in all directions. Electricity or lightning, etc. that enter the bubble (either via the caster's movement or the electricity being launched in their direction) are automatically grounded out. Air and water temperature within the bubble remain habitable, regardless of outside influences. Fresh oxygen (but tinged with ozone) is constantly replenished in the bubble. The caster and all creatures within the bubble are effectively immune to electricity and lightning. The bubble lasts for one hour per caster level.

36-37: The caster creates a shimmering bubble of force in which lightning and electricity is grounded out. The bubble appears like a chaotic, shimmering, electric blue cloud that surrounds the caster and extends to a radius of 45ft in all directions. Electricity or lightning, etc. that enter the bubble (either via the caster's movement or the electricity being launched in their direction) are automatically grounded out. Air and water temperature within the bubble remain habitable, regardless of outside influences. Fresh oxygen (but tinged with ozone) is constantly replenished in the bubble. The caster and all creatures within the bubble are effectively immune to electricity and lightning. The bubble lasts for one day per caster level.

38+ The caster creates a shimmering bubble of force in which lightning and electricity is grounded out. The bubble appears like a chaotic, shimmering, electric blue cloud that surrounds the caster and extends to a radius of 60ft in all directions. Electricity or lightning, etc. that enter the bubble (either via the caster's movement or the electricity being launched in their direction) are automatically grounded out. Air and water temperature within the bubble remain habitable, regardless of outside influences. Fresh oxygen (but tinged with ozone) is constantly replenished in the bubble. The caster and all creatures within the bubble are effectively immune to electricity and lightning. The bubble lasts for one week per caster level.



Encrypt Magical Writing

Level: 3	**Range:** Touch	**Duration:** Varies	**Casting Time:** 10 minutes
Reversible	Yes, see *Write Magic* spell, DCC Core Rules		
Ritual Spell	Yes		
Save	None		

General: This spell only affects magical texts, scrolls, runes, and other forms of magical writing. Once the spell is successfully cast, only a *Dispel Magic* or *Read Magic* spell cast upon the writings can remove this spell's effects. The first time the caster attempts to decrypt a piece of scrambled writing via *Dispel Magic* or *Read Magic*, their result is compared to the casting check that encrypted the document. If the *Dispel Magic* or *Read Magic* spell's casting results are greater the encryption is permanently removed. Failure means the caster cannot try to decipher that text again until they have gained another level of experience.

This spell requires that a caster focus the encryption spell upon a writing implement of some kind; quill, bamboo brush, or other such implement. This token is then swept across the writings to be encrypted. Only the caster and someone in possession of the enchanted writing implement can read the scrambled text normally. These tokens can withstand the passage of time and usually outlast the caster of the encryption spell, but these tokens can still be destroyed by fire or other deliberate means. If this token is lost or destroyed then no one but the caster can decipher the coded writings unless the encryption spell is removed. These tokens dissolve into dust as soon as the spell's duration ends.

Manifestation: **Roll 1d8: (1)** The writing on the protected pages disappears and will only be revealed by the decryption token and a specific type of light named during the casting attempt. **(2-4)** The letters or pictures divide up by type and form a self-sustaining ecology between wandering herds of consonants being held in check by predatory packs of vowels; **(5-6)** Each letter or symbol of the scrambled writings is set to scrolling at random intervals through all possible symbols. **(7)** The text inaccurately translates itself into rude animated pictures; and if the book contains pictures and diagrams they turn into long winded texts which misrepresent their true ideas; **(8+)** The surfaces or pages are covered in swirling splashes of violent, clashing displays of color which continuously obscures the writing underneath.

Corruption: **Roll 1d8: (1)** Caster is incapable of reading any language. This prevents the caster from relearning lost spells, using runic alphabets, and using scrolls unless they commit 1 point of spellburn per level of the spell that doesn't aid the spell casting check, but they may continue to cast any other spells they can keep within their memory due to successful casting checks. They retain the use of wands and the other magical items so long as they require no use of language to activate. However, they cannot read the labels on their potions so they must select randomly from their stocks or ask for help. **(2)** Caster must succeed at a luck check for each of their magical and mundane scrolls or they animate and fly away. **(3-4)** On a failed luck check 1d3 of the caster's magic scrolls or pages from their spell book are erased. **(5-7)** The caster develops a strange ability to scramble any text that they come into contact with; unfortunately, neither the caster nor anyone else understands the cipher that was used unless they commit 1 point of spellburn for each level of the spell (or other effect) to use the scroll normally. **(8+)** Caster suffers a permanent -1 penalty on all attempts to use any scrolls or to cast the *Encrypt Magical Writing* and *Read Magic* spells; this penalty is cumulative with successive corruptions.

Misfire: **Roll 1d8: (1)** Caster stuck speaking in rhymes; suffers a -2 penalty on all casting and communication checks 1d3 days per caster level. **(2-3)** Any attempt by the caster to use a magic scroll in the next 24 hours fails automatically and they must roll on the spell's misfire table. **(4-7)** For the next 2d3 hours, whenever the caster speaks, their words appear as glowing text floating above their heads for a few moments. Only those creatures who can read the languages the caster is using can understand them. The caster has a -1 penalty to communication and casting checks. **(8+)** Caster is blinded for 1d3 hours.

1-3: Spell fails, and worse! **Roll 1d6** modified by Luck: **(0 or less)** Greater corruption + Misfire + Patron taint (or Spell corruption if no Patron), **(1)** Major corruption or Spell corruption, **(2-3)** Patron taint (or Spell corruption if no Patron), **(4+)** Misfire.

4-14: Spell lost for the day.

15: *Partial success* – The caster can obscure a first level scroll or its equivalent for 24hours, +1 hour per caster level. This result isn't capable of creating a decryption token and this spell is forgotten.

16-17: The caster succeeds at encrypting a 1st level spell or its equivalent for 1 day, + 1 day per caster level. The caster and the one in possession of the decryption token are the only ones who may freely read and use the encrypted item unless the enchantment is broken.

18-21: The caster succeeds at permanently encrypting a 1st level spell or its equivalent. The caster and the one in possession of the decryption token are the only ones who may freely read and use the encrypted item unless the enchantment is broken.

22-23: As a result of 16-17, but the caster may encrypt a second level spell or 2 first level spells. The duration of the spell increases to 1 week per caster level.

24-26: As a result of 18-21, but the caster may encrypt a second level spell or 2 first level spells.

27-31: As a result of 16-17, but the caster may encrypt any combination of magic scrolls or pages totaling no more than 3 spell levels. The duration of the spell increases to 1 month per caster level.

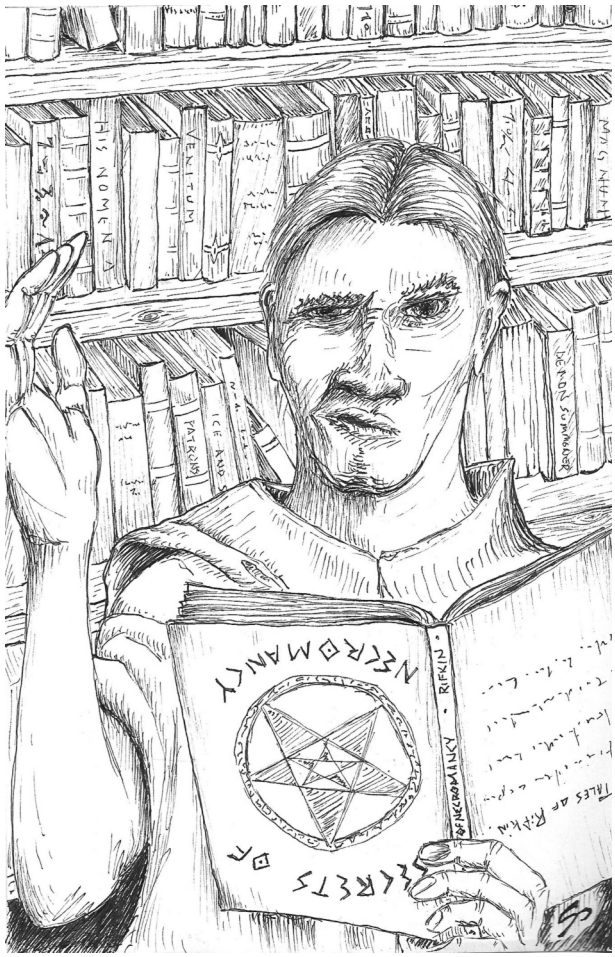
32-33: As a result of 18-21, but the caster may encrypt any combination of magic scrolls or pages totaling no more than 4 spell levels.

34-35: As a result of 16-17, but the caster may encrypt any combination of magic scrolls or pages totaling no more than 5 spell levels. The duration of the spell increases to 1 decade per caster level.

36-37: As a result of 18-21, but the caster may encrypt any combination of magic scrolls or pages totaling no more than 8 spell levels.

38-39: As a result of 16-17, but the caster may encrypt any combination of magic scrolls or pages totaling no more than 10 spell levels. The duration of the spell increases to 1 century per caster level.

40+ As a result of 18-21, but the caster may encrypt any combination of magic scrolls or pages totaling no more than 15 spell levels.



First Aid*

Level: 2	**Range:** Touch	**Duration:** 2d5 minutes, +1 minute / CL	**Casting Time:** 1 round
Reversible	No		
Ritual Spell	Yes		
Save	N/A		

General: The Storyteller should feel free to impose severe casting penalties to the wizard using this spell to deal with personal injuries. In general the penalty is at least -1 to the casting check for every 5 points of damage, and special condition, and broken bone, and missing limb etc. that the caster is suffering from… assuming they can still cast a spell at all. Otherwise this spell can be used by arcane casters to heal others as indicated by the casting check results, and the caster need not have any knowledge of healing nor are any kind of diagnostics required to use this spell. When the spell check result indicates multiple available options, the healer makes this choice each time the spell is cast. The spell acts in this fashion for everyone treated by the caster until the next time they cast *First Aid*. The total number of bones that the caster can mend is fixed by each casting check result and must be divided amongst the treated victims. When removing afflictions the caster may choose to remove a different affliction from each treated creature as long as the affliction is on the list. This spell cannot restore points lost from a target's Luck score.

* This spell is intended to help facilitate game environments where there is limited or no access to potions or divine healing. The Storyteller should feel free to disallow access to this spell if there is a cleric in the party, or if there are any other regular sources of healing such as potions, unguents, salves, etc. The Storyteller may also wish to impose additional costs/ penalties for using this spell.

Manifestation: **Roll 1d6; (1-4)** the caster suddenly finds that they have an intricately decorated leather satchel slung upon a strap over one shoulder or on a belt around their waist, or it appears at their feet. The bag somehow contains all the supplies needed to treat all of the creatures the spell allows the caster to attend, but the bag and its contents disappear and the spell ends after the caster stops treating the injured, even if there were still uses available. **(5)** A strange ghostly mist covers the targets of the spell and is empowered to apply the effects of this spell to the designated number of creatures. Casters favored with this manifestation are free to act normally, as this other worldly force tends to the indicated wounded. **(6+)** The creature targeted for healing disappears in a nimbus of sparkling green light and reappears in the same manner 1d3 turns later healed of such injuries as the spell table allows. They have no memory of what happened to them while they were absent other than a vague sense of large gray heads and big black eyes devoid of pupils.

Corruption: The first time the caster is corrupted by this spell, they lose the ability to heal naturally and must seek out magical aid. The next time the caster is corrupted by this spell, the any hit points they receive from magical healing are reduced by 1 point before being applied to the caster. This penalty is cumulative upon further corruptions; if the penalty is greater than the number of hit points gained by the healing check the caster gains no healing from that check.

Misfire: The caster and the intended recipient of the spell… **roll 1d5: (1)** Take 1d5 points of damage, **(2)** Take 1d4 points of damage, **(3)** Take 1d3 points of damage, **(4)** Take 2 points of damage, **(5)** Take 1 point of damage.

1-2: Spell fails and is forgotten! **Roll 1d6** modified by Luck: **(0 or less)** Greater corruption + Misfire + Patron taint (or Spell corruption if no Patron), **(1)** Major corruption, **(2)** Patron taint (or Spell corruption if no Patron), **(3+)** Misfire.

3-12: Spell fails and is forgotten.

13: *Partial success* – There is no immediately apparent effect from casting the spell other than the fact that the spell fades from their memory. However, when the wizard wakes up the next morning they find they have healed twice as many hit points and attribute points as normal. Spell is forgotten.

14-15: Spell allows the caster to draw upon the primal flow of Nature and the Cosmos; channeling this energy into a minor healing event. The caster may focus the spell upon themselves or upon one other living creature to restore 2d3 hit points and the spell ends.

16-19: Spell allows the caster to draw upon the primal flow of Nature and the Cosmos; channeling this energy into a minor healing event. The caster may focus the spell upon one target, +1 target per 5 caster levels and may include themselves as a recipient; restoring 2d4 hit points to each touched creature.

20-21: Spell allows the caster to draw upon the primal flow of Nature and the Cosmos; channeling this energy into a moderate healing event. The caster may focus the spell upon one target, +1 target per 5 caster levels which may include themselves as a recipient; restoring 2d5 hit points to each touched creature. Alternately, the spell restores 1d3 lost attribute points to those treated by the caster.

22-25: Spell allows the caster to draw upon the primal flow of Nature and the Cosmos; channeling this energy into an acute healing event. The caster may focus the spell upon one target, +1 target per 5 caster levels which may include themselves as a recipient, choose one:

- Restore 2d6 hit points to each creature treated by the caster.
- Restore 1d3 lost attribute points, +1 point per 5 caster levels to each creature treated by the caster.
- The caster may choose to reset and mend a total number of broken bones equal to one bone per caster level. The caster can mend multiple fractures in one target or fix the broken bones of several injured creatures.

26-29: Spell allows the caster to draw upon the primal flow of Nature and the Cosmos; channeling this energy into a serious healing event. The caster may focus the spell upon one target, +1 target per 3 caster levels which may include themselves as a recipient, choose one:

- Restore 2d7 hit points to each creature treated by the caster.
- Restores 1d4 lost attribute points, +1 point per 5 caster levels to each creature treated by the caster.
- The caster may choose to reset and mend a total number of broken bones equal to one bone mended per caster level. The caster can mend multiple fractures in one target or fix the broken bones of several injured creatures, including themselves.
- The caster may choose to restore the health of touched creatures from any one of the following minor curses, assuming the casting check or DC for that curse or condition is less than the casting result for this spell: *blindness, deafness, nausea, fatigue, non-magical venom or disease*; as well as other similar, but minor effects.

30-31: Spell allows the caster to draw upon the primal flow of Nature and the Cosmos; channeling this energy into a critical healing event. The caster may focus the spell upon one target per 3 caster levels which may include themselves as a recipient, choose one:

- Restore 2d8 hit points to each creature treated by the caster.
- Restores 1d5 lost attribute points, +1 point per 3 caster levels to creatures treated by the caster.
- The caster may either choose to reset and mend a total number of broken bones equal to 2 bones mended per caster level. The caster can mend multiple fractures in one target or fix the broken bones of several injured creatures, including themselves.
- The caster may choose to restore the health of touched creatures from any one of the following minor or major curses, assuming the casting check or DC for that curse or condition is less than the casting result for this spell: *blindness, deafness, pain, nausea, fatigue, paralysis, venoms and disease, magical venom and disease*; as well as other similar effects.

32-33: Spell allows the caster to draw upon the primal flow of Nature and the Cosmos; channeling this energy into a major healing event. The caster may focus the spell upon one target per 3 caster levels which may include themselves as a recipient, choose one:

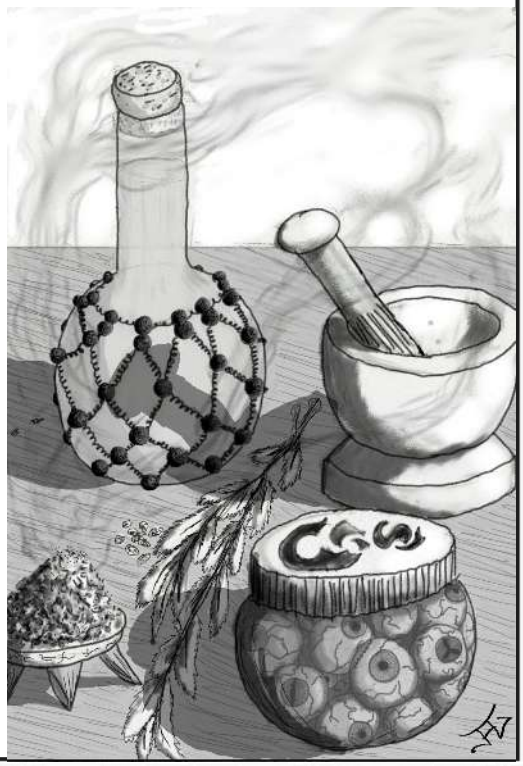
- Restores 2d10 hit points to each creature treaded by the caster.
- Restores 1d6 lost attribute points, +1 point per 3 caster levels per creature treated by the caster.
- The caster may reset and mend a total number of broken bones equal to 2 bones mended per caster level, mending multiple fractures in one target or fixing the broken bones of several injured creatures, including themselves.
- The caster may restore the health of touched creatures from any one of the following minor or major curses, assuming the casting check or DC for that curse or condition is less than the casting result for this spell: *blindness, deafness, pain, nausea, fatigue, paralysis, turned to stone, venom and disease, magical venom and disease*; as well as other similar effects.

34-35: Spell allows the caster to draw upon the primal flow of Nature and the Cosmos; channeling this energy into an heroic healing event. The caster may focus the spell upon one target per 2 caster levels which may include themselves as a recipient, choose one:

- Restore 2d12 hit points to each creature treated by the caster.
- Restores 1d7 lost attribute points, +1 point per 2 caster levels per creature treated by the caster.
- The caster may reset and mend a total number of broken bones equal to 2 bones mended per caster level, mending multiple fractures in one target or fixing the broken bones of several injured creatures, including themselves.
- The caster may restore the health of touched creatures from any one of the following minor or major curses, assuming the casting check for that curse or condition is less than the casting result for this spell: *blindness, deafness, pain, nausea, fatigue, paralysis, polymorphed, turned to stone, venom and disease, magical venom or disease*; as well as other similar effects.

36-37: Spell allows the caster to draw upon the primal flow of Nature and the Cosmos; channeling this energy into an epic healing event. The caster may focus the spell upon 3 targets per caster level which may include themselves as a recipient, choose one effect to apply to all 3 targets:

- The spell restores 2d14 hit points **and** 1d8 lost attribute points +1 point per 2 caster levels per creature treated by the caster.
- The caster may reset and mend a total number of broken bones equal to 3 bones mended per caster level, mending multiple fractures in one target or fixing the broken bones of several injured creatures, including themselves. **Additionally**, the caster may restore the health of touched creatures from any 2 of the following minor or major curses, assuming the casting check for these curses or conditions is less than the casting result for this spell: *blindness, deafness, pain, nausea, fatigue, paralysis, polymorphed, turned to stone, venom and disease, magical venom and disease, or reattach severed limbs* if they are still available; as well as other similar effects.



38+ Spell allows the caster to draw upon the primal flow of Nature and the Cosmos; channeling this energy into a legendary healing event. The caster may focus the spell upon four targets per caster level which may include the caster as a recipient. The spell allows the caster to choose any three of the following options; but the choice of capabilities is made once and applied uniformly to all targets:

- Pestore 2d16 hit points' +1 point per caster level to each creature treated by the caster.
- Restore 2d5 lost attribute points +1 point per 2 caster levels to each creature treated by the caster.
- The caster may reset and mend a total number of broken bones equal to 4 bones mended per caster level. The caster can mend multiple fractures in the same target.
- The caster may restore the health of touched creatures from any 2 of the following minor or major curses, assuming the casting check or DC for that curse or condition is less than the casting result for this spell: *blindness, deafness, pain, nausea, fatigue, paralysis, polymorphed, turned to stone, venom and disease, magical venom and disease, re-attaches or re-grows lost limbs*; and similar effects.

Sooo... the warriors are dead and something's eating the cleric's lungs... Your mother told you there'd be days like this. It's a good thing you remembered to stock up before hand on some of Sam'n'Ella's finest amulets, tinctures, and herbal remedies!!

Amulet, Hawthorn – Protects against the mischief of faeries and evil magic; but brings bad luck if brought indoors. (10gp)

Amulet, Mandrake – Brings good luck and enhances charm and mental magic. (20gp)

Amulet, Mistletoe – Defends against demons and harmful magic; enhances all healing magic. (25gp)

Extract of Wormwood – Restores mental faculties (INT, PER); enhances evocation and banishing magic. (20gp)

Incense, Vervain – Enhances purification and protection magic. (1gp/ stick)

Infusion of Nettles – Aids in all curative magic and wards off insects (30 min.) when applied topically. (5sp)

Oil, Aconite – Enhances all poisons as well as flying and transportation magic; wards against catching lycanthropy. Applied to weapons it allows them to harm lycanthropes for one combat encounter. (50gp)

Sachet of Chickweed – Boiled and added to bandages protects against infection. (3sp)

Sachet of Comfrey – Boiled and used as poultice it aids with cuts, rashes, and broken bones. (3sp)

Sachet of Mugwort – Worn to protect travelers from fatigue, wild beasts, and evil spirits; burned to enhance divination magic. (1gp)

Sachet of Thyme – Boiled and added to bath improves courage and willpower. (5sp)

Tincture of Betony – Restores strength and enhances banishing magic. (10gp)

Tincture of Chamomile – Enhances healing magic, doubles bonus against fear, and fungus. (5gp)

Tincture of Dandelions – Restores stamina and aids against poisons. (10gp)

Tincture of Fennel – Wards off evil spirits, cures vomiting and hiccoughs. (2gp)

Tincture of Marigolds – Aids in treating cuts and bruises, enhances divination magic. (2gp)

Tincture of Motherwort – Cures hysteria & fear (2gp)

Tincture of Black Nightshade – sprinkle about the area to help reveal secrets (25gp)

Tincture of Parsley – Removes strong odors and aids in stealth (2gp)

Tincture of Valerian – grants a +3 bonus to all types of healing (5gp)

All products listed here apply a +2 bonus to any one skill or casting check into which they are incorporated; or they restore one point of the listed attribute score. There are no benefits conferred by combining these curatives. With the exception of amulets and some sachets these items impart their benefits for one roll and they are used up. Amulets provide a +1 bonus when worn or carried and their benefits last for up to a month before they need to be replaced, if burned like a sachet they impart a one time +3 bonus to the relevant check. Herbal sachets and amulets Must be used within 1d3 months of their creation unless special means are employed. Incense, burned sachets, and tinctures scattered about an area apply their benefits to a space roughly 20ft x 20ft x 10ft for up to 30 minutes. Cures automatically remove an affliction without need of a check.

- Tinctures may be applied topically, sprinkled around the environment, or ingested.
- Sachets are burned, worn, or boiled into bath water.
- Extracts, infusions, and teas are ingested.
- Ointments and oils are applied topically
- All products sealed for freshness and delivered via *DeadExpress*, add 10gp to your order and allow up to 12 months for delivery. Sam'n'Ella's not responsible for lost, broken, or stolen items.

Fynderlang's Forceful Flinger

Level: 3	**Range:** Varies	**Duration:** 1 hour per caster level	**Casting Time:** 10 minutes
Reversible	Yes; see *Panoramic Projectile Protection*		
Ritual Spell	No		
Save	None		

General: Fynderlang created this spell at the behest of his liege lord, who was too miserly to spend money on anything he didn't need to, and who hated the expense and maintenance required for siege weapons in particular. A wizard may not cast this spell if they are already using a *Forceful Flinger* of any type. The wizard creates a magically enhanced device or creature for throwing stones and other objects that resembles a sling-shot, catapult, or medieval air cannon, or anything similar, including strange beasts who throw things at their master's command. While this spell is active the caster can cast other spells, but at one step lower on the dice chain than normal due to the inconvenience of only having one arm and hand available for casting. The other must continue to hold, or touch, the summoned device or the leash of the creature they have summoned or they vanish instantly unless the spell result says otherwise. The wizard may designate someone else as custodian and master of the *Forceful Flinger*; but this must be done before the first time the *Forceful Flinger* is used. All custodial creatures have their action dice reduced by one step on the dice chain for any actions that don't involve throwing things and taking care of the flinger for the duration of this spell. The custodial master must also abide by the strictures listed above. If the entry creates multiple *Forceful Flingers,* then they are all of the same type.

Summoned creatures always have the ability scores, AC, and saves as the wizard who created them; but they will have the movement modes and saves as their current master. These creatures have 3 times their creator's hit points and may defend themselves in melee combat using their creator's base attack value and cause bite damage by size: medium= 1d6 points, large= 1d8 points, and huge creatures cause 1d10 damage. Summoned devices must fire ammunition provided separately, but the creature may fire ammunition provided to it or summon a strange projectile once per round that causes the listed damage.

Manifestation: **Roll 1d4: (1)** Summoned device or creature burrows its way out of the ground at the caster or recipients feet. **(2)** Summoned device or creature is thrown out of a swirling portal of blue water. **(3)** Summoned device or creature appear out of thin air with a small clap of thunder. **(4+)** delivered to the caster and other recipients in poorly wrapped and crumpled packages by a strange blue skeleton wearing a red uniform of some kind that wanders away after everything has been signed for.

Corruption: **Roll 1d8: (1-3)** The wizard completes the spell incantation, but rather than function normally, the spell summons a black sphere with a burning fuse. There is no time to throw or escape before the detonation of the bomb. It causes 3d4 points of damage to everything within a 15ft radius, but damaged creatures and items are allowed a DC13 Fortitude save for half damage. **(4-7)** 1d10 of the casters fingers reverse the orientation of their joints, the causing a -1 penalty on all attacks, damages, Agility based activities, and spell casting for each finger affected. **(8+)** one of the casters arms shortens by 1d8 inches imposing a -2 penalty on all attacks, damages, as well as Agility based activities;

Misfire: **Roll 1d5: (1)** Roll 1d10 to determine how many of the wizard's fingers fall off, they re-grow in a painful process that takes 2d3+1 hours: spell and skill checks as well as attacks are made at least one step lower on the dice chain during the recovery; Storyteller may impose additional penalties as needed. **(2)** For the next hour, 1d10 of the wizards fingers randomly lengthen by 2d6 inches causing a -3 penalty on casting and skill checks as well as on Agility based activities; **(3)** Each round for the next 1d10 round, up to 4 items weighing no more than 5lbs will launch themselves on random trajectories out to a distance of 10ft per caster level. They cause no more than 2d5 damage to creatures failing a Reflex save. **(4+)** For the next 10 minutes, the wizard must succeed at a Luck check or they are subjected to random lashes from an invisible whip made of magical force. These lashes cause 1 point of non-lethal damage per caster level and if the total damage inflicted meets or exceeds the caster's total number of real hit points they fall unconscious 1d5 turns.

1-3: Spell fails and is forgotten! **Roll 1d6** modified by Luck: **(0 or less)** Greater corruption + Misfire + Patron taint (or Spell corruption if no Patron), **(1)** Major corruption or Spell corruption, **(2-3)** Patron taint (or Spell corruption if no Patron), **(4+)** Misfire.

4-14: Spell fails and is forgotten.

15: *Partial success* – The caster summons nothing, but the ranges of their normally fired missiles (Sling, Bow, Crossbow, thrown items, etc.) are increased by 50%. However, the caster suffers a -2 penalty to attacks and damage rolls for melee attacks while spell is active. Spell is forgotten.

16-17: The caster summons a strange, black metal sling type device. It has a wire frame which wraps about the user's forearm; the device may fire any item that is similar in size and shape to a sling bullet. The range of attacks with this device is twice the normal range of a sling (80/ 160/ 320ft) causing 2d4 piercing damage. The thrower makes a normal ranged attack, but they may use their Intelligence or Agility modifier on the attack; whichever is greater.

18-21: The caster summons a strange black metal device that resembles a small crossbow; but without any bow, the device may fire any item that is similar in size and shape to a sling bullet. The handle grip of the device holds 5 sling stones or bullet type items and requires 2 hands as well as 2 rounds per shot to reload the device. The *Forceful Flinger* may be fired once per round, launching each stone up to thrice the normal range of a sling (120/ 240/ 480ft) causing 2d4 piercing damage, +1 point per caster level of its creator. The user makes a ranged attack with a +1 bonus; however, they may use their Intelligence or their Agility modifier on the attack, whichever is better.

22-23: The caster summons a strange black metal device that resembles a large crossbow; but without any bow, the device may fire any item that is similar in size and shape to a sling bullet. The device may also be used in melee combat as a short spear causing 1d7 points of damage. The handle-grip of the device holds 25 sling stones or bullet type items; the device requires 2 hands and 1 round per shot to reload. The *Forceful Flinger* may be fired once per round up to thrice the normal range of a sling (120/ 240/ 480ft) causing 2d4 points of piercing damage, +1 points per caster level of its creator. Additionally, the user makes a ranged attack with a +2 bonus; however, they may use their Intelligence or Agility modifier on the attack, whichever is better. This version may fire volleys of 5 shots in a 45^0 cone; hitting the first five creatures to fail a DC15 Reflex save within 60ft. Creatures failing their save take 1d8 points of piercing damage.

24-26: The spell functions as a result of 16-17 for the caster and 1 creature per 3 caster levels. Alternately, the caster summons a medium sized creature of random physiognomy. This creature has a leash that the caster must hold or give to someone else to control. The creature may throw any item that is similar in size and shape of a grapefruit and up to 15lbs. The creature has a range four times that of a sling (160/ 320/ 640ft) and may create ammunition causing 4d6 piercing and bludgeoning damage. Additionally, the thrower makes a normal ranged attack using 1d20, + its master's normal ranged attack bonus or +3; whichever is greater.

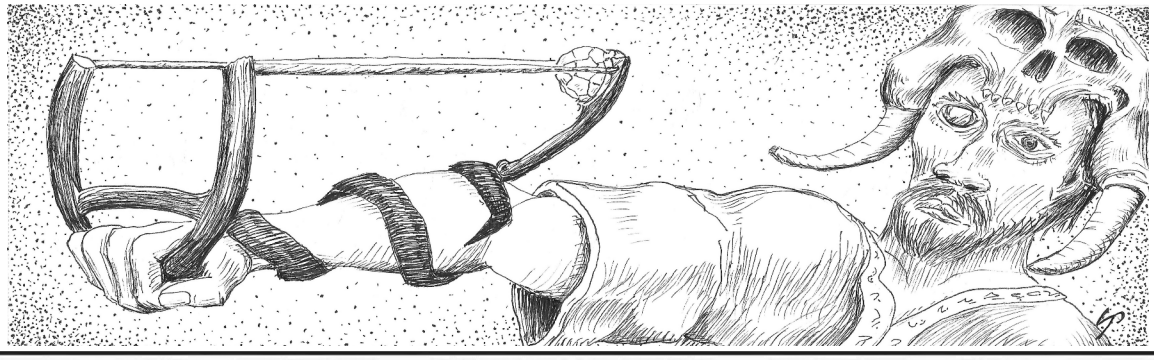
27-31: The spell functions as a result of 18-21 for the caster and 1 creature per 3 caster levels and the duration of the spell is doubled. Alternately, the caster summons a medium sized creature of random physiognomy. This creature has a leash that the caster must hold or give to someone else to control. The creature can throw any item that is similar in size and shape to a grapefruit and up to 25lbs. The creature has a range four times that of a sling (160/ 320/ 640ft) and its summoned projectile causes 4d6 piercing and bludgeoning damage, +2 points per caster level. The creature makes a normal ranged attack using 1d20, + its master's normal ranged attack bonus or +4; whichever is greater. Damaged victims must succeed at a DC14 Fortitude save or be knocked prone.

32-33: The spell functions as a result of 22-23 for the caster and 1 creature per 3 caster levels and the duration of the spell is doubled. Alternately, the caster summons a medium sized creature of random physiognomy. It has a leash that the caster must hold or give to someone else to control. The creature may throw any item that is similar in size and shape to a human head and up to 50lbs. The creature has four times the normal range of a sling (160/ 320/ 640ft) and its summoned projectile causes 4d8 piercing and bludgeoning damage, +3 points per caster level of its creator. The creature makes a normal ranged attack using 1d20, + its master's normal ranged attack bonus or +5; whichever is greater. The projectile is treated as a +1 magic weapon for overcoming damage resistance, etc. Damaged victims must succeed at a DC16 Fortitude save or be knocked 10ft in the direction the projectile was traveling; landing prone.

34-35: The spell functions as a result of 22-23 for the caster and 1 creature per 2 caster levels and the duration of the spell is tripled and the device does not vanish as long as it is within 5ft of the person to whom it was given. Alternately, the caster summons a large sized creature of random physiognomy. This creature has a leash that the caster must hold or give to someone else to control. The creature may throw any item that is similar in size and shape to a small barrel and up to 150lbs. The creature has five times the normal range of a sling (200/ 400/ 800ft) and summoned projectiles cause 4d8 piercing and bludgeoning damage, +3 points per caster level of its creator. The creature makes a normal ranged attack using 1d20, + its master's normal ranged attack bonus or +6; whichever is greater. The projectile is treated as a +1 magic weapon for overcoming damage resistance, etc. Damaged victims must succeed at a DC17 Fortitude save or be knocked 20ft in the direction the projectile was traveling, lands prone, and are paralyzed for 1d8 rounds.

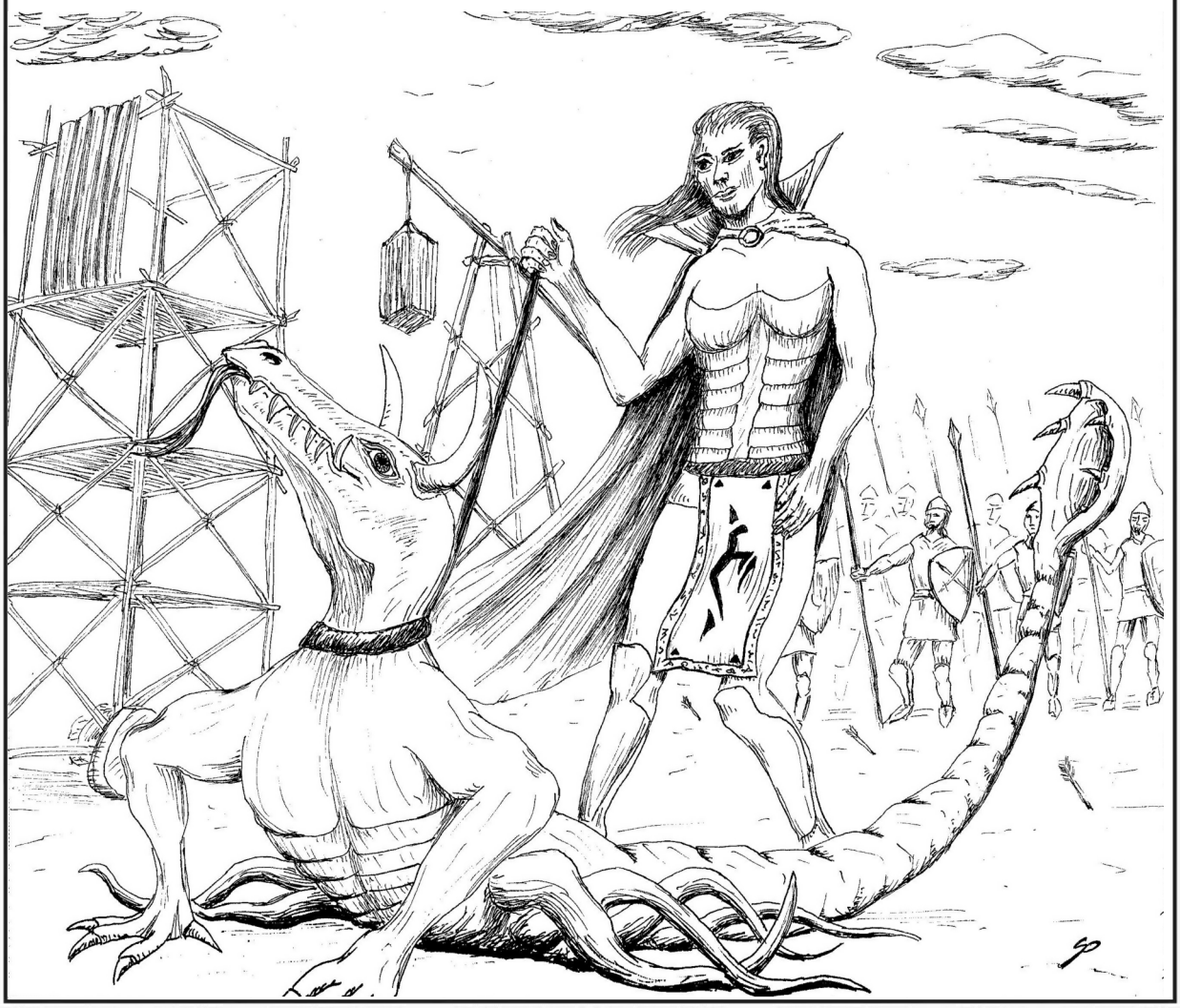
36-37: The spell functions as a result of 22-23 for the caster and 1 creature per 2 caster levels and the duration of the spell is tripled and the device does not vanish as long as it is within 5ft of the person to whom it was given. Alternately, the caster summons a large sized creature of random physiognomy. It has a leash that the caster must hold or give to someone else to control. The beast may also act as a mount with movement rates twice those of its master. The creature may throw any item that is similar in size and shape of a bolder or large chest and up to 300lbs. The creature has five times the normal range of a sling (200/ 400/ 800ft) and its summoned projectiles cause 4d10 piercing and bludgeoning damage, +4 points per caster level of its creator. The thrower makes a normal ranged attack using 1d24, + its master's normal ranged attack bonus or +7; whichever is greater and the projectile is treated as a +2 magic weapon for overcoming damage resistance, etc. Damaged victims must succeed at a DC18 Fortitude save or be knocked 30ft in the direction the projectile was traveling, land prone, and are paralyzed for 2d8 rounds.

38-39: The spell functions as a result of 22-23 for the caster and 1 creature per 2 caster levels and the duration of the spell is equal to the caster's level in days; the device does not vanish as long as it is within 10ft of the person to whom it was given. Alternately, the caster summons a large sized creature of random physiognomy. It has a leash that the caster must hold or give to someone else to control. The beast may also act as a mount with movement rates twice those of its creator. The creature may throw any item that is similar in size and shape of a small bolder or large chest and up to 500lbs. The creature has five times the normal range of a sling (200/ 400/ 800ft) and summoned projectiles cause 4d10 piercing damage, +4 points per caster level of its creator. The creature makes a normal ranged attack using 1d24, + its master's normal ranged attack bonus or +8; whichever is greater and the projectile is treated as a +2 magic weapon for overcoming damage resistance, etc. Damaged victims must succeed at a DC19 Fortitude save or be knocked 40ft in the direction the projectile was traveling, land prone, and are paralyzed for 3d8 rounds.



40+ The spell functions as a result of 22-23 for the caster and 1 creature per caster level and the duration of the spell is equal to the caster's level in weeks; the device does not vanish as long as it is within 15ft of the person to whom it was given. The weapon imparts a -5 attack penalty and will not fire any shots for anyone other than the person to whom it was given. Alternately, the caster summons a large sized creature of random physiognomy. This creature has a leash that the caster must hold or give to someone else to control. The beast may also act as a mount with movement rates thrice those of its creator. The creature may throw any item that is similar in size and shape of a medium sized bolder or small wagon up to 1000lbs. The creature has six times the normal range of a sling (240/ 480/ 960ft) and summoned projectiles cause 4d12 piercing and bludgeoning damage, +5 points per caster level of its creator. The thrower makes a normal ranged attack using 1d30, + its master's normal ranged attack bonus or +9; whichever is greater and the projectile is treated as a +3 magic weapon for overcoming damage resistance, etc. Damaged victims must succeed at a DC20 Fortitude save or the victim is turned to stone. The duration of this effect is dependent upon the victim's Stamina score: 11 or less = permanent, 12-15 = one month, 16-17 = one week, 18+ = one day.

SPECIAL: with this result the caster can create one permanent version of the *Forceful Flinger* in the 22-23 result. This weapon imparts a -6 attack penalty and will not fire any shots for anyone other than the weapon's creator and cannot be given to another person; the weapon is destroyed with the death of its creator. Furthermore, this permanent flinger may act as either a short spear or axe that inflicts 2d4 damage; chosen and fixed at creation. The flinger is considered a +2 magic weapon for purposes of bypassing damage resistance, etc. and has a 35 shot magazine.



Incomprehensible Babbling

Level: 1	**Range:** 50ft, +10ft / Caster Level	**Duration:** Varies	**Casting Time:** 1 round
Reversible	Yes, see *Comprehend Languages* spell, DCC Core Rules		
Ritual Spell	No		
Save	Willpower save versus the casting check result negates.		

General: This spell causes targeted creatures with language use to be rendered incapable of understanding or communicating with others to varying degrees for the duration of the spell. This spell applies to non-magical languages, writing, and comprehension of language depending upon the power of the casting and may only be cast upon creatures with a language. If communication with the afflicted is still possible; anyone attempting to communicate with them must succeed at a DC15 Intelligence check. Failure means the person or creature is incapable of understanding the victim's attempts to communicate. People enchanted in this fashion may still communicate normally with the wizard who cast the enchantment. **Special:** if the caster chooses, they can use spellburn to make this spell's effects permanent on the victim(s). The casting wizard divides the check result by 6 to calculate the number of points of spellburn to be committed for each target. For example a result of 32 means that a 5th level caster can effect 4d4+10 creatures and it will require 5 points of spellburn each to make this effect permanent upon the victims.

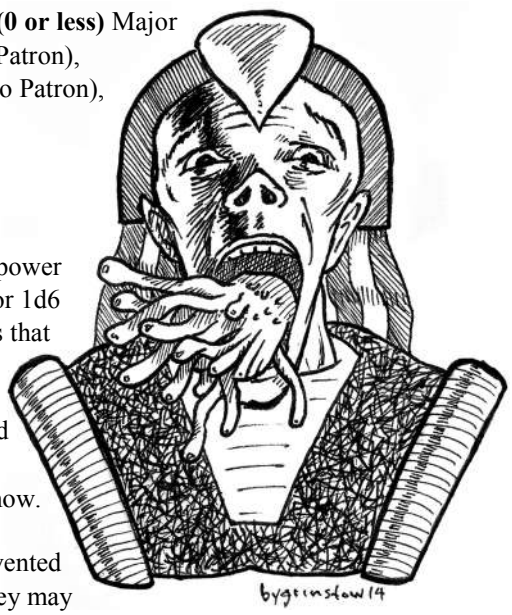
Another wizard may attempt to reverse the effects of this spell by casting the *Comprehend Languages* spell upon a befuddled victim. The casting check of the rescuing wizard must be at least equal to or greater than the casting check that created the original effect. The victim must be willing to sacrifice a number of attribute points equal to those used to craft a permanent spell effect. These points will heal normally.

Manifestation: **Roll 1d8: (1-7)** Beams of light shoot from the caster's fingers to the throats of the victim's causing them to lose control of their voices. *Roll 1d8: 1= Red, 2= Orange, 3= Yellow, 4= Green, 5= Blue, 6= Indigo, 7= Violet, 8= Roll twice;* to determine the color of the beams. **(8)** The victim's tongues split into 2d12 tentacles that are not under their control for the duration of the spell.

Corruption: The caster is incapable of casting any spell that has a verbal component because: **roll 1d8; (1)** Caster's tongue splits into 2d12 tentacles that are not under the caster's control, the caster must spellburn 1 point per level of the spell to master these tentacles long enough to get through the spell casting attempt. **(2-3)** Caster's mouth seals shut; they lose access to one known spell listed on Table 1-12, or 1-16 for elves, see DCC Core Rules. This sacrifice removes from them any need to eat or drink, but they must commit at least 1 point of spellburn per level of spell they wish to cast. If the caster chooses to sacrifice a second known spell they can cast their spells normally. **(4-7)** The caster is incapable of making anything other than random animal noises whenever they try to speak unless they succeed at a DC13 Willpower save; success creates the ability to speak (and cast spells) normally for 5 minutes. **(8+)** The caster's normal voice is replaced by a painful high-pitched squeak that is barely audible to humans but irritates elves, dogs, and other creatures with sensitive hearing provoking a DC15 Willpower save any time they are within 50ft while the caster is speaking. Failure means these creatures to attack the caster.

Misfire: The caster is incapable of casting any spell that has a verbal component because: **roll 1d4; (1)** One of the caster's allies has their tongue split into 2d12 tentacles that are not under their control for 1d3 rounds, +1 round per caster level. **(2)** One of the caster's allies has their mouth seal shut for 1d3 rounds, +1 round per caster level. **(3)** One of the caster's allies is incapable of making anything other than random animal noises whenever they try to speak for 1d3 rounds, +1 round per caster level. **(4)** One of the caster's allies has their normal voice replaced by a painful high-pitched squeak that is barely audible to humans but irritates dogs, and other creatures with sensitive hearing for 1 round, +1 round per caster level causing them to panic or attack the speaker if they are within 50ft.

1: Spell fails and is forgotten! **Roll 1d6** modified by Luck: **(0 or less)** Major corruption + Misfire + Patron taint (or Spell corruption if no Patron), **(1)** Major corruption, **(2)** Patron taint (or Spell corruption if no Patron), **(3+)** Misfire.



2-10: Spell fails and is forgotten.

11: *Partial success* – If the target of this spell fails its willpower save it is prevented from speaking in any normal languages for 1d6 rounds; but they may still write and understand any languages that they know. Spell is forgotten.

12-13: If the target fails its Willpower save it is prevented from speaking in any normal languages for 1d6 minutes; but they can still write and understand any languages that they know.

14-17: If the target fails its Willpower save then it is prevented from speaking in any normal languages for 10 minutes; but they may still write with any languages that they know and can still understand the words of others.

18-19: The caster may target 1 creature for every two caster levels. Targets who fail their Willpower saves are prevented from speaking in any normal languages for 1d3 turns; but they may still write with any languages that they know and can still understand the words of others.

20-23: The caster may target 1 creature per caster level. Targets who fail their Willpower saves are prevented from speaking in any normal languages for 1d3 turns, +1 turn per caster level; but they may still write with any languages that they know and can still understand the words of others.

24-27: The caster may target 1d3 creatures per caster level. Targets who fail their Willpower saves are prevented from writing and speaking in any normal languages for 2d3 turns, +1 turn per caster level. Victims cannot understand the words of anyone but the one who cast this spell.

28-29: The caster may target 2d3 creatures, +1 creature per caster level. Targets who fail their Willpower saves are prevented from writing and speaking in any normal languages for 2d4 hours, +1 hour per caster level. Victims cannot understand the words of anyone but the one who cast this spell.

30-31: The caster may target 3d3 creatures, +1 creatures per caster level. Targets who fail their Willpower saves are prevented from writing and speaking in any normal languages for 2d4 days, +1 day per caster level. Victims cannot understand the words of anyone but the one who cast this spell.

32-33: The caster may target 4d4 creatures, +2 creatures per caster level. Targets who fail their Willpower saves are prevented from writing and speaking in any normal languages for 2d4 weeks, +1 week per caster level. Victims cannot understand the words of anyone but the one who cast this spell.

34-35: The caster may target 4d5 creatures, +2 creatures per caster level. Targets who fail their Willpower saves are prevented from writing and speaking in any normal languages for 2d4 months, +1 month per caster level. Victims cannot understand the words of anyone but the one who cast this spell.

36+ The caster may target 4d6 creatures, +3 creatures per caster level. Targets who fail their Willpower saves are prevented from writing and speaking in any normal languages for 2d4 years, +1 year per caster level. Victims cannot understand the words of anyone but the one who cast this spell.

Lesser Devastation

Level: 3	**Range:** 150ft, +50ft/CL	**Duration:** 1 round/ CL beyond 5th	**Casting Time:** 10 minutes
Reversible	No		
Ritual Spell	Yes		
Save	Fortitude save versus the casting check result for half damage.		

General: This spell is for arcane casters with a desire to hand out large amounts of damage at long range and is similar in many ways to the *Fireball* spell. The manifestation result will determine the type of energy that the caster summons forth for all of the effects in the spell table. As such, the different types of energy have tertiary effects, like setting fires, shattering glass and crystal, etc. that apply for any manifestation result. Any resistance and vulnerabilities verses these energies possessed by creatures and objects affected by this spell will function normally to protect or amplify damage to the creature. When launched the missile arcs to its target and then detonates to the area allowed by the spell table entry and specified by the caster; attack rolls may be required. The caster must always be able to see the intended target, even if this requires a spyglass, crystal ball, or spell to see the target clearly. Whenever this spell is successfully cast, the wizard generates the number of missiles noted in the spell entry. These spheres are thrown by hand, but magically fly to their targets with a successful ranged attack roll. The range is considered short, unless the target is beyond longbow range or requires mechanical and/or magical aids to spot the target; at which point the throw is treated as long range. The caster may gain a bonus to attack, but they must designate a target for every missile granted by this spell by the end of it's duration or the remaining missiles detonate in the same space as the caster.

Manifestation: (Energy Type) Those who cast this spell find that they are attuned to a particular type of damaging energy. **Roll 1d7 when the spell is learned, the result is permanent; (1)** Acid – this damage lingers for 1 round per 3 caster levels, but the original damage result is reduced by half for each additional round. **(2)** Fire – hair paper, parchment, cloth, and leather subjected to this damage ignite immediately without a save causing 1d4 points of additional damage each round until the fuel is consumed. **(3)** Sonic – all living creatures within the area of effect are deafened for 1d3 rounds, + 1 round/ caster level unless they succeed at a fortitude save; unattended glass and crystal objects in the affected area burst. **(4)** Concussive Force – creatures and objects that fail their saves are thrown 1d6 x 10ft away from the center of the blast and will suffer additional falling damage from the secondary impact per the DCC Core Rules. **(5)** Ice – the cold damage is so severe that victims have all movement rates slowed by half for 1 round per caster level. **(6)** Electricity – Targets of this damage (even the restless dead) who fail their saving throws suffer a -2 penalty to initiative and AC from uncontrollable and hyper-spastic muscles for 1 round per caster level. **(7)** Roll 1d6 twice, the caster is attuned to two types of energy and may choose either one of them each time they cast this spell. The type of energy remains consistent for the duration of the spell.

Corruption: This corruption effect is cumulative and causes the caster to lose 1 point of any damage resistance they might have versus the type of energy they would normally summon with this spell; if they have more than one type of energy resistance available, choose randomly between them. If the caster has no damage resistance, they become vulnerable to the energy they would normally summon with this spell and suffer an additional and cumulative +10% damage from attacks with this energy. Additionally they suffer a -1 penalty on casting checks for, and save rolls versus spells with this same type of energy.

Misfire: Fumbling the casting of this spell is a hazardous occurrence for anything unfortunate enough to be caught near the bumbling caster. A wave of the energy type the caster normally manifests blasts outward in all directions out to a radius of: **roll 1d5; (1)** 50ft, **(2)** 40ft, **(3)** 30ft, **(4)** 20ft, **(5)** 10ft.

All unattended objects, as well as creatures who fail a DC15 Fortitude save take 1d10 points of energy damage, +1 point per caster level; this damage carries with it the caster's normal manifestation effect; i.e. acid damage still lingers, but is diminished by half each round, etc. Those who succeed on their save still take half damage, but are not subject to the extra manifestation effect. The caster is completely unaffected by this mishap…

1-3: Spell fails, and is forgotten! **Roll 1d6** modified by Luck: **(0 or less)** Greater corruption + Misfire + Patron taint (or Spell corruption if no Patron), **(1)** Major corruption or Spell corruption, **(2-3)** Patron taint (or Spell corruption if no Patron), **(4+)** Misfire.

4-14: Spell fails and is forgotten.

15: *Partial Success* – the caster summons forth a single mote of energy that may be launched at a single target within 50ft. The caster must succeed at a normal short ranged attack roll. The victim suffers 1d4 points of energy damage, +1 point/ caster level. This damage is subject to the caster's normal tertiary affects. Spell is forgotten.

16-17: The caster summons forth a single ball of energy about the size of a human fist per three caster levels. Detonating out to a diameter of up to 10ft; causing 1d6 points of energy damage, +1 point/ 3 caster levels to everything in the area upon impact.

18-21: The caster summons forth a single ball of energy nearly twice the size of a human fist per three caster levels. Detonating out to a diameter of up to 10ft; causing 1d7 points of energy damage, +1 point/ 3 caster levels to everything in the area upon impact.

22-23: The caster summons forth a single ball of energy the size of a human head per three caster levels. Detonating out to a diameter of up to 15ft, +5ft per 3 caster levels; causing 1d8 points of damage, +1 point/ 3 caster levels to everything in the area.

24- 26: The caster summons forth a sphere of energy the size of a human head that per two caster levels and are granted a +1 bonus to their attack roll. Detonating out to a diameter of up to 20ft, +5ft per 3 caster level; causing 1d10 points of damage, +1 point/ 2 caster levels to everything in the area upon impact.

27-31: The caster summons forth a sphere of energy twice the size of a human head per two caster levels and they are granted a +1 to their attack roll. Detonating out to a diameter of up to 25ft, +5ft per 3 caster levels; causing 1d12 points of damage, + 1 point/ 2 caster levels to everything in the area. The range of the spell increases to 150ft, +100ft per caster level

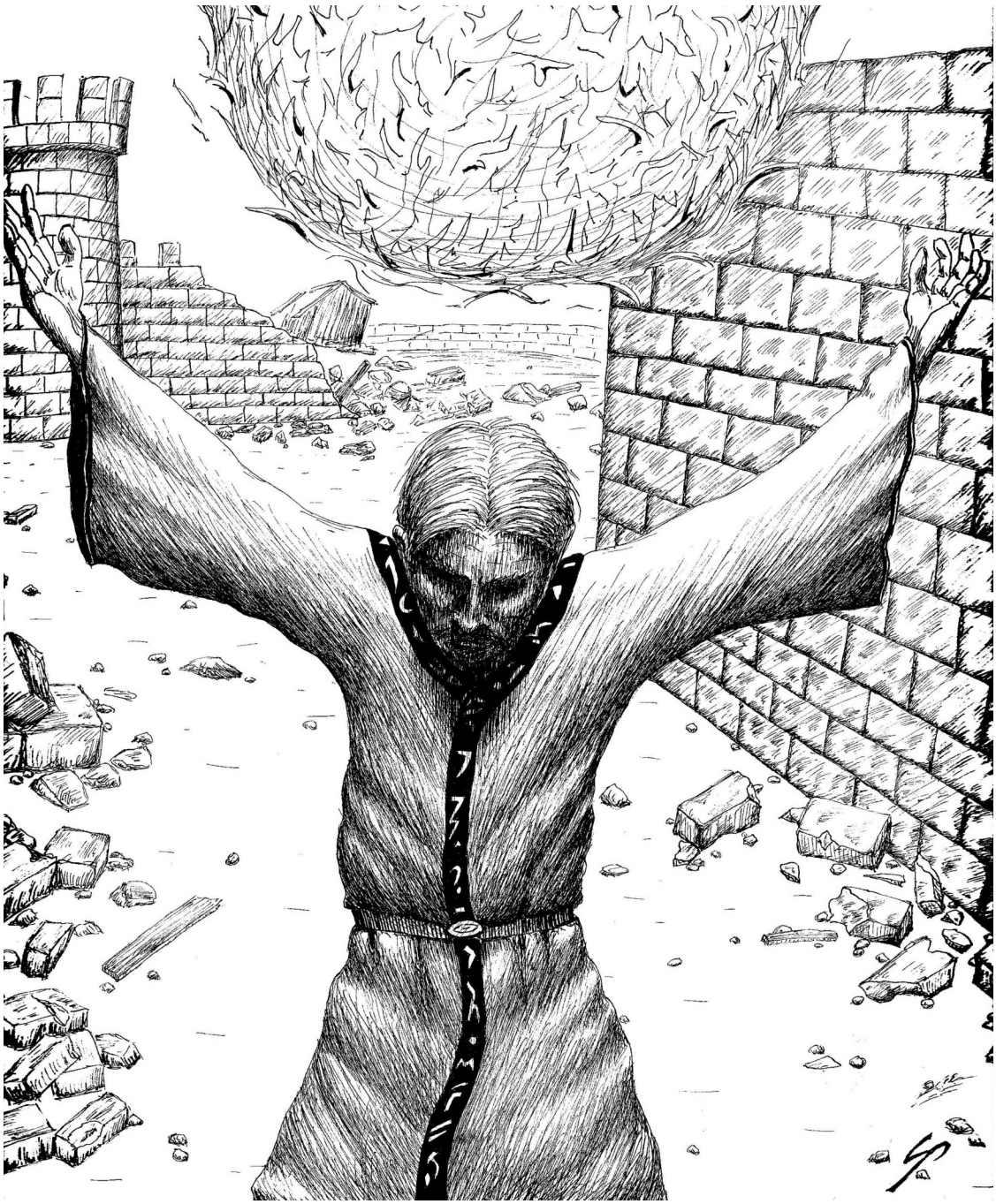
32-33: The caster summons forth a swirling vortex of energy that hovers 5ft above their heads from which a projectile the size of a small boulder becomes available every round. The boulder streaks towards the indicated blast point with a +2 bonus to attack. Detonating out to a diameter of up to 30ft, +10ft per 2 caster levels; causing 1d14 points of damage, +1 point of damage/ caster level to everything in the area upon impact. The range of the spell increases to 200ft, +100ft per caster level

34-35: The caster summons forth a swirling vortex of energy that hovers 5ft above their heads from which a projectile the size of a small boulder becomes available every round. The boulder streaks towards the indicated blast point with a +2 bonus to the attack. Detonating out to a diameter of up to 35ft, +10ft per 2 caster levels; causing 1d16 points of damage, +1 point of damage/ caster level to everything in the area upon impact. The range of the spell increases to 250ft, +150ft per caster level

36-37: The caster summons forth a swirling vortex of energy that hovers 5ft above their heads from which a projectile the size of a large boulder becomes available every round. The boulder streaks towards the indicated blast point with a +3 bonus to the attack. Detonating out to a diameter of up to 40ft, +15ft per 2 caster levels; causing 1d20 points of damage, +2 points/ caster level to everything in the area upon impact. The range of the spell increases to 300ft, +200ft per caster level

38-39: The caster summons forth a swirling vortex of energy that hovers 5ft above their heads from which a projectile the size of a large boulder becomes available every round. The boulder streaks towards the indicated blast point with a +3 bonus to the attack. Detonating out to a diameter of up to 45ft, +15ft per 2 caster levels; causing 1d24 points of damage, +2 points/ caster level to everything in the area. The range of the spell increases to 400ft, +300ft per caster level

40+ The caster summons forth a swirling vortex of energy that hovers 5ft above their heads from which two projectiles the size of a huge boulder become available every round. The boulder streak towards the indicated blast points with a +4 bonus to the attack. Detonating out to a diameter of up to 50ft, +20ft per caster level; causing 1d30 points of damage, +3 points/ caster level to everything in the area. The range of the spell increases to 600ft, +500ft per caster level.



Magic Hat

Level: 4	Range: One hat	Duration: Permanent	Casting Time: 4 days, + time to design the hat; caster has time to eat and sleep, but must spend the rest of the time casting the spell. Must be on the Ethereal Plane to cast.
Reversible	No		
Ritual Spell	No		
Save	N/A		

General: As iconic as a wizard's staff or a book of spells; a wizard's hat is a source of identity and a reserve of hidden powers. Whether it is the traditional conical and brimmed cap of storybook legends or nothing more than a beaten up, moth-eaten top-hat; these powerful items can be a lifesaver for the wizard who has taken the time to construct one of these invaluable tools. This spell cannot be performed as a ritual, even if it could be; the construction of a wizard's hat is too personal a process to share with others… especially since the spell will only produce one hat per casting. A wizard may only create one such hat in their lifetime. If the hat is lost or stolen, then the caster loses any bonus hit points; additionally the caster will suffer a -5 penalty to resist the charms, fear effects, or mental command spells cast by the wizard or creature that has current possession of the stolen headgear.

The hat's owner can name an item they wish and reach into the hat; possibly pulling out the named item; but only once per day per 3 caster levels. These items may be shared with others and are as real and durable as any other item of their kind, but only for a short time. Any creatures summoned are fanatical and will obey suicidal orders. They will disappear after 1 day per caster level of the hat's owner; but for magical equipment and living creatures their existence is measured in hours. Food created is nourishing and pulling a meal from the hat counts as one use no mater how large. The caster declares the item desired out loud and reaches into the hat and the player rolls a Luck check. If this check simply fails they pull nothing out of the hat. If the caster critically fails the check, they must roll 1d30 modified by luck on table 1-29; pages 130-2. Items and creatures from this table are the exception to the vanishing rule; all creatures and items from the *Magic Hat Mishaps table* are permanent and must be slain or otherwise dealt with by the caster.

Magic Hats will have guidelines for the height, length, and width set by their design parameters. These parameters will determine the nature of items and creatures that can be pulled out safely. The wizard sets these parameters when they negotiate with the Storyteller during the hat's construction and design phase. These characteristics and powers are fixed once the hat is created and do not increase or advance with the caster's abilities. A magic hat takes at least 5,000gp to construct, and requires that the caster commit 1 point of spellburn/ 4 points of the casting check result to bond the hat to themselves; all but 2 of these sacrificed points will heal normally. If the casting check result allows for the inclusion of additional spells, the caster must spend 250gp per level of each additional spell imbued into the hat; if the caster doesn't have the cash they can spellburn an additional point per 100gp that they can't provide. If the caster is slain the magic hat crumbles into dust; if the hat is destroyed, the caster takes 4d4 damage and must succeed at a DC25 Willpower save. Failure indicates the caster takes 2d4 points of Intelligence damage, half of which is permanent and may only be removed via successful quest or some kind of divine intervention.

The hat will have a number of hit points based upon the casting check result. On being struck, the caster may choose whether or not to accept damage, let their hat take some of the damage, or even divide the damage between themselves and their hat. As long as the hat retains at least 1hp, it retains its powers. Any hit points lost by the hat must be healed by the *Mend* spell or by the wizard donating their own hit points to the hat. The caster may then heal normally with rest and magic. If the hat possesses an Intelligence score the caster may also spellburn these points or transfer intelligence damage from themselves to the hat. Any of the hat's lost intelligence points may only be healed by the caster donating theirs and then healing normally. If the hat is reduced to 0 INT, then it loses all its powers until they can be recovered. Damage and spell resistance granted by this item are considered natural and will stack with any runic, spell, or natural abilities the caster may have.

Hats with an intelligence score have no eyes and ears, yet they manage to perceive their surroundings by tapping into the connection with their creator. A magic hat will have the same sensitivities and abilities with regard to sight, sound, and known languages possessed by their creator. The hat may only communicate telepathically with its creator unless the casting check entry notes otherwise. If a hat is

imbued with spells it will be able to cast them normally using its own INT bonus and is considered to have half the caster's levels for casting power and spell access. The hat cannot use any of the bonuses or powers that it grants to its creator and will have its own mercurial magic and manifestations. Corruption and misfire results are transferred to the hat's owner. The hat will lose and regain spells in the same manner as its creator. Magic hats have no need to breathe, eat, or sleep unless the sleep is required for the regaining spells or for any of the strictures or taboo's of their creator. They cannot bond with patrons or cast item creation spells.

Manifestation: The caster of this spell hat will create a magical hat that is made to the caster's specifications; at least to the limits of their casting ability and gold supply, but its arrival and extra powers are somewhat random. **Roll 1d20: (1)** Crazed gnomish haberdasher arrives with a hat-box, in addition to any of its other powers, the hat grants the caster the ability to speak with burrowing mammals at will. **(2)** The magic hat arrives in the talons of an eagle and in addition to its other powers the hat grants the caster an additional +2 bonus on spot and search checks. **(3)** A gaggle of faeries dance and spin around the casting site and weave the hat from pure starlight and moonbeams; in addition to its other powers the caster is granted a +2 bonus on saves versus charms and mental compulsions; even of fey origin. **(4)** A horde of gibbering demons shape and mold inky, black smoke into the shape and design of the caster's hat; which in addition to its other powers, now grants the caster a +2 bonus on saves versus the powers and spells cast by demons. **(5-16)** The hat appears in a puff of smoke and a fanfare of trumpets; but grants no further benefits other than those listed in the spell table. **(17)** A leprechaun strolls by and sees what the caster is up to; he takes the gold and leaves a hat made to the caster's specifications. However, any time the caster reaches into the hat to pull something out, the roll for their Luck check result is reduced by 2 points. **(18)** The center of the casting diagram erupts with great force as a glittering shard of silvery crystal forces its way up out of the Elemental Plane of Earth; it crumbles into chalky dust that leaves the hat in its place. In addition to its other powers, the hat grants the caster an additional 2 points of protection on saves versus electricity attacks. **(19)** A unicorn arrives and touches the caster with its horn and the hat appears fully formed upon the caster's head. In addition to its normal powers, the creator of this hat has the results of any healing checks or casting checks for healing spells, laying of hands, save rolls for resisting diseases, etc. increased by 2 points. **(20)** The casting area is overwhelmed by shadows from which unintelligible whispers are heard; when the shadows clear the caster has the hat on their head; they gain a +3 bonus on stealth checks as long as they are wearing their hat.

Corruption: Any time a spell corruption result is indicated roll percentile dice: 50% or less means the caster's head increases 30% in size; this reduces the caster's AC by 2 and their movement rate by 10ft/ round so they don't snap their neck. With 51% + the caster's head shrinks by 30%; this reduces the casters Intelligence and Personality scores by 2 points each.

Misfire: Roll 1d5: (1) All ingredients and cash are lost and the caster must start again after waiting 1d5 years; but the caster suffers a -4 penalty on their next attempt to cast this spell. **(2)** Half the gold and ingredients are lost and the caster must start again; but only after 1 year has passed. **(3)** One-quarter of the gold and ingredients are lost and the caster must start again; but only after 1 month has passed. **(4)** Ten percent of the gold and ingredients are lost and the caster must start again; but only after 1 week has passed; and the caster will have a -2 on any future castings of this spell. **(5)** None of the gold and other ingredients are lost. The caster must start again; but only after 1 week has passed and they will suffer a -1 on all future attempts to cast this spell.

1-4: Spell fails and is forgotten! **Roll 1d6** modified by Luck: **(0 or less)** Greater corruption + Misfire + Patron taint (or Spell corruption if no Patron. **(1-2)** Major corruption and Patron taint Spell corruption if no Patron), **(3-4)** Patron taint (or Spell corruption if no Patron), **(5+)** Misfire.

5-16: Spell fails and is forgotten.

17: Spell fails, but is retained in memory.



18-19: Spellburn = 4; hat has 1hp/ caster level. This hat grants 1 point of spell and damage resistance that are overcome by magic weapons of at least +1 enchantment as well as damage from divine weapons and spells. When reaching into the hat roll a Luck check; on success the hat's owner may pull out one non-magical item no larger than the hat. *Empty water-skin, rope (10ft), rusty dagger (-1 attack and damage), one meal of ill tasting but nutritious trail rations,* or other such low quality items.

20-23: Spellburn = 5; hat has 1hp/ caster level. This hat grants 2 points of spell and damage resistance that are overcome by magic weapons of at least +1 enchantment as well as damage from divine weapons and spells. When reaching into the hat roll a Luck check; on success the hat's owner may pull out one non-magical item no larger than the hat. *Full water-skin, non-magical unguent or tincture, rope (15ft), throwing dagger, files, or other small tools other than lock picks, one meal of ill tasting but nutritious trail rations*, or other such low quality items.

24-25: Spellburn = 6; hat has 2hp/ caster level. The hat grants 2 points of spell and damage resistance that are overcome by magic weapons of at least +1 enchantment as well as damage from divine weapons and spells. When reaching into the hat roll a Luck check; on success the hat's owner may pull out one non-magical item no larger than the hat. *Full water-skin, non-magical unguent or tincture, bundle of rope (25ft), dagger, hammer. Small tools including lock picks, bag of nails (50) or caltrops (25), wholesome but tasteless trail rations for one person for 1 day,* or other such items.

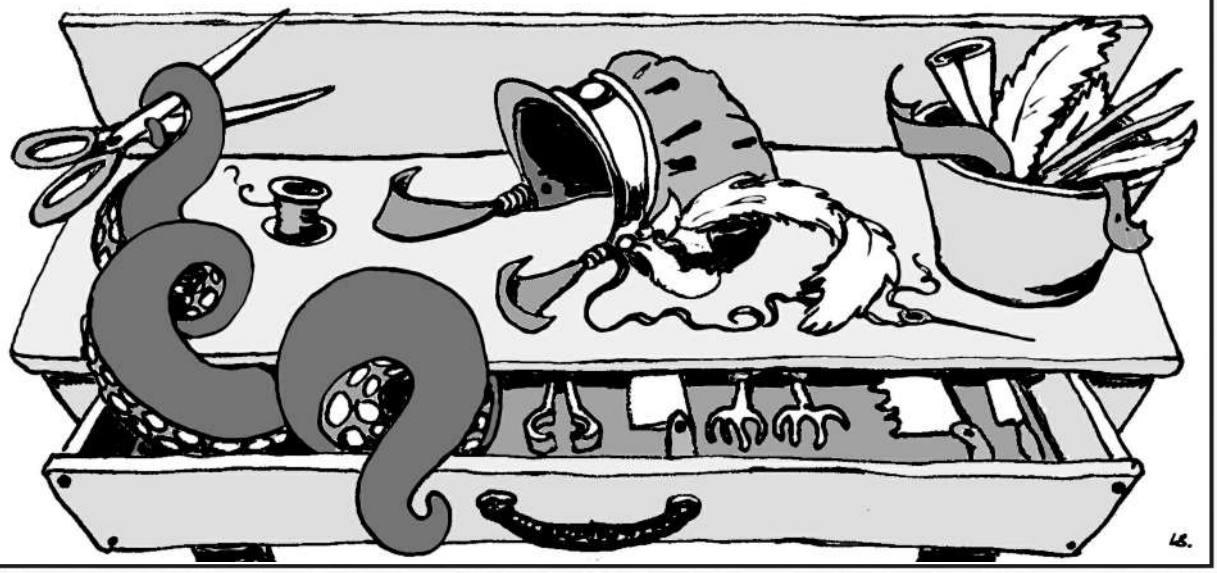
26-28: Spellburn = 7; hat has 2hp/ caster level and an INT score of 9. The hat grants 3 points of spell and damage resistance that are overcome by magic weapons of at least a +2 enchantment as well as damage from divine weapons and spells. When reaching into the hat roll a Luck check; on success the hat's owner may pull out 1d3 non-magical items no larger than the hat. *Full wine- or ale-skin, non-magical unguent or tincture, bundle of rope (50ft), short sword, heavy hammer, bags of caltrops (30; 1d5 damage), bundles of arrows (20), bolts (10), a bowl of hot soup or gruel. The caster may draw forth one normal living mammal, bird, or reptile of no more than 1 HD;* or other such items. The hat is aware of and understands its environment as well as it can through the connection with its master; granting the caster a +2 bonus on search and spot checks, as well as on checks to determine if the caster is surprised.

29-33: Spellburn = 7 or 8; hat has 3hp/ caster level and an INT score of 11. The hat grants 3 points of spell and damage resistance. That are overcome by magic weapons of at least a +2 enchantment as well as damage from any divine weapons and spells of clerics with at least 3 levels of experience. When reaching into the hat roll a Luck check; on success the hat's owner may pull out 1d3 items so long as at least 2 of the item's dimensions will still fit through the hat-band. Items may have up to a +1 magical attack and damage bonus; *full bottle of fine wine, brandy, or ale, bundle of silk rope (75ft), long sword, sledge hammer, bag of caltrops (50; 1d5 damage), bag of horse caltrops (15; 1d8 damage) or bundles of poisoned arrows (25) or bolts (15); DC13 poison causing 1d4 points of Stamina damage, a good quality three course meal for two. The caster may draw forth one small mammal, bird, or reptile with up to 2 HD and INT score of 5*; or other such items. The hat is aware of and understands its environment as well as it can through the connection with its master; granting a +2 bonus on casting, search, and spot checks as well as on checks to determine if the caster is surprised.



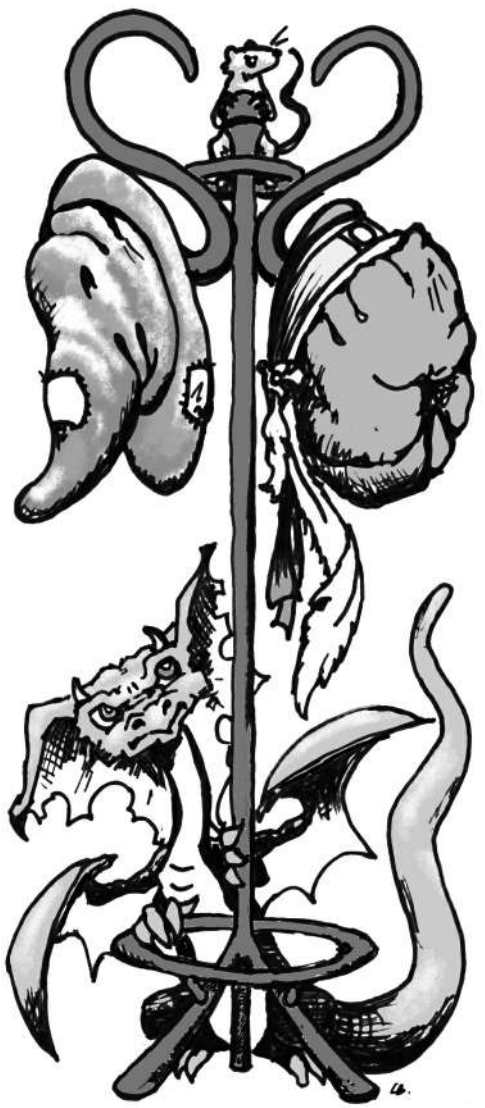
34-35: Spellburn = 8; hat has 3hp/ caster level and an INT score of 13 (+1 bonus). The hat grants 4 points of spell and damage resistance that are overcome by magic weapons of at least a +3 enchantment as well as damage from any divine weapons and spells of clerics with at least 3 levels of experience. When reaching into the hat roll a Luck check; on success the hat's owner may pull 1d4+1 items from the hat so long as 2 of the item's dimensions still fit through the hat-band. Items may have up to a +1 magical attack and damage bonus; *small cask of fine wine, brandy, or ale; magical potions that requiring a DC of 20 or less to create, bundle of silk rope (100ft), long sword, heavy sledge hammer, bag of caltrops (80; 1d5 damage), bag of horse caltrops (25; 1d10 damage), or bundles of poisoned arrows or bolts (30; with a DC15 poison causing 1d6 points of Stamina damage), a fine quality five course meal for four. The caster can draw forth one small mammal, bird, or reptile with up to 3 HD and an INT score of 6;* or other such items. The hat is aware of and understands its environment as well as it can through the connection with its master; granting a +3 bonus on, search, and spot checks as well as on checks to determine if the caster is surprised. At creation, the caster may imbue the hat with one spell of 1st level. This spell is remembered by the hat and doesn't count towards the caster's normal total of memorized spells; but it can be cast by either the wizard or the hat independently; the hat uses 1d14 as its casting die and acts on its owner's initiative. The spell is only lost for the day if the hat fails its casting check for this spell.

36-37: Spellburn = 9; hat has 4hp/ caster level and an INT score of 15 (+1 bonus); the hat may speak normally with any language the caster knows. The hat grants 4 points of spell and damage resistance which can be overcome by magic weapons of at least +3 enchantment as well as damage from any divine weapons and spells of clerics with at least 4 levels of experience. When reaching into the hat roll a Luck check; success indicates that the hat's owner may pull out 1d4+1 items from the hat so long as two of the item's dimensions still fit through the hat-band. Items may have up to a +2 magical AC, attack, and damage bonus damage bonus; *small cask of rare wine, brandy, or ale; magical potions that require a DC of 24 or less to create, bundle of spider-silk rope (200ft; break DC 20), two handed sword, Lucerne hammer, 2 bags of altrops (80; 1d6 damage), bag of horse caltrops (30; 1d10 damage), or bundles of arrows or bolts (30; and can bear a DC17 poison that causes 1d6 points of Strength and Stamina damage), an excellent quality seven course meal for eight. The caster may now draw forth two normal, or one exotic/magical mammal, bird, or reptile with up to 4HD and an INT score of 8+;* or other such items. The hat is aware of and understands its environment as well as it can through the connection with its master; granting a +3 bonus on casting, search, and spot checks as well as on checks to determine if the caster is surprised. At creation, the caster may imbue the hat with one spell of up to 2nd level. The hat may cast this spell with its own action die of 1d16 and acts on its owner's initiative. This spell is remembered by the hat and doesn't count towards the caster's normal total of memorized spells; but it can be cast by either the wizard or the hat independently. The spell is only lost for the day if the hat fails its casting check for this spell.



38-39: Spellburn = 10; hat has 4hp/ caster level and an INT score of 17 (+2 bonus); the hat may speak normally with any language the caster knows. The hat grants 5 points of spell and damage resistance which can be overcome by magic weapons of at least +4 enchantment as well as damage from any divine weapons and spells of clerics with at least 4 levels of experience. When reaching into the hat roll a Luck check; success indicates that the hat's owner may pull out 1d5+1 items which can be larger than the hat that can be pulled through without damaging the hat. Items may have up to a +3 magical AC, attack, and damage bonus; *suit of armor and shield, small cask of rare wine, brandy, or ale; magical potions that require a DC of 28 or less to create, bundle of spider-silk rope (200ft; break DC 22), two handed sword, Lucerne hammer, 2 bags of caltrops (80; 1d7 damage), bag of horse caltrops (30; 1d12), or bundles of arrows or bolts (30; and can bear a DC17 poison that causes 1d6 points of Strength and Stamina damage), an excellent quality seven course meal for eight. The caster can draw forth two normal, or one exotic/magical mammal, bird, or reptile with up to 4HD and an INT score of 8+*; and other such items. The hat is aware of and understands its environment as well as it can through the connection with its master; granting a +4 bonus on casting, search, and spot checks as well as on checks to determine if the caster is surprised. At creation, the caster may imbue the hat with one spell of up to 2nd level. On the caster's initiative, the hat may either cast this spell with its own action die of 1d20 or the hat may stretch and attempt to physically attack another creature within 10ft of the caster. This attack causes 1 point of physical damage per caster level of the hat's owner and on a failed DC15 Willpower save the victim suffers 1d4 points of Intelligence damage.

40-41: Spellburn = 10; hat has 5hp/ caster level and an INT score of 18 (+3 bonus); the hat may speak normally with any language the caster knows and may learn new ones if the caster hasn't enough known languages to share. The hat grants 5 points of spell and damage resistance which can be overcome by magic weapons of at least +4 enchantment as well as damage from any divine weapons and spells of clerics with at least 4 levels of experience. When reaching into the hat roll a Luck check; success indicates that the hat's owner may pull out 1d5+1 items which can be larger than the Hat that can be pulled through without damaging the hat. Items may have up to a +4 magical AC, attack, and damage bonus; *suit of armor and shield, cask of rare wine, brandy, or ale; magical potions that require a DC of 32 or less to create, 2d3 bundles of spider-silk rope (200ft; break DC 24), two handed sword, man-portable battering ram, small cask of caltrops (1000; 1d7 damage), small cask of horse caltrops (500; 1d12 damage), or bundles of arrows or bolts (50; and can bear a DC19 poison that causes 1d8 points of Strength and Stamina damage), an excellent quality seven course meal for sixteen. The caster may draw forth 3 normal, or two exotic/magical mammals, birds, or reptiles with up to 5HD and an INT score of 10+;* or other such items. The hat is aware of and understands its environment as well as it can through the connection with its master; granting a +4 bonus on casting, search, and spot checks as well as on checks to determine if the caster is surprised. At creation, the caster may imbue the hat with two spells of up to 3rd level. The hat may either cast one of these spells with its own action die of 1d20; acting on its owner's initiative, or the hat may stretch and attempt to physically attack another creature within 15ft of the caster. This attack causes 2 points of physical damage per caster level of the hat's creator and on a failed Willpower save versus a DC of 15 the victim suffers 1d6 points of Intelligence damage.



42+ Spellburn = 11; hat has 6hp/ caster level and an INT score of 19 (+4 bonus); the hat may speak normally with any language the caster knows, and telepathically with other creatures if the caster gives permission. This power may not allow the hat or caster to read minds; unless *ESP* is one of the hat's imbued spells and is cast successfully per the DCC Core Rules of the *ESP* spell. The hat grants 6 points of spell and damage resistance which can be overcome by magic weapons of at least +5 enchantment as well as damage from any divine weapons and spells of clerics with at least 5 levels of experience.

When reaching into the hat roll a Luck check; success indicates that the hat's owner may pull out 1d6+1 items which can be larger than the hat that can be pulled through without damaging the hat. Items may have up to a +5 magical AC, attack, and damage bonus; *suit of armor and shield, cask of rare wine, brandy, or ale; magical potions that require a DC of 36+ to create, 2d3 bundles of spider-silk rope (200ft; break DC 26, the rope is all on one spindle that can hover or attach itself to most anything. It that has a crank handle to winch the rope in or out with a strength of 20), giant sized two-handed sword, medium sized siege weapon, barrel of caltrops (2500; 1d8 damage; spot check DC 21), cask of horse caltrops (750; 1d14) or bundles of arrows or bolts (150; and can bear a DC21 poison that causes 1d10 points of Strength and Stamina damage), an excellent quality seven course meal for thirty-two. The caster may even draw forth 3 normal or exotic/magical mammals, birds, or reptiles with up to 6HD and an INT score of 12+;* and other such items.

The hat is aware of and understands its environment as well as it can through the connection with its master; granting a +5 bonus on casting, search, and spot checks as well as on checks to determine if the caster is surprised. At creation, the caster may imbue the hat with three spells of up to 3rd level. The hat may either cast one of these spells with its own action die of 1d24 and acts on its owner's initiative, or the hat may stretch and attempt to physically attack a creature within 25ft of the caster. This attack causes 3 points of physical damage per caster level of the hat's creator and on a failed DC17 Willpower save the victim suffers 2d4 points of Intelligence damage.

Table 1-29: *Magic Hat* Mishaps

On a creature result both wizard and creature roll initiative immediately. The critter is angry and attacks the caster; it gets a +2 bonus on initiative, attacks, and damages versus the caster and will pursue them unless the entry states otherwise.	
1	*Irritated Skunk* – It pelts the caster and their allies for 1d4+1rds with stink oil then runs off; see p. 139.
2	*Bag of feathers* – This appears to be about 5 pounds of chicken feathers.
3	*Grasping tentacles (3d5)* – The caster pulls one through, but the creature it's attached to forever remains a mystery of the inside of the hat; the remaining tentacles also launch out of the hat and attack. They are 25ft long and have 10hp each and each counts as a separate creature with a Strength score equal to the caster's Strength score. The creature is anchored on its side of the hat and has no trouble pulling, lifting, or throwing. These tentacles fight the caster and their allies for 1d4 rounds before retreating, if they ever manage to pull the caster into the hat (ignoring the size guide lines) the hat and caster disappear. What happens to them is now the subject of another adventure… roll up a new character for this one.
4	*Lepus Sicarius* – This minor demonic assassin appears to be partially anthropomorphized rabbit and seems to be composed entirely from black smoke and shadows congealed into a solid. It is wearing leather armor with a hood and face mask; this creature has two short swords, a light crossbow, and an array of strangely shaped bladed throwing irons. The creature rushes passed the caster and escapes, but not not before leaving a scrap of parchment behind. This notifies the reader that the critter is off to assassinate someone; the date and time and other pertinent details are there, but it is up to the caster to decide if he or she is going to do anything about it. If the ninja bunny succeeds then the deed will eventually get traced back to the caster… see page 137.

	Table 1-29 (cont.): Magic Hat Mishaps
5	*Pot of rotten cabbage stew* – There is a lid on the pot, so there is no way of knowing what's in it until the caster lifts the lid: but then it is too late. The cloud of noxious vapors fill the room or the area 20ft from the pot whichever is smaller. All exposed must succeed at a DC 15 Fortitude save or become nauseated as long as they are in the cloud and for 2d4 rounds after leaving its influence. This state causes a -2 on all actions, AC, and Fortitude saves while the creature suffers. If anything actually eats the stew it acts like a DC20 poison; failure indicates the creature suffers 2d4 points of Stamina damage; this can be healed normally.
6	*Goblin leaps out* – Core Rules, p. 417; the creature will most likely start begging for mercy, though it will likely turn traitorous given the chance. Otherwise it tries to escape or attacks if it is cornered.
7	*20ft of Spider silk rope*… with a size small hunter-type spider at the other end. The spider will attack as soon as possible; and it is quite venomous. If hard pressed or heavily damaged the spider will run away and begin stalking the caster. See page 140.
8	*Large venomous snake that attacks caster* – The snake is too small to actually eat the caster and it attacks with a +6 Initiative (includes +2 surprise bonus), AC 15, 20hp, moves 40ft, and has 1d20 action die. Bite causes 1d4 points of damage that injects a neuroparalytic venom which causes the envenomed creatures to suffer 1 point of Agility damage/ turn until they get medical attention. The snake flees the scene after the first successful envenomation of the caster, or if it is losing the fight.
9	*Leg from a dead wildebeest* – Could be dinner… could be an improvised 2-handed club that does 1d8 damage for up to 1d3+1 attacks before losing cohesion.
10	*Ferocious tiger* – The tiger attacks and will fight to the death. See page 141.
11	*Locked chest* – A sturdy chest that's 2ft by 1ft by 1ft. There is a DC25 lock and the chest has 20 hit points. If they manage to get it open roll 1d20: 1-12= broken stuff, the act of examining/opening the chest destroyed the contents beyond recognition, but it is useful as kindling; 13-15= 2d14 silver coins: 16-18= 2d16 gold coins, 19-20= 2d20 gems worth 1d4 x 25gp each. Turns to lead in 3d24 hours
12	*Lantern*… no wick or fuel
13	*Cloud of butterflies* – The caster never actually gets their hand in the hat because hundreds of butterflies swarm out and create a cloud with a 20ft radius centered on the hat. This limits vision inside the fluttering cloud to 5ft and eliminates the ability to engage in ranged combat into or out of the cloud until it disperses in 1d5+1 rounds. The cloud stays centered on the hat unless the caster or hat is traveling at more than 40ft/round; if this happens the could disperses in one round.
14	*Dead cat*, stuffed and preserved.
15	*Broken sword* – With grip and quillion, it only has 2d3 inches of broken blade, but functions as a dagger that can't be thrown effectively.
16	*Broken sword* – Only 2d7 inches of broken sword blade, the caster must succeed at a Luck check each round or they take 1 point of damage when handling the blade.
17	*Dead Mice* – 3d4
18	*Troop of 3d5 Angry monkeys* – Tiny sparkles of light fly from the hat and land in various places within 30ft. Each mote manifests as a tiny monkey (18 inches tall) and this troupe of rascals are smarter than normal (see page 144) and unfortunately for the caster they are angry and have a mean streak. They tear about the environment for 1d3 turns following the caster and causing mayhem; breaking things, mixing dangerous reagents, etc. before running off.
19	*Shoddy ammunition* – 2d5 arrows that aren't straight; -2 on attack rolls and damage
20	*Random key* – It is an elaborately made, old fashioned skeleton-key; the problem is that it doesn't fit any locks owned by the caster or anyone else in the party. Weighs about 1/3lb, is made of brass, has no gems, or any writing on it to identify its purpose. However, it is owned by a 7HD devil named Tl'nec G'hor who wants the key back! If this devil can't kill the possessor of the key or steal it from them it will bargain… see page 142.
21	*Baby elephant* – This cute fellow is a yearling calf and is as tall as a pony, but much more massive steps out of the hat without damaging the garment. The elephant will be an impressive specimen of an elephant if it lives long enough to grow up in 12 to 15 years; life span of up to 60years. The elephant needs about 4 gallons and 40lbs of forage per day. By age 9 he will need 11 gallons of water and 330lbs of food/ day. The elephant considers the caster to be his mother and looks to the caster for food and Protection… see page136.
22	*Empty barrel* – 2 gallons capacity, but has a leak that loses 1 pint of liquid or granular solids per day.

	Table 1-29 (cont.): Magic Hat Mishaps
23	*Large constrictor snake that attacks caster* – The snake is too small to actually eat the caster and it attack on its initiative using the full bonus of +6 Initiative (including +2surprise bonus), AC 15, 20hp, moves 40ft, and has 1d20 action die. Constriction causes 1d8 points of damage per round it maintains this hold until it or the owner of the hat is dead. Use the DCC Core rules for grappling. If forced to flee it will begin stalking the owner of the hat.
24	*Medium sized angry dog* – This mutt looks pathetic, but it is smarter and more durable than the average dog; see page 135. It attacks the caster at first, but if the caster can somehow gain the dog's trust, it will likely become a staunch companion… especially if food, shelter, and plenty of combat are offered with regularity.
25	*Potion bottle full of black viscous liquid* – It's actually a 1 pint bottle of high quality ink (+1 on all writing checks; 200gp); but only players brave enough to investigate will ever find out. The stuff is non-toxic, but the taste is positively vile.
26	*Animated homicidal doll* – This ugly doll carries a strong curse that fills it with animating magic so it may move and attack with a murderous rage that focuses instantly on the caster, see page 134. The doll will 'play dead' and hopes to be tossed aside, but if the caster keeps it then the doll's games begin that much sooner. The doll will stalk the caster and/or play mind games for as long as it can and then try to kill the caster… which is the only known method of breaking it's curse. If the doll kills the caster then the dead caster's spirit becomes the next doll pulled out of a magic hat.
27	*Carton of 1 dozen rotten eggs* – Fairly obvious from the beginning, it is only if these eggs break that they cause any harm. Brave souls may throw them as an attack, but any missed shots provoke a Luck check to see if the egg broke in their hands as they made the attempt. Broken eggs provoke a DC15 Fortitude save for any living creature with a sense of smell within 10ft or more if down wind. Failure indicates the victim suffers a -1 penalty to AC, Actions, and skill checks for 2d4 rounds due to nausea and vomiting.
28	*Glass Marbles (3d30)* – Each has 1 hit point and they scatter out of the hat to fill a 50 sq. ft. space centered on the owner of the hat to provoking a DC20 Reflex save any time something tries to move through the marbles; falls cause 1d6 damage, per the DCC Core Rules for falling.
29	*Angry Dwarven Miner* – 4HD retired dwarven warrior who was originally a miner and who still has all of his equipment. He had decided to go back to mining because it's safer and isn't at all happy to see anyone. He will attack the caster on his second initiative round if the caster (or one of the caster's allies) can't convince him to do otherwise.
30	*Bouquet of 2 dozen, black sapphire roses* – If the caster has the time and cash to spare, they can try to plant and cultivate these rare beauties. It costs 30gp per month and takes at least 2 months. Each additional month after that grants a -1 bonus on the caster's Luck check; maximum of -6 bonus to the roll after 8 months. The caster must spend at least 1 week per month tending to them and at the end of this time, the caster must succeed at their Luck check, with failure indicating nothing but dead and shriveled husks where the roses should've been. The caster can make and use any of these tea blends once a month; or just once in the case of the black root tea, which kills a rose bush. However the caster may brew any of these teas and sell them to others as long as they have the supply and the Storyteller agrees. If the caster doesn't wish to do this there are still enough roses pulled from the hat to make one dose of any of the following tinctures other than Black Root. ▪ The petals of these roses may be brewed into a tea that is a DC20 cardio-toxin. Victims who fail their Fortitude saves suffer 3d4 Stamina damage immediately; and in 1d3 hours, they must succeed at a second DC20 Fortitude save or die as their heart stops. ▪ The thorns, brewed into a tea, are a DC18 neurotoxin. When ingested a failed Fortitude save inflicts 2d4 Agility damage immediately. Half of these points are lost permanently. ▪ The seeds, brewed into a tea, are a DC16 neurotoxin. When ingested a failed Fortitude save immediately inflicts 1d4 points of permanent Intelligence damage. ▪ Black Root Tea – Processing the cleaned root bundle will result in a brew that can cure the imbiber of any disease or poison, or a total of 1d3 corruptions, mutations, or major curses… if they survive. The imbiber must succeed at a DC15 Fortitude save or the tea kills them and renders the body unrecoverable via normal or magical means.

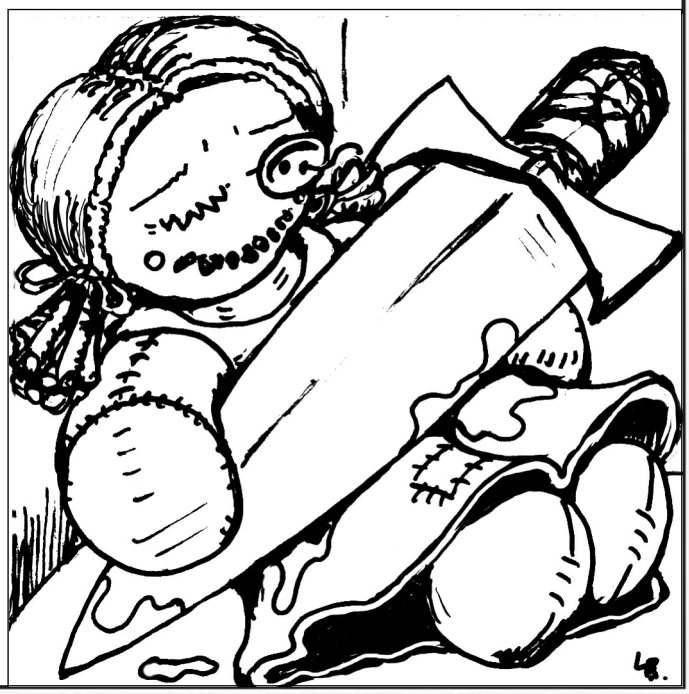
Animated Doll, Homicidal

Type	Construct
Size	Tiny, Humanoid
Reach	0ft
STRength	13/ +1
AGILity	18/ +3
STAMina	--
INTelligence	10
PERsonality	13/ +1
LUCK	No
Action Die	1d20, 1d14
Lift	130lbs
Drag	260lbs
Carry	130lbs
Speed (Land)	10ft
Run	65ft/round
Sprint	130ft
Speed (Swim)	No
Initiative	+3
AC	16
HD	5d8
Attack Die	
(Melee)	1d20+2,
	2@1d14+2
(Bite)	1pt
(Dagger)	1d3+1
(Ranged)	1d20+4
(Thrown item; 15/ 30/ 45ft)	Damage by item
Crit Die & Table	1d10/ III
Fortitude	+2
Reflex	+5
Willpower	+3

Alignment: Lawful

General Information:
These diabolical dolls are pathological killers with no sense of guilt or remorse. They are tormented fragments of soul trapped into the body of a doll that is humanoid and no more than 2ft tall. This tortured soul can only gain its freedom by killing the wizard who drew the doll from a magic hat, but their own twisted nature compels them to play mind games with the victim for a few days or even weeks if possible. They are of nearly any description the Storyteller wishes, but they are always armed with a dagger of some kind. They have normal human vision and hearing, but lack a sense of touch or smell and feel no pain. The doll knows most of the basic skills and can read and write any language that the caster knows. However the doll isn't able to learn new languages or skills. They have no ability to heal and cannot cast spells nor use potions, magic hats, or scrolls. Though, they can use wands, swords, and other magic items if they are small enough. If the doll kills the creator of the hat, the doll disintegrates unless the doll chooses to stay animated by killing one wizard on the new moon every month.

Attack Profile:
Sick and twisted… They will stalk their victim for a couple of days while they learn the strengths and weaknesses of their chosen victim and their allies. The doll will keep showing up in random places and pretending to be a normal doll until the caster notices the pattern... then it disappears for a little while to plan the attack. These dolls aren't stupid, and they know how to use any weapon that a wizard can use. These homicidal creatures have a creative flair for improvisational weaponry and ignore any penalties for using a weapon or item for which they have no training, or isn't normally considered a weapon. The Storyteller has the final say on what will work as a weapon and its function.



Special Powers:
Constructed – This construct counts as a medium sized creature for lifting and carrying They can use their run and sprint actions at will and do not need to roll fortitude checks to attack after running and sprinting. They add 10 when rolling for its hit points.

Immunities & Vulnerabilities:
Constructed – The doll is also immune to anything that requires a fortitude save except from acid or fire; which inflicts an extra 50% damage. This construct only takes half damage from non-magical weapons, and doesn't need to breathe,eat, or sleep.

Dog, Angry

Type	Dog
Size	Small
Reach	5ft
STRength	10
AGILity	14/ +1
STAMina	14/ +1
INTelligence	9+2d5
PERsonality	11
LUCK	9
Action Die	1d16
Lift	10lbs
Drag	30lbs
Carry	20lbs
Speed (Land)	30ft
Run	100ft/ rd, 112 min
Sprint	220ft
Speed (Swim)	No
Initiative	+1
AC	12
HD	2d4+2
Attack Die	1d16
(Bite)	1d5
Crit Die & Table	1d8/M
Fortitude	+2
Reflex	+2
Willpower	+1

Alignment: Neutral

General Information:
This mongrel has the gleam of intelligence in its eyes and is exceptionally angry. Both the caster and the dog roll initiative for combat. If the caster manages to subdue the dog without hurting it too badly or somehow manages to charm the critter; then it is possible to tame this mutt and possibly even train it. In order to win the dogs loyalty the caster must not attack, or allow anyone else to attack the dog. They can trap the dog and feed it for a few days, use a charm spell, or any other method deemed appropriate by the Storyteller and the situation. The offering of desirable food will provoke a DC13 Willpower save by the hound to resist the temptation. The dog gets a +1 bonus to this save per point of damage it has suffered.

Attack Profile:
Devoid of a pack this hound tries to get behind the caster and attack from the flanks using speed and agility to maximum advantage. The dog is always moving and trying to keep the caster off guard. If the dog loses half its hit points, it immediately burns one point of intelligence and goes berserk… and cannot ever be charmed or tamed by anyone's efforts.

Special Attacks:
Locking jaw – any time the dog gets a maximum result for its attack roll, or maximum damage from its attack, the dog's jaw clamps down and locks into place. The victim suffers automatic bite damage at the start of each round, but they can attempt a Strength check against a DC of 10, +1 per point of damage dealt each round to escape.

Berserker – This canine can burn one point of intelligence per combat and gain a +1d6 bonus to attacks and damage for the duration of the combat. Afterwards, the hound must succeed at a DC15 Fortitude save or suffer 1d3 points of damage. The burned points heal normally with rest or magic. During this frenzied state it gains a +5 bonus on willpower saves versus charm and fear spells or other similar magic.

Special Powers:
Scent Tracker – gains a +4 bonus to spot and search checks involving odors. Overpowering scents from spells, natural attacks, or other sources act like bright lights or fog, and the dog has a -1 penalty on saves versus airborne toxins.

Excelent runner - this hound can can use their sprint and running abilities a total of 3x per day. It gets a +1 bonus to running and sprinting Fortitude saves.

Intelligence - this hound knows everything the hat's creator knows, including languages, but it cannot speak.



Elephant, Baby

Size	Medium
Reach	5ft
STRength	15/ +1
AGILity	12
STAMina	13/ +1
INTelligence	6/ -1
PERsonality	10
LUCK	9
Action Die	1d16
Lift	150lbs
Drag	450lbs
Carry	150lbs
Speed (Land)	30ft
Run	70ft/ rd, 65min
Sprint	No
Speed (Swim)	No
Initiative	+0
AC (Thick hide; +4)	14
HD	5d12+5
Attack Die	1d16+2
(Trunk constriction)	1d3+1
(Tusks)	No
(Kick)	1d4+1
(Trample)	3d4+3
Crit Die & Table	None
Fortitude	+3
Reflex	+2
Willpower	+1

Alignment: Lawful

General Information:
This cute little guy is 1 year old and about the size of a pony, standing about 4ft tall at the shoulders and it is about 5ft long counting its trunk. This grey mass of affection sees the caster as its mother and assuming the wizard survives the destruction of their hat… they can raise this creature and train it to such tasks as the caster wishes. This elephant is smarter and wiser than normal, and the player rolls randomly to determine if it is male or female. By tradition, only males can be trained for war, and females are trained for industry and transport because they will normally flee before a charging male elephant. However, if the caster is not likely to face any other elephants in combat this is hardly an obstacle, and the Storyteller can choose to ignore this trait. If the caster can keep the elephant alive to the age of 5, it will count as a juvenile and be considered size large. The creature is full grown by the age of 12 and is size Gargantuan; see Critters, Creatures, & Denizens p. 92 for more details.

Attack Profile:
The elephant hides behind the caster or runs away unless it gets cornered. Then it fights as best it can.

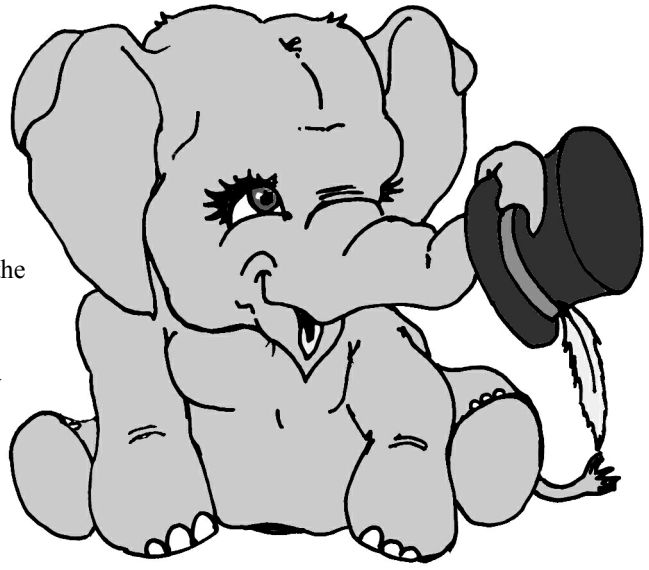
Special Attacks:
Trunk Constriction – any time the elephant rolls the maximum value for its attack with this appendage, they succeed at grabbing the target. They can apply one point of damage at the start of each round and the victim is allowed a Strength check versus a DC of 12 to escape the hold.

Special Powers:
Tool Users – Elephants are intelligent and this one even more than normal; the caster gains a +2 bonus on training rolls with this creature and it may be given up to 3 class levels as a warrior or trained to a specific purpose with the Storyteller's permission, but it will take a lot time and money. The elephant will need to be at least a juvenile to be fully trained and effective in combat.

Trunk – An elephant's trunk has the manual dexterity to pluck the petals from a flower, and it will have tremendous strength: +1 on Strength & Agility checks.

Beast of legendary proportions – It will be one size larger than other adults of its kind when fully grown and its normal hit die type as well as all of its damage dice are increased by 1 step on the dice chain compared to a similar adult creature.

Immunities & Vulnerabilities:
Poor Runners – Elephants cannot sprint, but may charge up to twice their land speed when attacking and run 2x per day. However, when unencumbered they can walk for up to 14 hours without becoming fatigued.



Minlor Demon, Lepus Sicarius

Type	Minor Demon
Size	Small
Reach	5ft
STRength	10
AGILity	18/ +3
STAMina	13/ +1
INTelligence	13/ +1
PERsonality	16/ +2
LUCK	2d6+6
Action Die	1d20, 1d16
Lift	50lbs
Drag	100lbs
Carry	50lbs
Speed (Land)	30ft
Run	120ft/ rd, 130min
Sprint	300ft
Speed (Swim)	No
Initiative	+3
AC (Leather)	15
HD	5d6+5
Attack Die (Melee)	1d20+1, 2@1d16
(Kick)	1d4
(Short Sword)	1d6
(Ranged)	1d20+4, 2@1d16+4 (Throwing blades only)
(Blowgun)	1d5+ poison Range (20/ 40/ 60ft)
(Triangular throwing blades)	1d4 + special; range (25/ 50/ 75ft)
Crit Die & Table	1d20/ III
Fortitude	+3
Reflex	+5
Willpower	+5

Alignment: Chaotic

General Information:
When the caster reaches into the hat, nothing but a horrible cloud of smoke comes billowing out. This cloud congeals into a vaguely humanoid rabbit about 4ft tall. Its face and other features are somewhat sparse and have an unfinished look, but its weapons and leather armor seem real enough. It ignores everyone and scampers off at top speed, leaving behind only a tattered note. This parchment has the name and details of the assassin's target(s). However, in this special case they are unbound and completely ignore the summoner… unless its mission fails.

Attack Profile:
This dark and evil denizen of forgotten dimensions is a demonic assassin. Usually summoned by a wizard who gives the demon its target(s). If under the control of a wizard, the Lepus Sicarius then pursues its target relentlessly and returns to the nether dimensions whence it came. They always plan their assassinations, but are capable of improvising. They attack from the shadows and act as chaotic thieves would in most circumstances for the purposes of skills and bonuses. They can run or sprint normally a total of 2x per day.

Special Attacks:
Drain Attack – Instead of damage, the physical non-weapon attacks of this demon provoke a DC 12 Willpower save or the victim is drained of 1d3 points of Personality score. Additionally the victim has a cumulative -1 action penalty from fear for as long as the combat lasts, +1d3 rounds if they survive the attack.

Poison – even 1 point of damage from their endless supply of blowgun darts provokes a DC13 Fortitude save or the victim suffers 1d4 points of Agility damage every 10 minutes until the poison is nullified by healing magic or first aid.

Multiple ranged attacks – As long as the demon is using its endless supply of special triangular throwing blades, it may throw two of them in the same round at different targets. It must roll 1d16+4 (plus any modifiers) on each attack. With 10 minutes of effort they can be coated in blowgun poison, or turned into incendiary devices or smoke-bombs. Both with a 20ft radius. The incendiary causes 1d6 fire damage and the cloud lingers for 1d6 rounds or as determined by the strength of the local winds.

Special Powers:
Anthropomorphic – This animal is now considered a biped and it will have a hand on each arm with at least 3 fingers and an opposable thumb. It has the ability to think and speak like any other sentient species; it knows any languages and general knowledge possessed by the creature that brings it to the Material Plane.

Jumping Prowess – Like the rabbits these demons are patterned after, they are superb athletes and can make huge leaps. With a successful vertical leap, multiply the action die result by 2 to figure out the distance in feet. With a successful horizontal leap, multiply the action die result by 4 to figure out the distance covered in feet. This demon doesn't need any kind of running start for jumping.

Speedy – This critter still moves as a quadruped when running or sprinting in order to take advantage of their large rear legs and the natural leaping/ running abilities of its genetic heritage. It can have nothing in its hands when running or sprinting.

Luck – This demon has a Luck score, but may not burn any points to alter its fate. Any modifier is applied to the demon's back stabbing attacks, initiative, and its stealth checks.

Immunities & Vulnerabilities:

Hydrophobic – They must succeed at a DC15 Willpower save to avoid running away from large amounts of water, streams, or lakes, etc. At least a full bucket of water is needed to be an effective deterrent.

Vulnerable to water – Water acts as an acid upon these creatures of the Nether Darkness. Any contact causes 1 point of acid damage and it does 1d4 points of acid damage per quart splashed upon this foul creature. Full immersion inflicts 1d8 points of acid damage per round; no save.

Dependency – Must feed upon the emotion of fear. They must drain 1 point of Personality score for each of its hit dice for every 24 hours of its existence. Failure to meet this quota means the Lepus Sicarius loses 1 hit die for each point that it didn't get; and so on until it withers away or succeeds at its mission. Most importantly, these hit dice are not returned via any form of healing and eventually the demon will be slain or dissipated from hunger. There is a special case with a Lepus Sicarius in that this minor demon is bound to the creature which summons this fell spirit. The summoner has vivid nightmares of the demons activities, and if the demon has no other targets, it will drain any needed Personality score points from the caster. This connection spans all Planes and distances and cannot be blocked except by divine intervention; it is only severed by the death of the demon or the one who summoned it into being.



Skunk, Irritated

Type	Animal
Size	Tiny
Reach	0ft
STRength	3/ -3
AGILity	16/ +2
STAMina	9
INTelligence	2/ -4
PERsonality	13/ +1
LUCK	9
Action Die	1d14
Lift	3lbs
Drag	6lbs
Carry	6lbs
Speed (Land)	10ft
Run	15ft/ rd, 72 min
Sprint	35ft
Speed (Swim)	No
Initiative	+2
AC	15
HD	2d6
Attack Die	
(Melee)	1d14-3
(Bite)	1pt
(Ranged; 25ft)	1d14+2
(Musk DC)	13
Crit Die & Table	None
Fortitude	+1
Reflex	+3
Willpower	+2

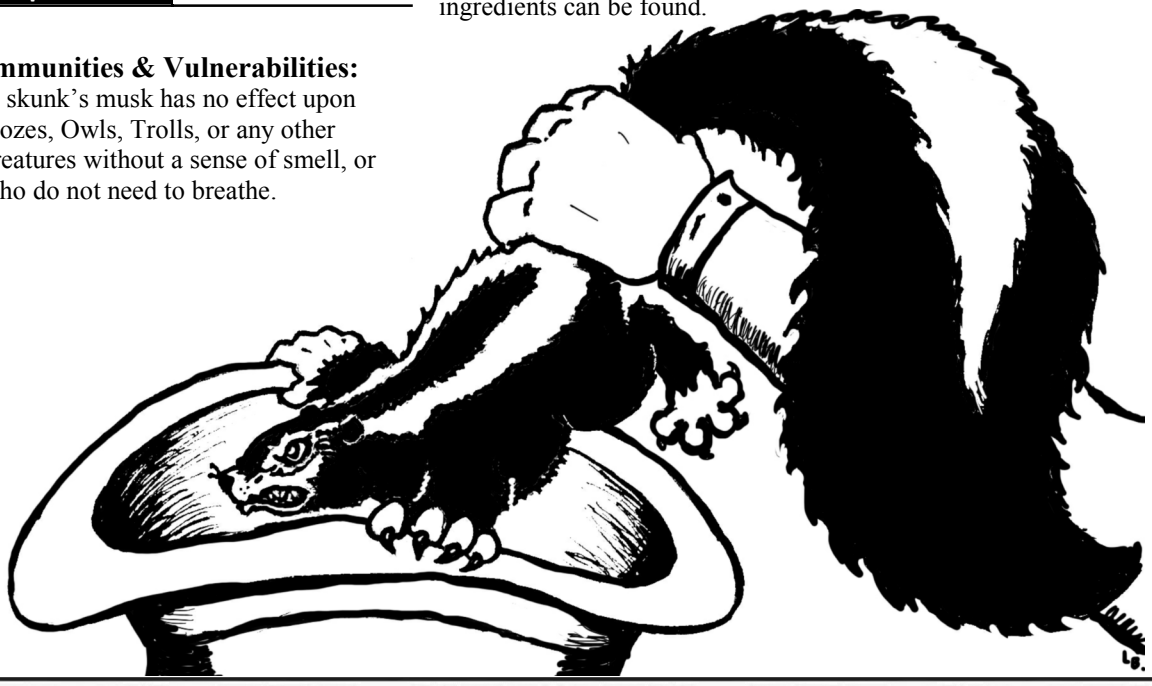
Alignment: Neutral

General Information:
The caster reaches into their hat and pulls out a skunk by its tail instead of whatever it was they were trying to pull from the hat.

Attack Profile:
Usually pacifists and loners, the caster has grabbed this skunk by the tail and this tiny mammal is rather irritated by this treatment. It automatically hits the caster with the first volley of musk oil on its initiative. It will then spend 1d4+1 rounds, splashing musk oil attacks at other targets if available. Skunks may use their run and sprint actions a total of 2x per day.

Special Attacks:
Skunk Musk – this vile substance smells so bad, that it makes 200 of the most putrid corpses rotting in a bog seem like a bed of roses by comparison. This is a ranged attack that can be fired as a 25ft line and coating the first thing in its path; target gains no benefit from armor or shields. Anything coated by the musk emanates a 10ft radius stench for 2d3+1 days. Victims of this attack must succeed at a DC13 Fortitude save at initial contact. Failure indicates that the victim loses 1d6 rounds to violent nausea. After the first 1 to 6 rounds of vomiting has passed, the victim must roll the fortitude save every time the victim of this attack tries to concentrate on skills, casting, or eating. The DC for these additional Fortitude save rolls drops by 1 for every day that passes. Unless everyone is in a confined or enclosed space with the victim of the skunk musk attack only the affected creature and anyone within 10ft them are required to make saves. Furthermore, the victim of the skunk musk attack and their equipment are easy targets for creatures tracking by scent. Alchemists and healers can create an ointment that will remove the stench. It is a paste of tomatoes and rare salts that only takes 10 minutes to create with a DC8 Intelligence check; assuming the ingredients can be found.

Immunities & Vulnerabilities:
A skunk's musk has no effect upon Oozes, Owls, Trolls, or any other creatures without a sense of smell, or who do not need to breathe.



Spider, Vicious jumping

Type	Spider
Size	Small
Reach	5ft
STRength	10
AGILity	17/ +2
STAMina	9
INTelligence	2/ -4
PERsonality	9
LUCK	9
Action Die	1d16
Lift	20lbs
Drag	80lbs
Carry	50lbs
Speed (Land)	35ft
Run	120ft/rd, 81min
Sprint	225ft
Speed (Swim)	No
Initiative	+2
AC (Chitin; +3)	15
HD	3d6
Attack Die	
(Melee)	1d16+3
(Fangs)	2d6+ special
(Kick)	1d4
(Web brake DC)	15
(Venom DC)	17; Neuro-paralytic
Crit Die & Table	None
Fortitude	+2
Reflex	+4
Willpower	+2

Alignment: Chaotic

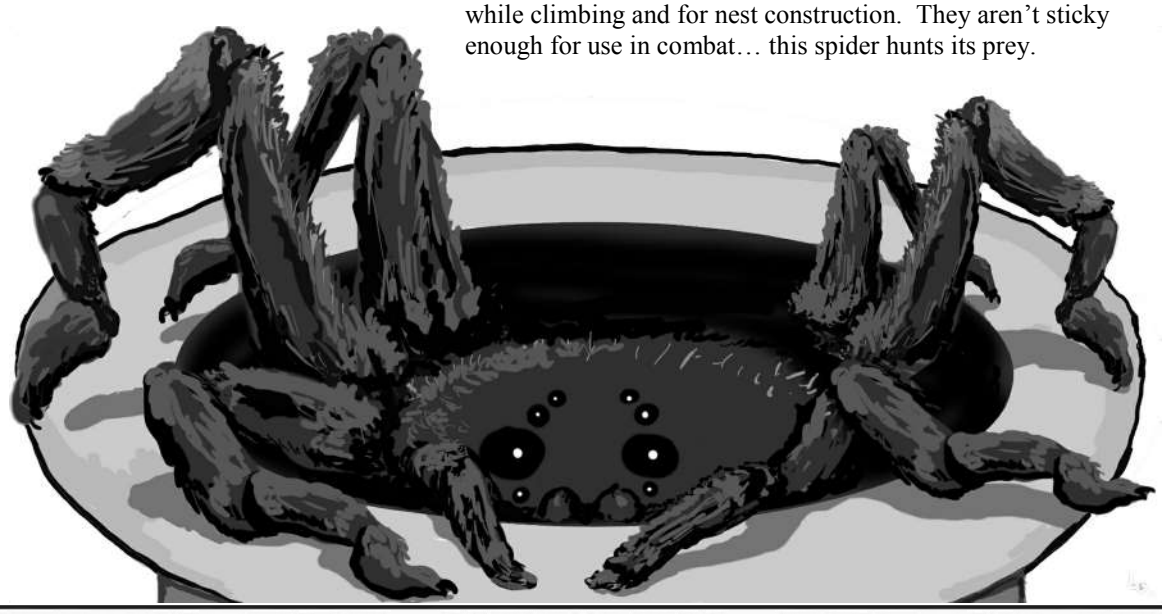
General Information:
The patterning and coloration of this arachnid matches that of the caster's hat. This is one of the many spiders that supply the spider-silk rope that gets pulled from powerful magic hats. It has grown weary of its endless labors and decided to crawl out of the nearest magic hat and attack the caster.

Attack Profile:
Both caster and spider roll immediately for initiative as it scuttles its way out of the hat and attacks the caster. It will attempt to envenom the wizard as quickly as possible then it will wrap up the caster and feed on his or her corpse for as long as possible, assuming there aren't other targets to be avoided or dealt with. Spiders use their Agility bonus for all attacks if it is greater than their strength. If hard pressed or severely damaged it will run away, but stalk the wizard until one of them is dead. This creature can use it sprint and run actions a total of 2x/day.

Special Attacks:
Venom – Acidic Neurotoxin (paralytic) – On a failed fortitude save the victim suffers 1d4 acid damage and loses 2 points of Agility score as well as 5ft of movement speed. Victims continue to lose 2 Agility points and 5ft of movement every turn until the venom is nullified in the normal manners available.

Special Powers:
Jumping Spider – This critter can leap up to 350ft and make a single attack; then it must spend 2 rounds standing still while recovering hydraulic pressure. During this time it may only defend itself, and this mode of travel is usually reserved for escapes. Jumping spiders have excellent vision and it requires a successful DC18 Stealth check to hide from, sneak past, or surprise them. They also gain a +3 bonus to spot, search, and jump checks.

Webs – This spider only makes utility webs for safety lines while climbing and for nest construction. They aren't sticky enough for use in combat… this spider hunts its prey.



Tiger, Ferocious

Type	Cat
Size	Large
Reach	5ft
STRength	20/ +5
AGILity	19/ +4
STAMina	15/ +1
INTelligence	4/ -2
PERsonality	8/ -1
LUCK	3d4+6
Action Die	1d20
Lift	60lbs
Drag	240lbs
Carry	400lbs
Speed (Land)	90ft
Run	400ft/rd, 30min
Sprint	800ft
Speed (Swim)	30ft
Run	No
Sprint	No
Initiative	+4; +6 w/ surprise
AC (Thick Hide; +2)	15
HD	6d10+5
Attack Die (Melee)	1d20+7
	2@1d16+7
(Bite)	1d10+5
(Claw)	1d7+5
(Disembowel)	2d7+10
Crit Die & Table	1d12/ M
Fortitude	+4
Reflex	+7
Willpower	+2

Stealthy – A cat's action die is increased by one step on the dice chain for any stealth checks; and by two steps on the dice chin if in tall grass or marsh-like environments.

Immunities & Vulnerabilities:

Poor runners – Cats are extremely agile and have explosive quickness, but most of them have no running stamina worth mentioning and the tiger is no exception. Most cats will give up the chase if they fail to catch the target within the first 300ft of a sprint unless they have a clear advantage over their prey or the tiger is starving. They can use either their run or sprint actions a total of 1x per day

General Information:

With their distinctive orange and black striping, you'd think that the tiger's nearly 10ft of length would be easy to see. However, in their natural habitat they are nearly perfectly camouflaged amongst the tall marsh grasses and dark jungle underbrush they prefer. This tiger was forced to start its life inside the caster's hat and is in a very sour mood when it pounces upon the caster. The hat remains intact as the ferocious feline attacks with a successful Luck check.

Attack Profile:

Tigers are ambush hunters that stalk the tall grasses and jungles of temperate and tropical regions. Tigers are solitary by nature and unlike most cats, tigers are excellent swimmers and will inhabit marshes and swamps that other big cats avoid. This one gets to pounce out of the wizard's hat. The tiger gets a +2 surprise bonus to initiative when it surprises its targets because no one ever expects a tiger to leap out of their hat... until it happens. The tiger is insane and will fight to the death; if driven off it will stalk the wizard until one of them is dead.

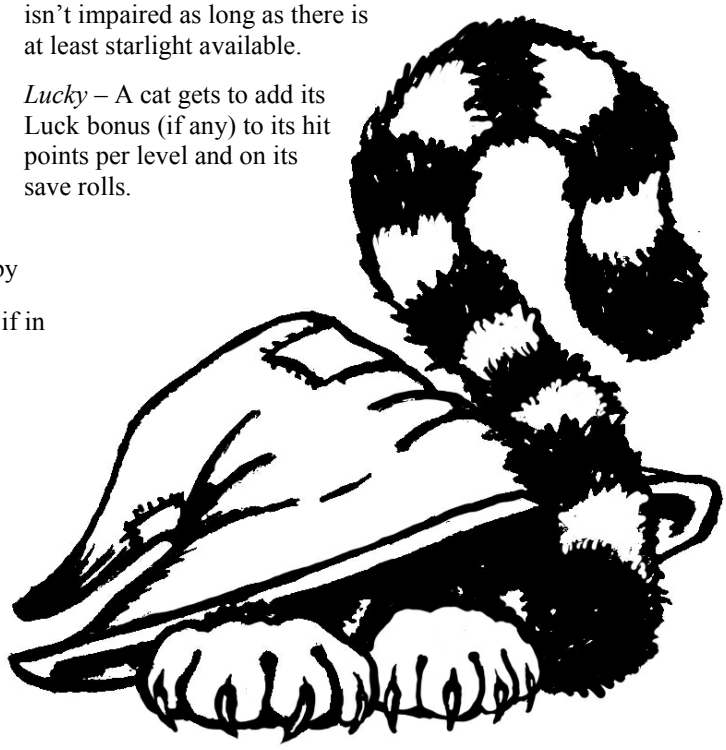
Special Attacks:

Disembowel – If the tiger hits with two claw attacks on the same creature in the same round, the tiger can also make a free attack using both their hind paws at the same time to rake at the victim for additional 2d7+10 slashing damage. A successful disemboweling attack provokes a DC15 Strength check by the victim to keep from being knocked to the ground and pinned from the damage and force of the tiger's attack.

Special Powers:

Low light vision – A cat's vision isn't impaired as long as there is at least starlight available.

Lucky – A cat gets to add its Luck bonus (if any) to its hit points per level and on its save rolls.



Tl'nec G'hor

Type	Devil, 7th Kingdom
Size	Medium, Humanoid
Reach	5ft
STRength	20/ +5
AGILity	13/ +1
STAMina	13/ +1
INTelligence	16/ +2
PERsonality	13/ +1
LUCK	13/ +1
Action Die	1d20, 1d10
Lift	300lbs
Drag	600lbs
Carry	300lbs
Speed (Land)	40ft
Run	300ft/rd, 117min
Sprint	540ft
Speed (Swim)	No
Speed (Fly)	400ft
Acceleration	190ft
Deceleration	380ft
Glide	No
Hover	5 rounds
Initiative	+1
AC (Thick skin; +5)	16, +2 when flying
Damage Reduction	7
Spell Resistance	7
HD	7d8+7
Attack Die	
(Melee)	1d20+7
	1d10+7
(Bite)	1d4+5
(Claw)	1d6+5
(Tail Sting/ DC)	1d6 Stamina/ DC17
(Pitchfork)	3d4+5, special
(Ranged)	1d24+3
(Spells)	As 7th level Wizard
Crit Die & Table	1d12/ DN
Fortitude	+4
Reflex	+4
Willpower	+4

Alignment: Lawful

General Information:
This devil is light blue, has the body of a man, the head of a beetle, and the wings of a bat. This devil's multifaceted eyes are in all colors of the rainbow; but they shift and change over time to create an odd yet mesmerizing shimmering pattern that hovers on the edge of comprehension. Devils are utterly lawful in their behavior and can be bound by their promises; but they are also cruel and wholly devoid of compassion or anything good. It communicates telepathically with any creature that has a language so long as the creatures are within 100ft of Tl'nec G'hor. This ability also means that this devil can cast its spells non-verbally and devils cast spells without any mercurial magic results. This devil becomes interested in the caster only because they have pulled a certain key out of their magic hat. This key is useless to the caster, but it can unlock and by-pass every door and trap inside this devil's personal fortress within the 7th Kingdom of Hell. The caster is completely ignorant of this unless they spend 2 months studying in a well-stocked library; succeed at a *Detect Magic* spell with a result of 25 or better, or some other similarly powerful method such as consulting their patron.

Attack Profile:
This devil will use its invisibility power to observe the one who holds the key for a few days or weeks before deciding what to do about this theft of its property. If Tl'nec G'hor thinks it is possible to take the key by force, or trickery, then it will do so. This devil will bargain only if it must, and even then it will twist the promise or vow as much as it can without breaking the letter of the contract. Tl'nec G'hor gets to actions every round in addition to its movement, it leads off an attack by becoming visible somewhere within 40ft of the intended victims; attempting to ensnare them with the hypnotic shimmering lights of its multifaceted eyes as a free action. It then uses spells to attack any who aren't hypnotized by this initial assault. It knows how to use any weapon that a wizard can use, but it doesn't have any natural ranged attacks other than spells; as the pitchfork is too valuable to be thrown as a weapon. Tl'nec G'hor will enter into melee combat if it must, but will use its hovering and powers of flight to gain a +2 bonus to armor class for as long as it can; not factored into the listed AC.

Special Attacks:
Hypnotic Gaze – This affects all living creatures within 40ft of the devil so long as they can see its eyes. Creatures with less than 4HD or class levels receive no save and are catatonic for 1d3 turns. Creatures with 5-6HD or class levels must succeed at a DC19 Willpower save or they are overwhelmed by a peaceful lethargic feeling and sit down; unable and unwilling to defend themselves for 10 rounds. Creatures with 7+ hit dice or class levels must succeed at a DC15 Willpower save or they are paralyzed for 1d3 rounds.

Tail Sting – Has a range of 10ft, those who fail their fortitude save versus the venom suffer 1d6 points of Stamina damage. This damage can only be cured by a cleric of at least 5 levels.

Pitchfork – Attacking with this two-handed weapon allows Tl'nec G'hor to hit targets 10ft away, and this weapon cause's double damage versus chaotic as well as charging opponents. The tines of the fork are barbed; causing half of the previous attack's damage when pulled out of the victim. So, if the initial attack causes 11 points of damage then pulling it out of the victim will cause an additional 6 points of damage. This weapon is a +2 weapon for attacks and damages as well as overcoming damage resistance; this bonus is not figured into the stat block. Tl'nec G'hor usually leaves the weapon embedded in his victims so as to provide a convenient means of controlling the victim's actions if they fail a willpower save versus the initial damage caused by the weapon; otherwise both entry and exit wounds are delivered as one damage total each time the weapon hits a victim. Sentient creatures slain by this weapon have their souls harvested for use by Tl'nec G'hor on a failed DC17 Willpower save.

Special Powers:

Invisibility – This devil can become invisible at will, but the effect is ended as soon as it attempts an attack and it takes 1d4 rounds before the power may be invoked again in.

Spells known (11); This devil can make one casting check each round and one other non-spell casting action plus its movement each round. Devils are so extremely lawful that they do not suffer from mercurial magic, corruptions, or taints. They must expend one captured soul per level of the spell they want to cast and the spell check always succeeds. For each additional soul used to cast a spell beyond what is required, add 3 to the casting check result; maximum of +15 bonus, and Tl'nec G'hor starts an encounter with 4d8+7 souls. A casting check requires the use of the devil's action die and the spell manifests with a result equal to the minimum needed to succeed for that spell + 9. The casting totals for this devil are listed with each spell level below and it cannot cast spells with its second action die. These are the only spells that this devil will know unless it gains more hit dice; though most devils are able to use magic items.

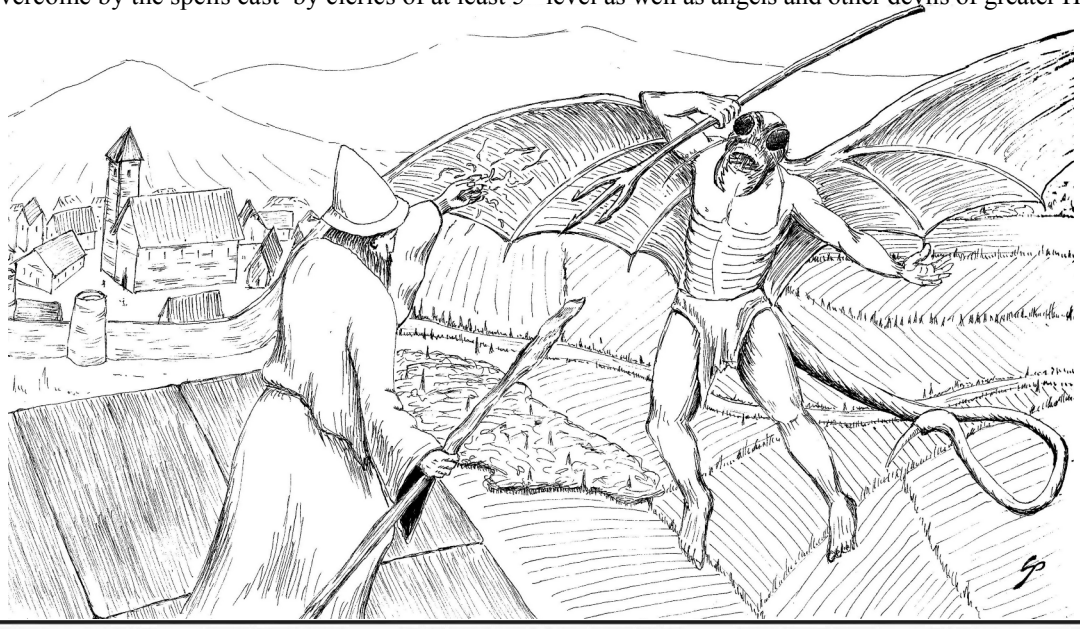
4th Level (27) - *Weakening, Control Fire*
3rd Level (25) - *Dispel Magic, Paroxysm, Turn to Stone*
2nd Level (23) - *Knock, Locate Object* (*gets a +5 bonus when looking for the key to his fortress*), *Wizard Lock*
1st Level (21) - *Magic Missile, Magic Shield, Pilfer Voice*

Supernatural Prowess - Tl'nec G'hor counts as a large sized creature for lifting, dragging, and movement.

Immunities & Vulnerabilities:

Damage resistance – Applies to all attacks and is only overcome by weapons of at least a +2 enchantment, or weapons created specifically to fight creatures of law or devils, or the spells of clerics of at least 5th level as well as angels and other devils of greater hit dice.

Spell Resistance – Enemy spell casters subtract 7 from their casting check totals when casting a spell that specifically targets the Tl'nec G'hor; this reduction can cause misfires and critical failures. This resistance is overcome by the spells cast by clerics of at least 5th level as well as angels and other devils of greater HD



Troop of Angry Monkeys

Type	Monkey (3d5)	Troop leader (1)
Size	Tiny	Tiny
Reach	0ft	0ft
STRength	6/ -1	9
AGILity	18/ +3	19/ +4
STAMina	10	13/ +1
INTelligence	6/ -1	8/ -1
PERsonality	10	11
LUCK	9	10
Action Die	1d14	1d16
Lift	12lbs	18lbs
Carry	12lbs	18lbs
Drag	18lbs	27lbs
Speed (Land)	10ft	15ft
Run	30ft/ rd, for 5 min	45ft/ rd, for 10 min
Sprint	60ft	90ft
Initiative	+3	+4
AC	16	17
HD	2d3	2d4+2
Attack Die		
(Melee)	1d14-1	1d16
(Bite)	1d3-1	1d3
(Fist/ Kick)	1d3-1	1d3
(Ranged)	1d14+3	1d16+4
(Thrown Item)	By item	By item
Crit Die & Table	None	None
Fortitude	+1	+2
Reflex	+4	+5
Willpower	+1	+1

Alignment: Chaotic

General Information:
When the caster reaches into the hat, and gets this result, roll 3d5+1 to determine the size of the monkey troop; one will always be the leader and have different stats. Each monkey actually starts off as a sparkling mote of energy whizzing about the area for an instant. This causes the troop to appear over a larger area; within 30ft of caster. The monkeys and the caster, as well as everyone else in the area, roll for initiative. These are not your average cute and cuddly monkeys. They are no more than 18 inches tall, but they each have a prehensile tail that is nearly as long. They have a mean streak and a grudge against the caster and their allies. They will harass and harangue the caster and his or her allies and retain just enough of the casters knowledge base to be particularly effective at sabotage; causing as much destruction as possible within their 10 to 30 minute window of opportunity.

Attack Profile:
These simians are clever enough to operate in an organized manner and will try to stay out of melee combat for as long as possible. They will grab and throw anything they can with most items causing 1d3 points of damage and having a range listing of: 10/ 20/ 30ft. However there will likely be other consequences depending on the type of projectile. Roll initiative scores for the troop and a separate initiative roll for its leader. If forced into melee combat they will cluster and gang up on 1 or two individuals at a time.

Special Attacks:
Disgusting Habits – Monkeys will use urine and fecal matter as weapons. Victims of these attacks must succeed at a DC11 Fortitude save or become nauseated; increasing the DC by 1 for each previously successful attack of this kind. Each failure causing an additional 1d4 rounds of retching. *Urine attack:* 15ft; 4x/ day. *Fecal attack:* thrown, 2x/ day.

Special Powers:
Tool Users – Most monkeys can fashion simple tools, clubs, and even sharply pointed sticks (spears); these monkeys are even smarter than normal. They recognize and are able to use man-made tools that aren't more than 5lbs as they are designed, or as improvised weapons. In general the dice for these damages are 1d4 to 1d6, but every situation is unique and the Storyteller has the final say on what may be used and how much damage it will inflict.

Quadra-dexterous – With a hand on each arm and leg as well as a prehensile tail, monkeys have climb speeds that match their land speeds. Additionally, they gain a +2 bonus on any grappling checks as well as balance and jump checks while climbing.



Make Armor

Level: 3	**Range:** Self or others	**Duration:** Special	**Casting Time:** 10 minutes; or several days
Reversible	Yes: See *Sword Magic* spell, DCC Core Rules and Appendix I at the back of this book.		
Ritual Spell	Yes		
Save	None.		

General: Regardless of the manifestation level of the spell, the process is essentially the same. The wizard must have at least a palm sized piece of the type of armor or shield for each type of armor to be created to act as an anchor for the spell. Upon a successful manifestation, the small piece expands per the manifestation result to form a complete set of armor or shield of the appropriate type in one round. As the substance of the armor is magically formed it will have different levels of protection and extra powers listed within the results of the casting table below. The focus for each piece of temporary armor or shield created by this spell is destroyed at the end of the spell's duration. In most cases the spell's duration is limited to 1 hour, +1 hour per caster level or until the armor or shield is destroyed by use. The recipient's normal clothing blends into the armor, and neither can be removed until the end of the spell or upon the armor's destruction. At the end of the spell the armor falls apart per the description in the manifestation results below. All armor created with this spell is fragile and any time it's wearer is subjected to a critical hit they must succeed at a fortitude save versus a DC equal to the damage dealt or 15, whichever is greater, or the armor's AC enchantments are degraded by 1 point. This reduction also applies to any ego scores and special powers possessed by the armor and the Storyteller will need to adjudicate as needed.

Alternately, if the wizard starts with a full set of high quality armor or a shield it is possible to grant permanent enchantments to that piece of armor as long as they spellburn one point for each +1 bonus of the armor and shield's magical enhancement to AC. Using the armor or shield as a focus grants up to an additional +10 bonus to the casting check; depending on its quality, the Storyteller will determine this bonus as needed for each situation. The process follows a similar procedure to that of creating a magic weapon and begins with table a-1 on the following pages and the caster need not roll on table A-2, which is reserved for creating random armored items. The casting time is increased to 1 day per point of armor class and each point of magical enhancement to AC in addition to the time needed to make or buy the armor and/or shield.

Manifestation: **Roll 1d7.** **(1)** Armor fragment springs to life and quickly burrows into the target's flesh; their skin and clothing reforms into the suit of armor or shield – it falls off to reveal unharmed skin and cloths at the end of the spell. **(2)** Whether it is old rotten hides, rusted metal, or earth and stone, this material erupts out of the ground to encase the target completely for the casting time then falls away to reveal the armored target – the armor simply turns to dust at the end of the spell. **(3)** Thick, oily coils of smoke exude from the ground at the target's feet, slowly boiling upwards to envelope the target during the casting. The smoke congeals into a solid form that will act as normal armor. *Roll 1d8 to determine the color of the smoke and armor it creates: 1= Red, 2= Orange, 3= Yellow, 4= Green, 5= Blue, 6= Indigo, 7= Violet, 8= Roll twice.* – It disperses as harmless vapor at the end of the spell. **(4)** A streak of light from the heavens strikes the target of the spell dazzling everyone for a moment and when the glare disappears, the armor has appeared in place and is ready to go – disappearing in a flash of similar light at the end of the spell. **(5)** A small army of miniature creatures arrive on the scene and construct the armor in a blurring frenzy of activity around the target of the spell; *roll 1d3 to determine what arrives: 1= Demons, 2= Gnomes, 3= Faeries.* When the spell ends the armor falls to the ground as a pile of random debris. **(6)** The armor and/or shields created appears and disappears upon the targets with a flourish of trumpets. **(7+)** The armor and/or shield appears, but are completely invisible to anyone but the recipient of the items.

Corruption: This result is cumulative with itself and anything else that affects the caster's AC. **Roll 1d7:** **(1)** Caster's base AC is lowered by 1 point per caster level. **(2)** All enemy creatures within 20ft per caster level of the wizard when this corruption occurs; gain a permanent +2 bonus to their AC. **(3)** Caster's base AC is lowered by 2 points. **(4)** All enemy creatures within 10ft of the wizard gain a +1 bonus to their AC while in combat with the caster or the caster's allies. **(5)** Caster's AC is reduced by 1. **(6)** One random ally within 10ft suffers a -1 penalty to its armor class. **(7+)** One random enemy within 10ft is granted a +1 bonus to attacks and damage against the bungling wizard.

Misfire: **Roll 1d4:** **(1)** Caster's attack damage is lowered by 1 point per caster level for a duration of 1 turn/ caster level. **(2)** All enemy creatures within 15ft per caster level of the wizard gain a +2 bonus to their attacks and damage for 1 turn per caster level of the wizard. **(3)** Caster's attack damage is reduced by 3 for 1 turn per caster level. **(4)** All enemy creatures within 10ft per caster level of the wizard gain a +1 bonus to their attacks and damage for 1 minute per caster level.

1-3: Spell fails, is forgotten, and worse! **Roll 1d6** modified by Luck: **(0 or less)** Greater corruption + Misfire + Patron taint (or Spell corruption if no Patron), **(1)** Major corruption or Spell corruption, **(2-3)** Patron taint (or Spell corruption if no Patron), **(4+)** Misfire.

4-14: Spell fails and is forgotten.

15: *Partial success* – One full suit of armor or shield is created from the armor fragment. It has all of the armor or shield's normal properties and restrictions, but the AC value and duration of effect are half normal and its physical check penalty is increased by one. The spell is forgotten.

16-17: One full suit of armor or shield is created from the armor fragment. It functions normally and has all of the armor or shield's normal properties and restrictions.

18-21: One full suit of armor or shield is created from the armor fragment. It functions normally and and has all of the armor or shield's properties except that its physical check penalty reduced by 1 and movement penalties are reduced by 5ft because the armor weighs a little less than normal.

22-23: A full suit of armor or shield per 2 caster levels can be created from the armor fragments provided to the wizard casting this spell. The armor functions normally and has all of the armor or shield's properties except that its physical check penalty is reduced by 2 and movement penalties are reduced by 10ft because the armor weighs significantly less than normal.

24-26: A full suit of armor or shield per 2 caster levels is created from each of the tattered armor fragments provided to the wizard casting this spell. The armor functions normally and has all of the armor or shield's properties except that its physical check penalty reduced by 3 and imposes no movement penalties; the armor weighs no more than the fragment from which it was summoned.

27-31: A full suit of armor and matching shield per 2 caster levels is created from each of the tattered armor fragments provided to the wizard casting this spell. The armor and shield function normally and have all of their normal properties except that their physical check penalties are reduced by 4 and impose no movement penalties; the armor and shield weigh no more than the fragment from which they were summoned. These suits of armor and shields no longer interfere with a wizard's casting checks.

32-33: A full suit of armor and matching shield per caster level is created from each of the tattered armor fragments provided to the wizard casting this spell. The armor and shield function normally and have all of their normal properties and the armor has a +1 magical AC bonus. Their physical check penalties reduced by 5 and impose no movement penalties; the armor and shield weigh no more than the fragment from which they were summoned. These defensive items no longer interfere with arcane casting checks.

34-35: A full suit of armor and a matching shield per caster level is created from each of the tattered armor fragments provided to the wizard casting this spell. The armor and shields function normally, but the armor has a +2 bonus and the shield has a +1 magical bonus to AC. Their physical check penalties are reduced by 6 and impose no movement penalties; they weigh no more than the fragments from which they are summoned. These defensive items no longer interfere with arcane casting checks.

36-37: As a result of 34 – 35, but the duration of the spell is now 2 hours, + 2 hours per caster level.

38-39: As a result of 34 – 35, but the caster may create 2 suits of armor with matching shields per caster level and the duration of the spell is now 1 day, + 2 hours per caster level.

40 + As a result of 34 – 35, but the caster may create 3 suits of armor with matching shields per caster level and the duration of the spell is now 1 week, + 1 day per caster level. The suits of armor cannot be removed while spell is active, but shields may be slung and carried on the recipient's back when necessary.

If the caster is starting with a suit of armor and intending to create a permanent defensive item, apply their casting check (with applicable bonuses) to table A-1 below; tables A-2 and A-3 are only needed for generating random magic armor. Magic suits of armor and shields rarely move of their own volition and must usually be occupied by an intelligent creature to activate any of the item's powers other than those used for communication and perception. The armor will have an ego score and usually has some ability to communicate its needs to the host. The ego of a suit of armor or shield is equal to 4+ its ability score modifier(s); plus the value of its greatest total armor bonus, plus 1 for each of its banes, powers, and special purposes. The armor's maximum armor bonus is equal to its normal AC bonus + magical AC bonus + granted AC from banes. As with weapons, having the same alignment as the armor or shield confers a +2 bonus on ego checks; likewise, having the opposite alignment imposes a -2 penalty to the ego check.

Table A-1: Magic Armor Characteristics

Spell Check	D100 roll	AC Bonus**	INT*	Communication	Number of Banes	Dice rolled for special purposes	Powers
16 – 17	**0 – 25**	+1	1	None	None	1d12-8	25% chance of 1 type 1 power
18 – 21	**26 – 50**	+1	1d6	Simple Urges	1d3-1	1d12-6	50% chance of 1 type 1 power
22 – 23	**51 – 65**	+1	1d6+2	Simple Urges	1d4-1	1d6	75% chance of 1 type 1 power
24 – 26	**66 – 75**	+1	2d6	Simple Urges	1	1d6, then 1d6+6	One type 1 power, 50% chance of 1 type 2 power
27 – 31	**76 – 80**	+2	3d4	Empathy	2	1d12	1d3 type 1 powers, 75% chance of 1 type 2 power
32 – 33	**81 – 90**	+2	3d6	Empathy	1d3	1d8, then 1d14	1d3+1 type 1 powers, & one type 2 power
34 – 35	**91 – 95**	+3	3d6+2	Empathy & Speech	1d4	1d14 twice	1d4 powers of type 1 or 2 (50% chance for either type), 50% chance of 1 type 3 power
36 – 37	**96 – 97**	75% +3, or +4	3d6+4	Speech	1d3+1	1d14 thrice	1d4+1 powers of type 1 or 2 (50% chance for either type), 75% chance of 1 type 3 power
38 – 39	**98 – 99**	75% +4, or +5	3d6+5	Telepathy	1d4+1	1d6, then 1d6+6	1d4+1 powers of type 1 or 2 (50% chance for either type), and one type 3 power
40+	**100**	+5	3d6+6	Speech & Telepathy	2d4	1d6, then 1d6+10	1d4+1 powers of type 1 or 2 (50% chance for either type), and 1d3 type 3 powers

* Cannot be higher than creator's Intelligence. INT scores of 2 or less are animalistic and have no concept of language.
** Capped by creator's caster level. Maximum bonus is as follows: CL5 = +1, CL6 = +2, CL7 = +3, CL8 = +4, CL10 = +5.

The creature wearing the armor or using the shield must succeed at an ego check whenever the host's actions are at odds with those of the armor and with any attempt to remove the armor or drop the shield. If the creature wins they can remove or drop the item immediately, or use the item freely until there is another need for a check

or to remove the armor later. If the armor wins; it takes possession of the host and has the ability scores of its host; but substitutes its scores for Intelligence, Personality and Luck, as well as its goals, etc. While possessed, the host is aware of everything that is happening, but powerless until they can succeed at an ego check. This possessed state lasts for 10 minutes per point of the armor's ego score at which time the host may attempt to take its body back with a successful ego check. A suit of armor or a shield may have powers, goals, and banes just as a sword and are derived by rolling on tables 8-5 to 8-9 in the DCCRPG Core Rules as well as some new ideas presented in this book, but any abilities that are combat oriented apply only to the host's physical attacks; kicks, punches, elbow strikes, etc.. For magic shields, combat powers are applied to any shield bash attacks.

Armor class bonuses for shields are as follows: buckler= +1 AC leaves hands free, but has a check penalty of -1 (two may be worn, granting double benefits and penalties); small shield= +1 AC & check penalty of -1; Large shield= +2 AC & check penalty of -2; Tower shield= +3 AC, -5ft movement, & check penalty of -3. When armor and shields are created as a set, they always share the same alignment, powers, etc. and if either the shield or the armor of the set is destroyed, then all powers and enhancements in the remaining item are reduced by half, rounding up.

Armored clothing and jewelry looks and functions normally and has a base armor class of 0, + whatever magical enhancements and powers it gains during creation. It has no check penalty, and its wearer only rolls 1d4 on fumble checks. As with magic armor, any combat powers and bonuses are applied to the wearer's physical attacks. Roll 1d16 on the following chart to see what type of clothing the item is made from: **(1)** Pair of Shoes, **(2)** Pants, **(3)** Underwear, **(4)** Belt, **(5)** Shirt, **(6)** Vest, **(7)** Cloak, **(8)** Pair of Gloves, **(9)** Hat, **(10)** Necklace, **(11)** Broach, **(12)** Hair comb, **(13)** Ring, **(14)** Hair pin, **(15)** Tiara, **(16)** Crown.

In general the powers granted by magic weapons and armor to not stack with one another or with similar spells; only the strongest of the bonuses and any non-conflicting abilities will be available to their owners. However, the fact that magic weapons and armor are intelligent entities in their own right means that the character with multiple magic weapons and a set of magic armor will spend a great deal of time negotiating with, and placating the whims of these beings, in order to stay in their good graces. This also means that some weapons and armor simply will not function together no matter how much cajoling the character employs. If the *Ire of the Gods* rule is in play, then a suit of magic armor and shield each impose a -1 penalty to the character's luck score.

Table A-2: Type of armor created

D100 roll	Armor type
0 – 20	Buckler
21 – 25	Small Shield
26 – 27	Large Shield
28	Tower Shield
29 – 30	Clothing/ Jewelry
31 – 50	Padded
51 – 60	Leather
61 – 65	Studded Leather
66	Hide*
67 – 77	Scale mail
78 – 83	Chainmail
84 – 89	Banded mail
90 – 94	Half Plate
95 – 96	Full Plate
97	Armor & Small Shield
98	Armor & Large Shield
99	Armor & Tower Shield
100	Creator's Choice

Table A-3: Alignment of found armor

D100 roll	Alignment
0 – 40	Chaotic
41 – 60	Neutral
61+	Lawful

Table A-4: Alignment of constructed armor

	Creator's Alignment		
Spell Check	Lawful	Neutral	Chaotic
16 – 17	Chaotic	Chaotic	Lawful
18 – 21	Chaotic	Lawful	Lawful
22 – 23	Neutral	Neutral	Neutral
24 – 26	Neutral	Neutral	Neutral
27 – 31	Neutral	Neutral	Neutral
32 – 33	Lawful	Neutral	Chaotic
34 – 35	Lawful	Neutral	Chaotic
36 – 37	Lawful	Neutral	Chaotic
38 – 39	Lawful	Lawful	Chaotic
40+	Lawful	Chaotic	Chaotic

* Hide armor grants a +5% bonus on checks for magical powers and/or grant specific powers based upon the type of hide.

While most of the powers, banes, and special interests available in the DCCRPG Core Rules translate just fine for use with magic armor and shields; some do not. When necessary the Storyteller may draw from the following list for additional defensive powers suitable only for armor and shields unless they deem otherwise.

Type 1 powers:
Acrobatic – when utilizing the armor or shield, the armor's check penalty is reduced by half for balancing, climbing, jumping, and other similar physical activities.

Aquatic – Armor only, wearer is granted a swim speed of 40ft/rd, and the armor's normal check penalty is treated instead as a bonus to any swim checks. Wearer can dive to 500ft and back without harm, but cannot breathe underwater

Scouting – the bearer of the armor or shield is granted a +2 bonus to all search, spot, listen, tracking and stealth checks.

Type 2 powers:
Vorpal blade is replaced by *Bone Breaker* – bearer of the armor or shield automatically breaks 1d3 of their opponent's bones on any critical strike with a physical attack or shield bash in addition to any other effects.

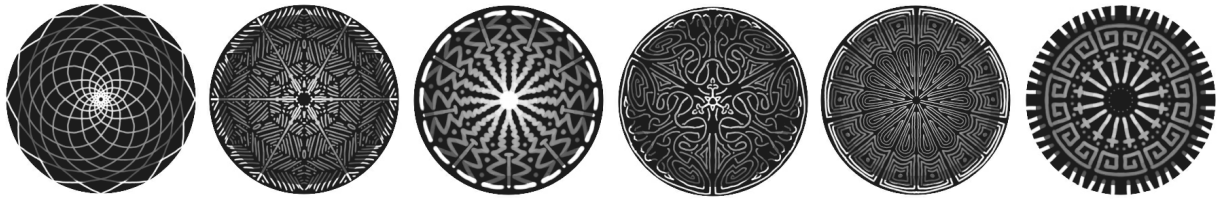
Armor Breaker is replaced with *Chameleon* – magic armor or shield allows the bearer to instantly change the colors of their skin, armor, and clothing to blend in with the surroundings. This confers a +5 bonus on any hide checks even when moving; the bonus increases to +10 if they are standing still.

Thrown Blade is replaced with *Projectile Spikes* – armor and shields with this ability are festooned with sharp and menacing spikes. Physical attacks and shield bash damage dice are increased one step on the dice chain. Additionally, the bearer of one of these items can make one ranged attack per round as a standard action. This spike has all the armor's capabilities and powers, but can strike an opponent at a distance with the following range categories: 15/ 25/ 40ft. Spikes cause 1d4 damage in addition to any granted by the items powers. The spikes cannot be recovered, but replace themselves instantaneously.

Feather Fall – this enchanted item reduces the risks of falling damage; but is not cumulative with other items or spells of this type. The magic completely cancels out the damage from falls of up to 50ft and the bearer is allowed a Fortitude save to resist all damage from falls from greater heights; DC= 10+1 per additional 20ft, or fraction thereof, beyond the first 50ft the bearer falls. Even if they fail this save, they only take half normal damage.

Type 3 powers:
Sealed – the ego penalty for attempting to remove or drop these items is increased by 2 points because of the level of comfort they afford to their bearers. These items completely protect their users from normal environmental hazards like extreme heat and cold, as well as from harmful gasses, toxins, vacuum/pressure damage, and drowning. They do not protect against starvation, the need to go to the bathroom, or the need for sleep, and such items are only partially effective against magical hazards, breath weapons, or similar effects. Versus these types of attacks the armor or shield grants its bearer a bonus equal to its armor class bonus to any applicable save rolls. Shields enchanted with this power envelope their bearers in a form fitting, but nearly invisible field of arcane force for as long as they keep hold of the enchanted shield.

Protection – Armor and shields with this power allow their bearers a bonus to save rolls equivalent to the Item's magical bonus to armor class versus traps, gaze attacks, and other powers and spells that specifically target the wearer of these items.



Mind Shield

Level: 2	**Range:** Touch, variable	**Duration:** Varies	**Casting Time:** 1 round
Reversible	Yes, see *ESP* spell, DCC Core Rules		
Ritual Spell	Yes		
Save	None, or Willpower versus the casting check DC.		

General: Considered an essential spell by most arcane casters as one of the more effective ways of protecting their minds from unwanted intrusions by other casters questing for secrets. The process is simple: the player of the warded creature notes the casting check result for the *Mind Shield* spell in their character's records. For the duration of the *Mind Shield* spell,its spell check result is the DC the attacker must achieve for success with their *ESP* or telepathy attempts versus the warded creature. When cast at sufficient levels of power this becomes an active defense that allows the caster and his or her trusted allies to attack creatures using *ESP* or telepathy within range.

The **counter surveillance** ability is blocked if the target is completely surrounded by at least 10ft of normal earth; 5ft of stone, 1ft of brass, iron, or steel; 6 inches of gold, or silver; 1 inch of lead or platinum or sufficient combinations of these materials at the Storyteller's discretion. All ability score damage is permanent unless the *Restore Vitality* or *Remove Curse* spells are cast with sufficient strength to overcome the casting check that generated the ability damage. If the victim is suffering damage from multiple mental attacks, only the strongest of the results matters and is the target used for comparison; success eliminates all effects from the victim. The **Mind Shredder** ability has the same limitations as counter surveillance; additionally, counter attacks initiated with the mind shredder ability cannot be initiated unless the target has successfully tried to use telepathy or *ESP* within range of the *Mind Shielded* creature.

Manifestation (Casting check): Roll 1d8: (1-4) The heads of the recipients of this spell begin to glow with a light that is about the strength of a candle for the duration of the spell. Roll 1d8 to determine the color: *1= Red, 2= Orange, 3= Yellow, 4= Green, 5= Blue, 6= Indigo, 7= Violet, 8= Roll twice.* **(5-6)** The heads of the recipients of this spell lose all their hair for the duration of the spell. **(7)** The recipients of this spell have their skin turn green; roll 1d8 to determine the color of the caster's new spots: *1= Pink, 2= Tangerine, 3= Saffron, 4= Green (different shade) 5= Robin's egg, 6= Summer Lake, 7= Mauve, 8= Roll twice.* **(8+)** The skin on the heads of the recipients of this spell falls off as the bones beneath swell to thrice their normal thickness and sprout sharp bone spikes that may grant a goring attack that inflicts 1d4 piercing damage + the creature's strength bonus in damage.

Manifestation (Counter attack and Mind Shredder): Roll 1d4: (1) The heads of the victims of this spell begin to crackle with a lightning that is about as bright as a torch. Roll 1d8 to determine the color: *1= Red, 2= Orange, 3= Yellow, 4= Green, 5= Blue, 6= Indigo, 7= Violet, 8= Roll twice.* **(2)** The heads of the victims of this spell lose all their hair and begin to bleed lightly from their nose and eyes. **(3)** The targets of this spell have their skin turn light blue; roll 1d8 to determine the color of the boils that form on their skin: *1= Red, 2= Orange, 3= Yellow, 4= Green, 5= Blue, 6= Indigo, 7= Violet, 8= Roll twice.* **(4)** The victims of this spell suffer an additional 1d6 physical damage as the lost points of intelligence and personality inflicted by the spell convert to steam and escape loudly and painfully out of the victim's nose and ears.

Corruption: These conditions are permanent and may only be removed via Divine Aid or the completion of a quest. **Roll 1d8; (1)** The caster loses 1d3 points of Intelligence, see general information on the restoration of any lost ability points. **(2-4)** The caster can no longer keep their thoughts hidden; everyone within 10ft of the caster knows everything they are thinking even at a subconscious level. **(5-7)** The caster can no longer keep their thoughts hidden; everyone within 20ft of the caster knows everything they are thinking even at a subconscious level. **(8+)** Any time the caster fails at a Willpower save they drop into a catatonic state and won't interact with anyone or even act to defend themselves for 1 round per caster level in addition to any other effects.

Misfire: **Roll 1d8: (1-4)** The neural pathways of one of the caster's allies are scrambled to the point where they have trouble with recollection, causing a -2 penalty on all skill and casting checks for 10 minutes per caster level. **(5-6)** The caster's immediate allies must succeed at a DC13 Willpower save or suffer one point of Intelligence damage; see general information on the restoration of any lost ability points. **(7)** One of the caster's allies within 10ft starts to broadcast their inner monologs as if a megaphone was used and can be heard clearly by creatures within 10ft, +10ft per caster level of the bungling wizard for 1d30 minutes. **(8+)** The caster can no longer keep their thoughts hidden; everyone within 10ft of the caster knows everything they are thinking even at a subconscious level for the next 5 minutes.

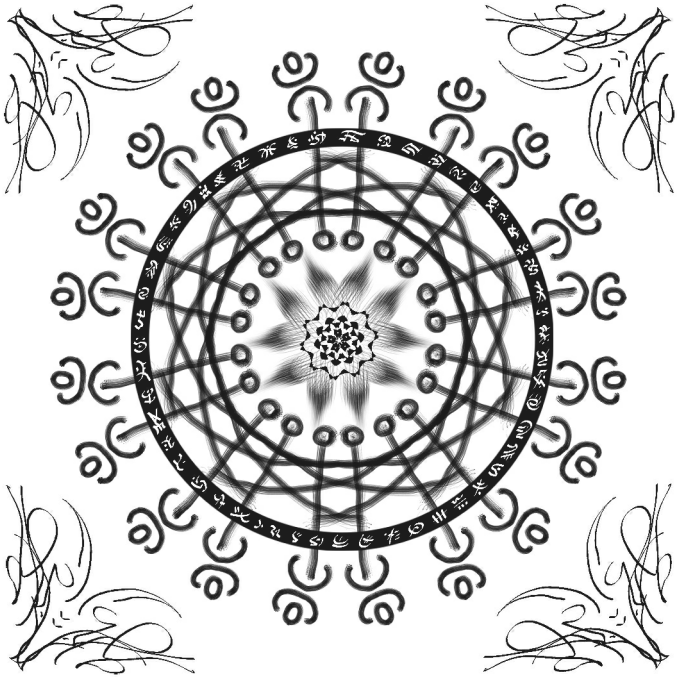
1-2: Spell fails and is forgotten! **Roll 1d6** modified by Luck: **(0 or less)** Greater corruption + Misfire + Patron taint (or Spell corruption if no Patron), **(1)** Major corruption, **(2)** Patron taint (or Spell corruption if no Patron), **(3+)** Misfire.

3-12: Spell fails and is forgotten.

13: *Partial success* – Caster gains a +1 bonus on all Willpower saves for 1 minute per caster level; but they suffer a -1 penalty on casting checks for the next 24 hours due to a nasty headache. Spell is forgotten.

14-15: Caster gains a +1 bonus on all Willpower saves for 1 turn per caster level. Otherwise this spell functions as written in the general information section.

16-19: Caster gains a +1 bonus on all Willpower saves for 2 hours, + 1 hour per caster level. Otherwise this spell functions as written in the general information Section.



20-21: Caster and their familiar or 1 other person touched by the caster gains a +2 bonus on all Willpower saves for 4 hours, + 1 hour per caster level. Otherwise this spell functions as written in the general information section with the following modifications: If the ward completely blocks the *ESP* or telepathy attempt, or if the warded creature succeeds at their save versus the telepathy or *ESP* effect, they may choose to feed false information to the eavesdropper if the warded creature is within 100ft of their attacker.

22-25: Caster and their familiar gains a +2 bonus on all Willpower saves for 4 hours, + 2 hours per caster level. The spell affects 1 other creature per 3 caster levels of the one who makes the ward. Otherwise this spell functions as written in the general information section with the following modifications. If the ward completely blocks the *ESP* or telepathy attempt, or if the warded creature succeeds at their save versus the telepathy or *ESP* effect, they may choose one of the following options:

- To feed false information to the eavesdropper if the warded creature is within 150ft of their attacker.
- The warded creatures may conduct **counter surveillance**. With counter surveillance active, anytime a creature or caster attempts to use an *ESP* or telepathy power or spell within 150ft of a warded creature, they may notice these attempts with a successful DC15 Spot check even if the effect isn't directed at the warded creatures. A successful counter surveillance check gives the warded creature general knowledge of the direction and distance to the *ESP* spell or telepathy power's point of origin.

26-29: Caster and their familiar gain a +3 bonus on all Willpower saves for 6 hours, + 2 hours per caster level. The spell affects 1 other creature per 3 caster levels of the one who makes the ward. Otherwise this spell functions as written in the general information section with the following modifications. If the ward completely blocks the *ESP* or telepathy attempt, or if the warded creature succeeds at their save versus the telepathy or *ESP* effect, they may choose one of the following options:

- To feed false information to the eavesdropper if the warded creature is within 250ft of their attacker.
- The warded creatures may conduct **counter surveillance**. With counter surveillance active, anytime a creature or caster attempts to use an *ESP* or telepathy power or spell within 250ft of the warded creature, they may notice these attempts with a successful DC15 Spot check even if the effect isn't directed at the warded creatures. The counter surveillance check gives the warded creature useful knowledge of the direction and distance of the *ESP* spell or telepathy power's point of origin with a +1 bonus to search checks to locate the source of the effect.

30-31: Caster and their familiar gain a +3 bonus on all Willpower saves for 1 day, + 6 hours per caster level. The spell affects 1 other creature per 2 caster levels of the one who makes the ward. Otherwise this spell functions as written in the general information section with the following modifications. If the ward completely blocks the *ESP* or telepathy attempt, or if the warded creature succeeds at their save versus the telepathy or *ESP* effect, they may choose one of the following options:

- To feed false information to the eavesdropper if the warded creature is within 350ft of their attacker.
- The warded creatures may conduct **counter surveillance**. With counter surveillance active, anytime a creature or caster attempts to use an *ESP* or telepathy power or spell within 350ft of the warded creature, they may notice these attempts with a successful DC13 Spot check even if the effect isn't directed at the warded creatures. The counter surveillance check gives the warded creature useful knowledge of the direction and distance of the *ESP* spell or telepathy power's point of origin with a +2 bonus to search checks to locate the source of the effect.

32-33: Caster and their familiar gain a +3 bonus on all Willpower saves for 1 day, + 1 day per caster level. The spell affects 1other creature per 2 caster levels of the one who makes the ward. Otherwise this spell functions as written in the general information section with the following modifications. If the ward completely blocks the *ESP* or telepathy attempt, or if the warded creature succeeds at their save versus the telepathy or *ESP* effect, they may choose one of the following options:

- To feed false information to the eavesdropper if the warded creature is within 500ft of their attacker.
- The warded creatures may conduct **counter surveillance**. With counter surveillance active anytime a creature or caster attempts to use an *ESP* or telepathy power or spell within 500ft of the warded creature, they may notice these attempts with a successful DC13 Spot check even if the effect isn't directed at the warded creatures. A successful counter surveillance check gives the warded creature useful knowledge of the direction and distance of the *ESP* spell or telepathy power's point of origin. Furthermore, if the warded creature notices anyone with their counter surveillance ability, they can launch a **counter attack** against the spying creature's mind so long as the targets are within range and the eavesdropping creature is within line-of-sight. If the warded creature chooses to counter attack, their target must succeed at a DC15 Willpower save. Failure indicates that the targeted creature suffers 1d6 points of Intelligence score damage. Using the counter attack function automatically ends the *Mind Shield* spell for that warded creature.

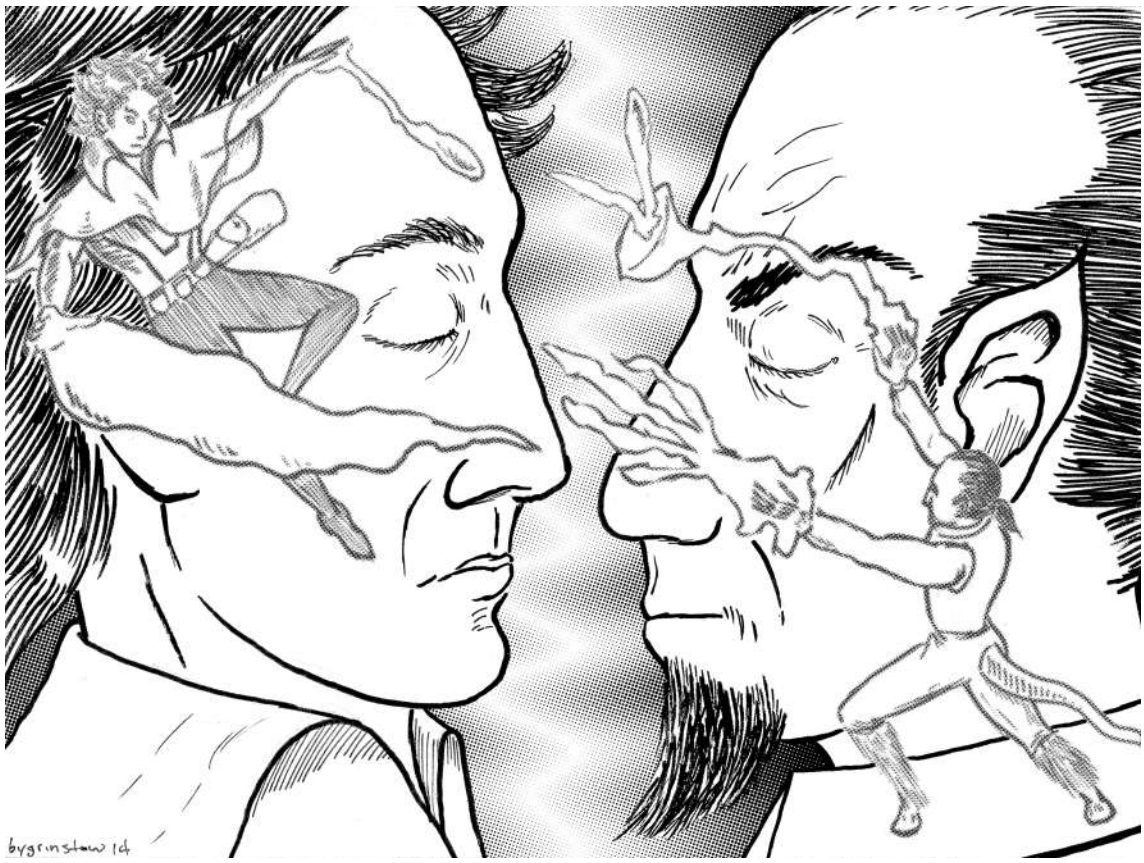


34-35: Caster and their familiar gain a +3 bonus on all Willpower saves for 1d4 days, + 1 day per caster level. The spell affects 1 other creature per 2 caster levels of the one who makes the ward. Otherwise this spell functions as written in the general information section with the following modifications. If the ward completely blocks the *ESP* or telepathy attempt, or if the warded creature succeeds at their save versus the telepathy or *ESP* effect, they may choose one of the following options:

- To feed false information to the eavesdropper if the warded creature is within 1000ft of their attacker.
- The warded creatures may conduct **counter surveillance.** With counter surveillance active anytime a creature or caster attempts to use an *ESP* or telepathy power or spell within 1000ft of the warded creature, they may notice these attempts with a successful DC11 Spot check even if the spell isn't directed at the warded creatures. A successful counter surveillance check gives the warded creature precise knowledge of the direction and distance of the *ESP* spell or telepathy power's point of origin. Furthermore, if the warded creature notices anyone with the counter surveillance ability, they can launch a **counter attack** against the spying creature's mind so long as they are within range and the eavesdropping creature need not be within line-of-site. If the warded creature chooses to counter attack, their target must succeed at a DC17 Willpower save. Failure indicates that they suffer 1d8 points of Intelligence score damage, +1 point/ caster level of the creature that created the mind shield. Using the counter attack function automatically ends the *Mind Shield* spell for that warded creature.

36-37: The caster, their familiar, and other 1 creature per 2 caster levels are affected ***as if by a result of 34,*** but the caster becomes a *Mind Shredder*. The difference being that the *Mind Shield* spell doesn't end if a *Mind Shredder* attacks an eavesdropping creature; the spell continues to its normal duration unless voluntarily ended or it is forcibly removed via *Dispel Magic*.

38+ The caster, their familiar, and 1 other creature per caster level are affected ***as if by a result of 34,*** but all recipients of the spell become *Mind Shredders*. The difference being that the *Mind Shield* spell doesn't end if a *Mind Shredder* attacks an eavesdropping creature; the spell continues to its normal duration unless voluntarily ended or is forcibly removed via *Dispel Magic*.



Obscuring Mist

Level: 1	**Range:** 150ft, +25ft/ caster level	**Duration:** Varies	**Casting Time:** 1 round
Reversible	No		
Ritual Spell	Yes		
Save	None		

General: Regardless of how the mist is summoned this spell creates a thick, billowing fog that emanates from the fixed point designated by the wizard. It quickly fills the area and at low levels it prevents all forms of normal sight from penetrating the mist. At greater levels of success the caster can see through the fog and it hinders infravision, blind sight, echo location, and other such abilities to various degrees. The spell generates a sufficient volume of thick and heavy fog erupting from the center of the effect to fill the spell's area of effect for the duration of the spell; but winds with moderate intensity can move or disperse the *Obscuring Mists*. Natural winds with speeds equal to the casting check result will completely disperse these fog banks in 2 rounds; if the wind speeds are greater than the casting check result then the fog is completely dispersed in one round. Spells like *Gust of Wind*, and other similar effects must have a casting check equal to or greater than the casting check that created the *Obscuring Mists* in order to completely nullify the fog. Under mildly windy conditions this spell can create drifting fog banks of various sizes, each retaining the properties of the original spell until they are fully dispersed. Attempts to disperse the mists will break the clouds first into 10 foot cubes; dispersing these 10ft cubes into smaller concentrations of fog will cause them to dissipate.

Manifestation: Each colored cloud appears with the sound of… **Roll 1d6:** **(1)** Flatulence, **(2)** Elephant's bugling, **(3)** Large brass trumpets, **(4)** Silvery chimes, **(5)** Small clap of thunder, **(6)** Screams of anguish. The sounds continue periodically as the cloud replenishes itself during the spell's duration.

Roll 1d8 to determine the color of the clouds: **(1)** Red, **(2)** Orange, **(3)** Yellow, **(4)** Green, **(5)** Blue, **(6)** Indigo, **(7)** Violet, **(8)** Roll again every time the spell manifests.

Corruption: The caster's eyes are clouded over and may only perceive the world as a series of light and dark shadows in the fog; causing the caster a -1 penalty to initiative and on all sight based checks. The penalty is cumulative with itself upon future failures, but should the penalty reach -10, the caster is completely and permanently blind.

Misfire: Smoke pours from the caster's ears and nose until they are completely enveloped in a stinky gray fog that follows them where ever they go. The fog inflicts a -1 penalty to AC, reflex saves and on all sight based checks for the caster. **Roll 1d6** to determine how long this affliction lingers: **(1)** 24hrs, **(2)** 12 hours, **(3)** 1 hour/ caster level, **(4)** 1 turn/ caster level, **(5)** 1 minute/ caster level, **(6)** 1 round/ caster level.

1: Spell fails and is forgotten! **Roll 1d6** modified by Luck: **(0 or less)** Major corruption + Misfire + Patron taint (or Spell corruption if no Patron), **(1)** Major corruption, **(2)** Patron taint (or Spell corruption if no Patron), **(3+)** Misfire.

2-10: Spell fails and is forgotten.

11: *Partial success* – The caster summons forth a misty cloud with a volume of one 5ft cube. All within or attempting to shoot or search through its effects suffer a -1 penalty on ranged attacks or any skills that require sight. The spell lasts for 1 round. Spell is forgotten.

12-13: The caster summons forth misty clouds with a volume of one 10ft cube for every three caster levels of the wizard. All within the clouds or attempting to shoot or search through their effects suffer a -2 penalty on ranged attacks or any skills that require sight. The fog lasts for 1d3 rounds wind permitting.

14-17: The caster summons forth misty clouds with a volume of one 10ft cube for every two levels of the caster. All within the clouds or attempting to shoot or search through their effects suffer a -2 penalty on all attacks or any skills that require sight. The spell lasts for 1d3 rounds, +1 round/ caster level.

18-19: The caster summons forth misty clouds with a volume of two 10ft cubes, +1 10ft cube for every caster level. All within the clouds or attempting to shoot or search through their effects suffer a -2 penalty on all attacks or any skills that require sight. The spell lasts for 2d3 rounds, +1 round/ caster level.

20-23: The caster summons forth misty clouds with a volume of two 10ft cubes, +1 10ft cube for every caster level. All within the clouds or attempting to shoot or search through their effects suffer a -3 penalty on all attacks as well as on any skills that require sight, keen ears and scent tracking abilities. The spell lasts for 2d3 minutes, +1 minute/ caster level. The caster as well as 1 ally/ 5 caster levels are unaffected by the mist and are able to see through the fog without difficulty.

24-27: The caster summons forth misty clouds with a volume of two 10ft cubes for every level of the caster. All within the clouds or attempting to shoot or search through their effects suffer a -3 penalty on all attacks as well as on any skills that require sight, keen ears and scent tracking abilities. Additionally, infravision inside the clouds is reduced to three quarters of normal range and creatures trying to use infravision in areas beyond the cloud also suffer the -3 penalty. The spell lasts for 3d4 minutes, +2 minutes/ caster level. The caster as well as 1 ally/ 3 caster levels are able to see through the fog.

28-29: The caster summons forth misty clouds with a volume of two 10ft cubes for every level of the caster. All within the clouds or attempting to shoot or search through their effects suffer a -3 penalty on all attacks as well as on any skills that require sight, keen ears and scent tracking abilities. Additionally, infravision and darkvision abilities within the clouds are reduced to half of their normal ranges; creatures using these abilities to search beyond the clouds also suffer the -3 search penalty. The spell lasts for 3d4 minutes, +2 minutes/ caster level. The caster and 1 ally/ caster level are able to see through the fog.

30-31: The caster summons forth misty clouds with a volume of three 10ft cubes for every level of the caster. All within the clouds or attempting to shoot or search through their effects suffer a -4 penalty on all attacks as well as on any skills that require sight, keen ears and scent tracking abilities. Additionally, infravision, darkvision, as well as echo location and similar abilities within the clouds are reduced to one quarter of their normal ranges and suffer the -4 search penalty. The spell lasts for 4d5 turns, +2 turns/ caster level. The caster and 2 allies/ caster level are able to see through the fog without difficulty.

32-33: The caster summons forth misty clouds with a volume of three 15ft cubes for every level of the caster. All within the clouds or attempting to shoot or search through their effects suffer a -4 penalty on all attacks as well as on any skills that require sight, keen ears and scent tracking abilities. Additionally, infravision, darkvision, as well as echo location and similar abilities are reduced to 5ft within the clouds, and cannot reveal any information about what is in or beyond them. The spell lasts for 4d5 turns, +3 turns/ caster level. The caster and all of his or her allies within 50ft are able to see through the fog.

34-35: The caster summons forth misty clouds with a volume of three 15ft cubes for every level of the caster. All within the clouds or attempting to shoot or search through their effects suffer a -4 penalty on all attacks as well as on any skills that require sight, keen ears and scent tracking abilities. Additionally, infravision, darkvision, as well as echo location and similar abilities are reduced to 5ft and cannot reveal anything in or beyond them. The spell lasts for 5d6 turns, +3 turns/ caster level. The caster and and all of his or her allies within 100ft are able to see through the fog.



36+ The caster summons forth misty clouds with a volume of five 20ft cubes for every level of the caster. All within the clouds or attempting to shoot or search through their effects suffer a -5 penalty on all attacks as well as on any skills that require sight, keen ears and scent tracking abilities. Additionally, infravision, darkvision, as well as echo location and similar abilities are completely canceled out within the clouds and cannot reveal anything in or beyond them. The caster and all of his or her allies are able to see through the fog without difficulty and the spell lasts for 6d7 hours, +4 hours/ caster level.

From the journal of Daelin, wizard of the 5th Circle of Benarvyn

At the center of town was the old stone well. Next to the well stood a hastily constructed pyre of broken furniture, green rushes from the new mown field, and old wood. A young woman dressed in a dirty shift, a blindfold over her eyes, holding back her tawny hair was bound to the stake at the pyre's center. Tears streaked down the dirt crusted, and battered face as she pleaded for mercy, her confession had been hard fought. Her pleas fell on the deaf ears of her bloodthirsty neighbors, whipped up into a hot frenzy of vigilante ignorance.

The woman has been a friend of mine, and was now stood wrongfully accused of sorcery. The dead cattle had been my fault, not hers. She'd just been at the wrong place at the wrong time and they'd taken her to the temple for her 'trial' a week ago. I had to do something, and fast!

From the window I showed Ta'a the best ways to enter the crowded square below. If he and the rest of the fighters were sneaky enough I could direct them to her through the mists I conjured. If the mists failed – this would get ugly. They were good people most of the time, but the dead cattle would make winter difficult – and fear does strange things to the mind.

I stood at the window and raised my hands, slamming them together above my head and whispering the incantation. A thunderclap echoed in the square, shaking the pyre, the buildings, the crowd, and me. My sight remained focused on the base of the pyre. The woman's cries became panicked shrieks as they brought the torch towards her, piercing my concentration, a knife to my heart. For a second, I faltered, stuttered, and struggled to regain the threads of my incantation to raise the mists.

A billowy fog rose up from the old stone well, seeping out among the legs of the terrified townsfolk, moving slowly outward to envelope the buildings. Ta'a and the team turned to find me; consternation on their faces as the mist swallowed them. The incantation hadn't been as powerful as we'd needed, but at least there was mist for them to hide. The dull sounds of metal on metal clanged as the fight had ensued. I could not see, I could only hope. Hope that my incantation could save a woman whose only sin was to carry water for a friend…

Concentration… the foundation of Sorcery.

Panoramic Projectile Protection

Level: 3	**Range:** Items, or creatures	**Duration:** Varies	**Casting Time:** 1 hour & must be focused on at least one object or creature designated at the time of casting.
Reversible	Yes, see *Fynderlang's Forceful Flinger*		
Ritual Spell	Yes		
Save	None; or willpower vrs. casting check result for creatures unwilling to act as a focus.		

General: In essence, the spell creates a spherical field of force centered upon the caster or any one creature or item they designate. The barrier penetrates all materials effortlessly and without harm; fully enclosing the protected area from above and below with equal ease. This barrier blocks projectiles, but allows gasses, and other slow moving objects to pass through unharmed. The duration, area of effect, and level of force protection available will vary with the results of the casting check and enchanted projectiles will penetrate the barrier normally unless the casting check result states otherwise. Unlike the *Shield* spell, *Panoramic Projectile Protection* was made to encompass and defend truly large areas like towns and castles; as such it is also designed to stop impressively large objects yet still allow semi-normal passage of objects, creatures as long as they are moving at no more than 15ft/ round. This spell only mildly impedes the flow of traffic in and out of the areas protected by the spell, but will prevent cavalry and infantry charges; and also proves a good barrier to high winds and even rain, so long as they are gusting along faster than 15ft per round. The weather inside the protected area is reduced to steady drizzle and the barrier is useless against flowing water, storm surges, and tidal waves; but living creatures and debris of at least medium size carried by the water is stopped by the barrier. Each casting result lists the classes of items or types of spells that the barrier will block. The radius of the effect is determined upon casting and fixed at that distance and the caster may choose a lesser result on the casting table if they desire.

The barrier is immobile once it is created; so it is useless for ships, wagons, or any who wish to remain mobile. The barrier is 5 feet thick per level of the caster who creates it unless the results table indicates otherwise. Out-going creatures and items are not subject to the barrier's speed restrictions until they attempt to reenter the protected area. Items and creatures blocked by the barrier treat it as solid and suffer normal falling damage equal to their speed at impact; minus 15 feet, see DCCRPG Core Rules which usually destroys normal projectiles. When determining how long it takes to cross through the barrier, all fractions are rounded upwards, so the minimum is 2 rounds since the spell requires at least a 5th level caster. Items and creatures acting as the focus for this spell are free to move or be moved normally, as long as they remain within the magical barrier it continues to function, but these creatures and items are not constrained by the spell to remain in its area of effect. Furthermore, anyone attempting to dispel or apply a counter-spell to disrupt the magical barrier must make these attempts against the creatures and items acting as the spell's foci. Destroying the items and creatures is also an effective means of eliminating this spell; however, simply killing the creature acting as a spell focus is insufficient because the spell remains attached to their corpse. Destroying the foci requires fire, acid, or some other equally destructive method to eliminate a *Panoramic Projectile Protection* spell anchor. The spell is dismissed as soon as the last of its foci are destroyed or are taken out of the barrier. This spell cannot be used upon unwilling participants unless they fail a willpower save, but the barrier still falls if they exit the protected area and are the only focus for the spell.

Results of 24+ can prevent *Magic Missile* spells from penetrating the barrier; with greater results, the barrier will also block spells and effects that cause any of the listed damage types. The limitation on this effect is that any incoming spell with a casting check result greater than that which generated the *Panoramic Projectile* barrier will pass through the barrier and take affect normally. The barrier itself is still vulnerable to the *Dispel Magic* spell as well as the *Fynderlang's Forceful Flinger* spell when applied specifically as a counter-spell; assuming the results of the dispelling or counter-casting check are superior to that of the casting check for the barrier. Results of 24+ also require that the caster or master of the ritual commit 1 point of spellburn per 10 points of the *Panoramic Projectile Protection* spell's casting check result to empower the spell; ignoring any fractions. All of the burned points must be from the same ability score and these powerful manifestations must be focused upon one or more creatures gems with a total value equal to the casting check result multiplied by 500gp. Living foci must have at least 5 hit dice and there must be one creature per 5 points of the casting check to successfully anchor the spell. At least one foci must remain unbroken and within the protected area or the spell ends.

Manifestation: **Roll 1d8: (1-3)** Nearly invisible spirits appear and deflect the projectiles or they absorb the energy of the attack and die in the process. **(4-7)** The field glows faintly when projectiles or creatures hit the field. *Roll 1d8 to determine the color of the field: 1= Red, 2= Orange, 3= Yellow, 4= Green, 5= Blue, 6= Indigo, 7= Violet, 8= Roll twice*. **(8+)** Items and projectiles stopped at the edge of the field explode into spectacular displays that fade into non-existence without becoming a hindrance to those within the protected area. Living creatures reappear unharmed at the edge of the field effect and are lying prone upon the ground. *Roll 1d8 when this spell is learned to determine what form the displays take: 1= Mixed flower petals, 2= Multi-hued glitter, 3= Silver and gold sparks, 4= Green smoke, 5= Bolts of pink lightning, 6= hundreds of tiny shrieking spirits, 7= rainbow colored butterflies, 8= Roll twice – one effect is for living creatures; the other is for inanimate objects*.

Corruption: Caster attracts missile fire from up to 100ft distance even if it wasn't fired at the caster; but the projectile must already be in motion for this ill-effect to manifest. Redirected attacks are rolled normally and adjusted for distance and defensive cover. However, each victim of this corruption suffers a -1 AC penalty against ranged attacks. This condition is permanent, and each time the caster rolls this corruption again, the AC penalty increases by 1 and the attraction distance is increased by 50ft. If more than one person is affected by this corruption or misfire, then the creature with the greatest AC penalty is the target.

Misfire: One of the caster's allies within 30ft attracts missile fire to them from up to a 50ft distance even if it wasn't fired at them, but the projectile must have already been fired for this ill-effect to manifest. If more than one person is affected by this corruption or misfire, then the creature with the lowest AC penalty is the target. Redirected attacks are rolled normally and are adjusted for distance and defensive cover. This condition lasts for: **Roll 1d8** to determine how long the ill-effect lasts: **(1)** 1 hour/ caster level, **(2-3)** 1 turn/ caster level, **(4-6)** 1 minute/ caster level, **(7+)** 1 round/ caster level.

1-3: Spell fails, and worse! **Roll 1d6** modified by Luck: **(0 or less)** Greater corruption + Misfire + Patron taint (or Spell corruption if no Patron), **(1)** Major corruption or Spell corruption, **(2-3)** Patron taint (or Spell corruption if no Patron), **(4+)** Misfire.

4-14: Spell forgotten and cannot be memorized until the next full moon.



15: *Partial success* – Barrier protects against one type of normal small object chosen at the time of casting: arrows, bolts, daggers, stones, needles, Bullets, etc. Duration is 1 minute/ caster level encompassing a spherical volume with a radius of up to 5ft/ caster level. Spell is forgotten.

16-17: Barrier protects against normal small sized objects like – arrows, bolts, daggers, stones, needles, and bullets. Duration is 1 turn/ caster level with an area encompassing a spherical volume with a radius of up to 10ft/ caster level.

18-21: Barrier protects against normal medium sized objects like– spears, javelins, tridents, and creatures of up to 900lbs. Duration is 1d3 turns/ caster level encompassing a spherical volume with a radius of up to 20ft/caster level.

22-23: Barrier protects against large sized normal objects like – ballistae bolts, average catapult shot, and creatures up to 1,800lbs. Duration is 1 hour/ caster level encompassing a spherical volume with a radius of up to 40ft/ caster level.

24-26: Barrier protects against huge sized normal objects like – large catapult shot and creatures up to 3,600lbs. Duration is 1d3 hours/ caster level encompassing a spherical volume with a radius of up to 80ft/ caster level. The field absorbs *Magic Missile* spell damage per the rules in the general information section.

27-31: Barrier protects against colossal sized normal objects like – boulders thrown by giants or boulders dropped by flying creatures, as well as creatures up to 7,200lbs. Duration is 1 day/ caster level encompassing a spherical volume with a radius of up to 160ft/ caster level. The field absorbs *Magic Missile* spell damage as well as any effects which cause magical force damage per the rules in the general information section.

32-33: Barrier protects against gargantuan sized normal objects like – very large boulders, etc. as well as creatures up to 14,400lbs. Additionally, the area is protected from up to small sized magical projectiles – arrows, bolts, daggers, stones, needles, bullets, and other objects of less than 450lbs that may have no more than a +1 magical attack value and the field absorbs *Magic Missile* spell damage as well as force damage and anything that provokes saves versus poison per the rules in the general information heading. Duration is 1d3 weeks/ caster level encompassing a spherical volume with a radius of up to 320ft/ caster level.

34-35: Barrier protects against titanic sized normal objects and creatures of up to 28,800lbs. Additionally, the area is protected from up to medium sized magical projectiles – arrows, bolts, daggers, stones, needles, bullets, spears, javelins, tridents, and other magical objects up to 900lbs that may have no more than a +2 magical attack value. The field absorbs *Magic Missile* spell damage as well as force damage and anything that provokes saves versus poison, paralysis, electrical and sonic damage per the rules in the general information heading. Duration is 1 month/ caster level encompassing a spherical volume with a radius of up to 650ft/ caster level. The barrier has a thickness of 10ft per caster level of the barriers creator.

36-37: Barrier protects against normal objects and creatures of up to 57,600lbs. Additionally, the area is protected from up to large sized magical projectiles – arrows, bolts, daggers, stones, needles, bullets, spears, javelins, tridents, ballistae bolts, average catapult shot, as well as magical objects up to 1,800lbs. These magical projectiles may have no more than a +3 magical attack value. The field absorbs *Magic Missile* spell damage as well as force damage and anything that provokes saves versus poison, paralysis, electrical, sonic, acid, and fire damage so long as their casting check result is less than the barrier's casting check result. Duration is 1d3 years/ caster level encompassing a spherical volume with a radius of up to one-quarter mile/ caster level. The barrier has a thickness of 10ft per caster level of the barriers creator.

38-39: Barrier protects against normal objects and creatures of up to 115,200lbs. Additionally, the area is protected from up to huge sized magical projectiles – arrows, bolts, daggers, stones, needles, bullets, spears, javelins, tridents, ballistae bolts, large catapult shot, as well as magical objects up to 3,600lbs that may have no more than a +4 magical attack value. The field absorbs *Magic Missile* spell damage as well as force damage and anything that provokes saves versus poison, paralysis, electrical, sonic, acid, fire, and negative energy damage per the rules in the general information heading. Duration 1d3 decades/ caster level encompassing a spherical volume with a radius of up to one-half mile/ caster level. The barrier has a thickness of 15 feet per caster level of the barriers creator.

40+ Barrier protects against normal objects and creatures of up to 250,000lbs. Additionally, the area is protected from up to colossal sized magical projectiles – arrows, bolts, daggers, stones, needles, bullets, spears, javelins, tridents, ballistae bolts, large boulders thrown by giants, or dropped by flying creatures, as well as magical objects up to 7,200lbs that may have no more than a +5 magical attack value. The field absorbs *Magic Missile* spell damage and effectively forms an anti-spell barrier to any spell with a casting check result less than the barrier's casting check result. Duration of the barrier is permanent unless destroyed or deactivated and encompasses a spherical volume with a radius of up to 1 mile/ caster level. The barrier has a thickness of 20 feet per caster level of the barriers creator.

Paroxysm

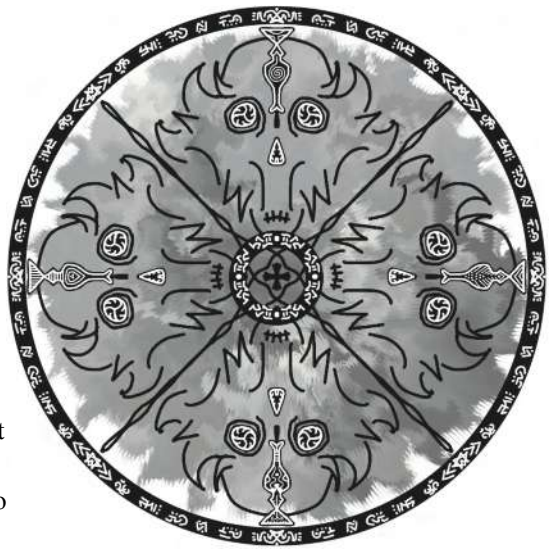
Level: 3	**Range:** Varies, see text.	**Duration:** 1 or more rounds	**Casting Time:** 1 round
Reversible	Yes, see *Paralysis* spell, DCC Core Rules		
Ritual Spell	No		
Save	Fortitude save versus the casting check result negates.		

General: Until the spell is discharged, one of the caster's hands, or several pieces of ammunition are charged with this spell's energy becomes coated with a sticky layer of neurotoxic contact venom. This layer of venom causes no problems with gripping, climbing, or fine manipulation, but the caster does need to be careful not to discharge the spell accidentally upon an ally or innocent bystander. A glove may be donned to alleviate the risk and most of the manifestation effects, but the glove must be removed before the caster can discharge the spell. The spell ends after the caster succeeds with their first attack within the time granted by the spell. Any enchanted ammunition created can be shared with others, but only the wizard who cast this spell is immune to the spell's effects. Care must be taken by others using these missiles and a thief may apply their bonus for handling poisons when using these items. Unless indicated by the spell table result the effects of this spell are normal and heal with rest or magical aid.

Manifestation: The effected hand or ammunition… **Roll 1d8: (1-2)** glows with a dim, purple light equivalent to a candle and is constantly dripping with slime of the same hue. **(3-5)** Constantly sheds sparks and makes little whizzing noises. **(6-7)** Smolders and crackles, trailing red smoke that quickly dissipates. **(8+)** Glows with a neon yellow light equivalent to a torch and is constantly dripping slime of the same hue.

Corruption: **Roll 1d6: (1)** The caster must succeed at a Luck check for their hand and any weapons that were to be affected by the spell. Failure indicates the caster's hand is broken in multiple places or the item is destroyed; magical items get a Fortitude save. The broken hands are useless and will not heal until the caster receives a *Remove Curse* spell with a result of 20+. If only one hand is broken the caster may attack, cast spells, and make skill checks but at one step lower on the dice chain from the pain and inconvenience. **(2-4)** The caster must succeed at a DC15 Fortitude save or permanently lose 1d4+1 points of Stamina. These lost points may only be restored via the completion of a quest or through divine intervention. **(5+)** All the weapons and ammunition (including magical varieties) within 50ft this spell when it fails are dulled, tarnished, and covered with rust and rot; their damages are reduced by 2 steps on the dice chain until they can pay for the items to be repaired by a dwarven weapon smith. It costs 100gp per point of magical bonus to be repaired.

Misfire: **Roll 1d6: (1)** Two randomly chosen creatures within 40ft who must now succeed at a DC14 Fortitude save or they are overcome by seizures. Targets are unable to move or take physical actions for 1d6 rounds, +1 round/ caster level of the bungling wizard. **(2-5)** One randomly chosen creature within 20ft must succeed at a DC12 Fortitude save or be overcome by seizures. Target is unable to move or take physical actions for 1d4 rounds, +1 round/ caster level of the clumsy wizard. **(6+)** The inept wizard must succeed at a DC16 Fortitude save or be overcome by seizures. These convulsing render them unable to move or take physical actions for 1d3 rounds, + one round/ caster level.



1-3: Spell fails and is forgotten! **Roll 1d6** modified by Luck: **(0 or less)** Greater corruption + Misfire + Patron taint (or Spell corruption if no Patron), **(1)** Major corruption or Spell corruption, **(2-3)** Patron taint (or Spell corruption if no Patron), **(4+)** Misfire.

4-14: Spell fails and is forgotten.

15: *Partial Success* The one of the caster's hands is charged with chaotic energy. The caster can make a normal melee attack on their next round trying to touch their target. If successful, the attack inflicts any normal damage and the victim must succeed at a fortitude save or they are overcome by seizures. The convulsing creature is unable to move or take any actions for 1 round. Spell is forgotten.

16-17: One of the caster's hands is charged with chaotic energy. The caster can make a normal melee attack on their next round trying to strike their target. If successful, the attack may inflict any normal damage and the victim must succeed at a fortitude save or they are overcome by seizures. The convulsing creature is unable to move or take any actions for 1d6 rounds, +1 round/ caster level. Spell ends after 1 successful strike or it's duration expires.

18-21: One of the caster's hands or a melee weapon is charged with chaotic energy for 1d4 rounds, +1 round per caster level. The caster makes normal attacks on following rounds trying to touch their targets. If successful, the attack may inflict any normal damage and the victims must succeed at a Fortitude save or they are overcome by seizures. The convulsing creatures are unable to move or take any physical actions for 1d6 rounds, +1 round/ caster level. Spell ends after 1 successful strike or it's duration expires.

22-23: One of the caster's hands and a melee weapon, or 2d4 ranged projectiles can be charged with chaotic energy for 1d4 rounds, +1 round per caster level. Once per round the caster makes normal attacks on trying to touch or strike their targets. If successful, the attack may inflict any normal damage and the victims must succeed at a Fortitude save or they are overcome by seizures. The convulsing creatures are unable to move or take any actions for 1d6 rounds, +1 round/ caster level. Ammunition is destroyed after it is used.

24-26: For the next 1d3 rounds, the caster designates one creature within 30ft and with a word causes the indicated target to become overwhelmed by seizures of such violence that the victim causes themselves 1 point of damage per round they are in the grip of the seizure. If the creature is 2HD or less, it is affected automatically. If 3HD or greater, it receives a DC22 Fortitude save to resist. Victims are unable to move or take any actions and the seizure lasts for 1d8 rounds, +1 round/ caster level.

27-31: For the next 2d3 rounds, the caster designates up to two targets within 100ft and with a word causes the indicated targets to become overwhelmed by seizures of such violence that they cause themselves 1d3 points of damage per round they are in the grip of the seizure. Any creature of 4HD or less is automatically affected. Creatures of 5HD or greater receive a DC24 Fortitude save. Victims are unable to move or take any actions and the seizure lasts for 2d8 rounds, +1 round/ caster level.

32-33: The caster is imbued with the power to kill their enemies by invoking a terrible paroxysm within their victims. For the next 24 hours the caster may point at one creature per hour that is within 200ft. Creatures are automatically affected if they have less than 6HD. Creatures of 7HD or greater receive a DC26 Fortitude save. Victims are unable to move or take any actions and the seizure lasts for 4d6 rounds, +1 round/ caster level; suffering 2 points of damage per round.

34-35: Choose any one of the effects above; durations and damage values from the seizure are doubled.

36+ As a result of 16, except the duration of the seizure is doubled and one of the caster's hands is permanently enchanted with chaotic energy and the ability to inflict this kind of damage twice per day. The damage the seizure inflicts can only be cured via magical means, such as a cleric's lay on hands ability, a *Remove Curse,* or a *Paralysis* spell is cast upon the victim with a result greater than that which caused the spastic fit. The caster's hand may only be restored via completion of a quest or divine aid.

Pilfer Voice

Level: 1	**Range:** 1 or more creatures capable of speech within 30ft	**Duration:** Varies	**Casting Time:** 1 round
Reversible	Yes, see *Ventriloquism* spell, DCC Core Rules		
Ritual Spell	No		
Save	Willpower save versus the casting check result negates.		

General: The caster is able to magically steal the voice of the target for various amounts of time; including permanent theft of the targets voice. This spell grants the caster no insights or understanding of the target, so listeners who know the true owner of the voice may not be fooled by the ruse even if the voice is correct. A wizard may use this spell to establish a collection of stolen voices; up to their maximum, After which the caster will have to choose to voluntarily 'forget' a voice to add a new one... the wizard may even choose to give up their own voice, but forgotten voices are lost forever. A collector of voices must build some sort of container to keep their collection safely, and its creation adds 100gp per voice it is intended to contain, and must be part of the spell casting attempt.

The total number of voices the caster may have in their collection is equivalent to their Intelligence score. This total must include their own voice; so, a caster with an Intelligence score of 18 can have a collection of up to 17 additional voices. In order to use this spell the caster must have at least one 'empty slot' available to collect a new voice, otherwise they can only borrow the victim's voice temporarily. The wizard may freely use any of their collected voices at will so long as they have access to their collection; they may even barter collected voices to other collectors, the wizard's patrons or other supernatural beings as bribes or payments to induce favors. Any time the wizard rolls a "1" on their casting check for this spell they automatically forget one random voice from their repertoire and the possible choices includes the caster's natural voice. Collected voices lost in this fashion return to their owner if possible or are lost forever: it is possible for this process to cause a caster to become mute, rendering them incapable of casting this spell to steal a new one.

Temporary theft: The caster may use this spell to speak with the stolen voice, but when the spell ends, the voice returns to its owner. During this temporary theft, the victim suffers from the manifestation effect until their voice returns.

Pilfered voice: A powerful enough manifestation result allows the caster to permanently collect the victim's voice upon a failed willpower save. The true owner of the voice suffers from the manifestation effect until the end of the spell and must retrieve their voice from the caster before the duration expires and the manifestation result becomes permanent. During this narrow window of opportunity, recovering a stolen voice requires successful physical contact between the victim and the thief; at which point the victim must win a contested personality check with the thief; the victim gets a +5 bonus to their roll. A creature that has their voice permanently stolen may not speak, or cast spells involving verbal components and can only recover their voice by killing the wizard who stole their voice; or via a quest, or divine intervention.

Manifestation: All of these effects are illusions and pose no real harm beyond their unsettling imagery unless the Storyteller teams otherwise. **Roll 1d7: (1)** Black smoke streams from the targets mouth for the duration of the spell. **(2)** Target appears to have bubbles floating out of its mouth for the duration of spell. **(3)** Target appears to lose their mouth for the duration of the spell. **(4)** The victim's attempts to speak sound like inarticulate, strangled gurgling for the duration of the spell. **(5)** The victim's attempts to speak sound like frog croaks for the duration of the spell. **(6)** The victim has swarms of flies streaming from their mouth for the duration of the spell. **(7+)** Victim has rainbow sparks stream from their mouth for the spell's duration.

Corruption: If the caster has no more voices to lose, they suffer 1 point of damage for each 'lost voice' that they do not have. **Roll 1d8; (1)** The caster loses all the voices from their collection. **(2)** The caster loses 1d4 voices from their collection. **(3-4)** The caster loses 1d3 voices from their collection. **(5-6)** The caster loses 2 voices from their collection. **(7+)** The caster loses their voice and they are unable to cast spells unless they have another to draw upon.

Misfire: **Roll 1d6: (1)** Everyone within 50ft of the caster randomly swaps voices for 1d3 turns, then the voices return to their rightful owners. **(2)** The caster swaps voices with another random creature within 50ft for 1d3 turns. **(3)** Everyone within 30ft of the caster randomly swaps voices for 1d3 minutes. **(4)** The caster swaps voices with another random creature within 30ft for 1 minute. **(5)** Everyone within 20ft of the caster randomly swaps voices for 1d3 rounds. **(6)** The caster swaps voices with another random creature within 10ft for 1 round.

1: Spell fails and is forgotten! **Roll 1d6** modified by Luck: **(0 or less)** Major corruption + Misfire + Patron taint (or Spell corruption if no Patron), **(1)** Major corruption, **(2)** Patron taint (or Spell corruption if no Patron), **(3+)** Misfire.

2-10: Spell fails and is forgotten.

11: *Partial success* – If the target fails a Willpower save their voice isn't stolen; neither do they suffer from a manifestation effect. The victim is instead rendered mute for 1d3 rounds. Spell is forgotten.

12-13: If the target fails a Willpower save the caster gains temporary use of the victim's voice for 1d4 rounds + 1 round/ caster level; but the caster may not collect this voice and it returns to its owner after the spell wears off.

14-17: If the target fails a Willpower save the caster gains temporary use of the victim's voice for 1d6 rounds + 1 round/ caster level; but the caster may not collect this voice and it returns to its owner after the spell wears off.

18-19: If the target fails a Willpower save the caster gains temporary use of the victim's voice for 1d8 minutes + 1 minute/ caster level. The caster may choose to collect the victim's voice per the rules in the general information heading.

20-23: If the target fails a Willpower save the caster gains temporary use of the victim's voice for 1d10 minutes + 1 minute/ caster level. The caster may choose to collect the victim's voice per the rules in the general information heading.

24-27: If the target fails a Willpower save the caster gains temporary use of the victim's voice for 1d12 turns + 1 turn/ caster level. The caster may choose to collect the victim's voice per the rules in the general information heading.

28-29: If the target fails a Willpower save the caster may choose to collect the victim's voice per the rules in the general information heading. Victim has 24 hours to regain their voice from the thief.

30-31: If the target fails a Willpower save the caster may choose to collect the victim's voice per the rules in the general information heading. Victim has 12 hours to regain their voice from the thief.

32-33: If the target fails a Willpower save the caster may choose to collect the victim's voice per the rules in the general information heading. Victim has 6 hours to regain their voice from the thief.

34-35: If the target fails a Willpower save the caster may choose to collect the victim's voice per the rules in the general information heading. Victim has 3 hours to regain their voice from the thief.

36+ If the target fails a Willpower save the caster may choose to collect the victim's voice per the rules in the general information heading. Victim has 1 hour to regain their voice from the thief.

Planar Isolation

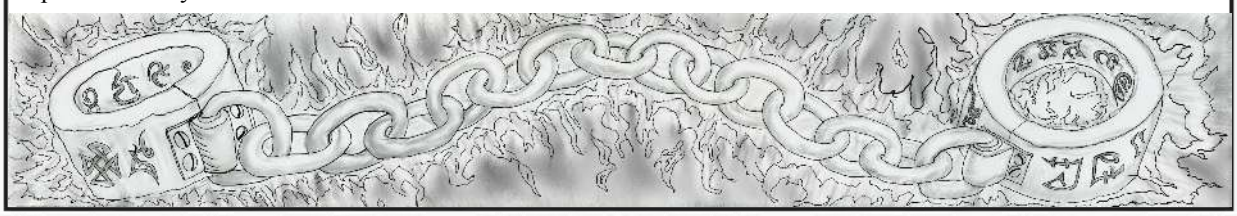
Level: 3	**Range:** Varies	**Duration:** Varies	**Casting Time:** 1 turn or more, see text
Reversible	Yes, see the *Planar Step* spell, DCC Core Rules		
Ritual Spell	Yes		
Save	Special, see text in General information heading		

General: This spell allows the caster and some few objects or allies a limited protection against being forcibly teleported via any style of translocation magic; though protected creatures may choose to allow friendly effects of these types. When a protected creature or item is targeted by teleportation or dimensional magic; compare the casting check result of the translocation magic to the results of the *Planar Isolation* casting check. If the *Planar Isolation* result is greater; the protected item or creature need not even roll a save versus the translocation effect. If the hostile translocation effect has the greater result it takes effect normally. However, if this hostile translocation attempt allows a save the protected creature(s) or item(s) get a save bonus outlined by each casting check result. The caster of this spell may select any result on the table equal to, or less than their casting check result if it is more desirable or advantageous. Likewise, the caster need not create the maximum radius or diameter for each zone of effect at greater levels of power.

At results of 27+ the caster can create an immobile interdiction zone centered on an inanimate object that prevents any dimensional travel or translocation effects generated by lesser casting check results, but otherwise functions as the lesser results with respect to breaching this defense. The zone of effect may be collapsed via the use of *Dispel Magic* or anti-magic zones with superior casting check results to the *Planar Isolation* casting check; but only if the item or creature at the center of the effect is the target or encompassed within the dispelling attempt or anti-magic field effect. The interdiction zone is fixed to the local area of the dimension upon which it is constructed. Any attempt to cross the dimensional barrier into or out of the interdicted zone is prevented without further costs or efforts if the invading or fleeing creature fails to beat the casting check result for the barrier. Furthermore, these zones do not interact with each other to any increase or detriment of effect, so multiple zones may overlap. However, a smaller, more powerful isolation zone contained within a zone that is larger and/or weaker will dominate only within its normal bounds. The caster must spellburn to bond this zone to an area; the casting check result will list the points required. Ritual versions of this spell are often used by medium and larger cities as well as by rich wizards and merchants to protect themselves from unexpected invasions and thefts.

Results of 32+ require weeks of intensive labor and crafting checks as well as rituals in order to create large scale and permanent dimensional interdiction zones. The more time and money spent, the greater the area that can be isolated. At the Storyteller's discretion; and according to the preferences of the caster's patron, the spellburn necessary for these manifestations need not come from the caster or the members of the ritual. Conditions and benefits will vary and the Storyteller will have the final say on what is and isn't allowed; as well as any benefits gained.

Manifestation: **Roll 1d6: (1-4)** The spell creates a shimmering field of force about as bright as a torch that either conforms to the creature or item protected; or it is a spherical curtain around the protected area. *Roll 1d14 to determine color of the effect: 1= Red, 2=Orange, 3= Yellow, 4= Green, 5= Blue, 6= Indigo, 7= Violet, 8= Black, 9= Gray, 10= White, 11= Gold, 12= Silver, 13= Roll twice, 14= Roll thrice.* **(5)** Whenever the protected item or creature is subject to interdimensional or translocation magic a denizen of another reality reaches forth and tries to prevent the transfer: *roll 1d3 to determine the type of creature: 1= Angel, 2= Demon, 3= Tentacle covered alien from beyond the spheres.* **(6)** The targets of this spell have ethereal, ghostlike chains spiral out of thin air to shackle them to the Plane they are on. Creatures trying to gain entry to the protected Plane get stopped by a sturdy, opaque barrier that somehow blocks the portal of entry.



Corruption: The caster must succeed at a Luck check immediately and again every 3d6+6 hours; failure indicating that a hostile creature with 2d3HD randomly appears in front of the caster. This Luck check duration is reset after every encounter; even when successful. These are usually normal creatures plucked out of their normal habitat, but it can also pull creatures from other Planes of existence and they always fight to the death. Anytime the caster accidentally summons something **roll 1d20** modified by their Luck: **1** = demon, **2** = devil, **3**= elemental, **4-6** = humanoid, **7+** mundane, non-humanoid critter.

Misfire: If there are no allies available, choose random enemy or item. **Roll 1d10: (1)** The mass of two random creatures within 30ft doubles; causing their Agility score to be reduced by half for the next 2d6 hours. **(2)** The caster's mass doubles; causing their Agility score to be reduced by half for the next 1d6 hours. **(3)** The mass of one random creature within 20ft doubles; causing their Agility score to be reduced by half for the next 1d6 turns. **(4)** The caster's mass doubles; causing their Agility score to be reduced by half for the next 1d6 turns. **(5)** The mass of one random creature within 10ft doubles; causing their movements and Agility score to be reduced by half for the next 1d6 rounds. **(6)** The mass of one random creature within 10ft is reduced; causing their movements to decrease by 25% and their Stamina and Strength scores are decreased by 3 points for the next 1d6 rounds. **(7)** The caster's mass is reduced; causing their movements to be decreased by 25% and their Stamina and Strength scores are decreased by 3 points for the next 1d6 turns. **(8)** The mass of one random creature within 10ft is reduced by half; causing their movements to be decreased by 50% and their Stamina and Strength scores are decreased by half for the next 1d6 turns. **(9)** The caster's mass is reduced by half; causing their movements to decrease by 50% and their Stamina and Strength scores are decreased by half for the next 1d6 hours. **(10+)** The mass of one random creature within 10ft is negated; causing them to become buoyant in air; they have no move speed, but may drift with the winds or make jump checks to shove off from walls, etc. Their Stamina and Strength scores are reduced to a maximum of 3 for the next 2d6 hours.

1-3: Spell fails and is forgotten! **Roll 1d6** modified by Luck: **(0 or less)** Greater corruption + Misfire + Patron taint (or Spell corruption if no Patron), **(1)** Major corruption or Spell corruption, **(2-3)** Patron taint (or Spell corruption if no Patron), **(4+)** Misfire.

4-14: Spell fails and is forgotten.

15: *Partial success* – The caster, or their equipment, or their familiar can be protected from unwanted dimensional travel. This planar isolation lasts for 1 round/ caster level. Creatures whose protection is breached receive a +1 bonus to their relevant save rolls and the spell ends immediately. Spell is forgotten.

16-17: The caster, their equipment, and their familiar are now protected from unwanted dimensional travel. This planar isolation lasts for 1 minute/ caster level. Creatures whose protection is breached receive a +2 bonus to their relevant save rolls and the spell ends immediately.

18-21: The caster, their equipment, and their familiar are now protected from unwanted dimensional travel. This planar isolation lasts for 1 turn/ caster level. Creatures whose protection is breached receive a +2 bonus to their relevant save rolls and the spell ends immediately.

22-23: The caster, their equipment, and their familiar as well as 1 item or creature per 3 caster levels are now protected from unwanted dimensional travel. This planar isolation lasts for 1 turn/ caster level. Creatures whose protection is breached receive a +4 bonus to their relevant save rolls and the spell ends immediately.

24-26: The caster, their equipment, and their familiar as well as 1 item or creature per 3 caster levels are now protected from unwanted dimensional travel. This planar isolation lasts for 1 hour per caster level. Creatures whose protection is breached receive a +4 bonus to the relevant save rolls; the spell continues to function, protecting the targeted creature from hostile translocation attempts for the spell's duration.

27-31: The caster, their equipment, and their familiar as well as 1 item or creature per 2 caster levels are now protected from unwanted dimensional travel. Alternately, the caster creates an immobile dimensional isolation effect with a fixed point using a non-living, immobile object as the central focus. All creatures, their equipment, and familiars with in 20ft/ caster level of that center point are now protected from unwanted dimensional travel effects so long as they remain within the field's area. In either case these planar isolation effects last for 1 day per caster level. Creatures whose protection is breached receive a +6 bonus to the relevant save rolls; the spell continues to function; protecting the targeted creature from hostile translocation attempts for the spell's duration.

32-33: The caster, their equipment, and their familiar as well as 1 item or creature per 2 caster levels are now protected from unwanted dimensional travel. Alternately, the caster takes 6 weeks and 1,000gp to create a non-mobile dimensional isolation effect with a non-living, non-mobile item as the central focus. All creatures, their equipment, and their familiars within up to 50ft/ caster level of the central focus are protected from unwanted dimensional travel so long as they remain within the effect. The caster must commit 1 point of spellburn per 50ft of radius they wish to create. In either case this planar isolation effect lasts for up to 1 week per caster level; but the caster may purchase 1 additional month per 3 points of additional spellburn. Creatures whose protection is breached receive a +6 bonus to the relevant save rolls and the spell continues to function; protecting the targeted creature from hostile translocation attempts for the spell's duration.

34-35: The caster, their equipment, and their familiar as well as 1 item or creature per caster level are now protected from unwanted dimensional travel. Or, the caster takes 9 weeks to create a non-mobile dimensional isolation effect with a non-living, non-mobile item as the center point. The caster must commit 1 point of spellburn per 100ft of radius and expend 3,000gp to create the zone. All creatures, their equipment, and their familiars within a distance of up to 100ft/ caster level of the central focus are now protected from unwanted dimensional travel so long as they remain within the area of effect. In either case this planar isolation effect lasts for up to 1 month per caster level; but the caster may purchase 1 additional month per 3 points of additional spellburn. Creatures whose protection is breached receive a +8 bonus to the relevant save rolls and the spell continues to function; protecting the targeted creature from hostile translocation attempts for the spell's duration.

36-37: The caster, their equipment, and their familiar as well as 2 items or creatures per caster level are now protected from unwanted dimensional travel. Alternately, the caster takes 12 weeks to create a non-mobile dimensional isolation effect with a non-living, non-mobile item as the central focus. The caster must commit 1 point of spellburn per 500ft of radius and expend 5,000gp in materials to create the isolation zone. All creatures, their equipment, and their familiars within 500ft/ caster level of the central focus are now protected from unwanted dimensional travel so long as they remain within the area of effect. This planar isolation effect lasts for 3 months per caster level; but the caster may purchase 2 months for every 3 points of additional spellburn. Creatures whose protection is breached receive a +8 bonus to the relevant save rolls and the spell continues to function; protecting the targeted creature from hostile translocation attempts for the spell's duration.

38-39: The caster, their equipment, and their familiar as well as 2 items or creatures per caster level are now protected from unwanted dimensional travel for 3 months per caster level. Alternately, the caster takes 15 weeks to create a non-mobile dimensional isolation effect with a non-living, non-mobile item as the central focus. The caster must commit 2 points of spellburn per quarter-mile of radius to create the isolation zone as well as 8,000gp in material costs. All creatures, their equipment, and their familiars within a quarter mile per caster level from the central focus are now protected from unwanted dimensional travel so long as they remain within the area of effect. This planar isolation effect lasts for 6 months per caster level; but the caster may purchase 3 months for every 4 additional points of spellburn. Creatures whose protection is breached receive a +10 bonus to the relevant save rolls and the spell continues to function; protecting the targeted creature from hostile translocation magic for the spell's duration.

40+ The caster, their equipment, and their familiar as well as 3 items or creatures per caster level are now protected from unwanted dimensional travel for 1 year per caster level. Alternately, the caster takes 24 weeks to create a non-mobile dimensional isolation effect with a non-living, non-mobile item as the central focus. The caster must commit 3 points of spellburn per mile of radius to create the isolation zone as well as expend 12,000gp in material costs. All creatures, their equipment, and their familiars within 1 mile of the central focus are now protected from unwanted dimensional travel. This planar isolation effect lasts for 10 years per caster level; but the caster can purchase 3 additional years per 5 points of additional spellburn. Creatures whose protection is breached receive a +12 bonus to the relevant save rolls and the spell continues to function; protecting the target from hostile translocation attempts for the spell's duration.



Protection from (*)

Level: 2	**Range:** Self or others.	**Duration:** 2d5 turns, +1 turn/ Caster Level	**Casting Time:** 1 turn
Reversible	No		
Ritual Spell	Yes		
Save	Willpower save against the casting check result negates effect if necessary.		

General: This spell is an arcane variant of the *Protection from Evil* spell available to clerics and similar in its function, but with a key difference. Without the power of a deity (or its equivalent) this spell is weaker than its divine twin and therefore cannot protect against, concepts like 'good and 'evil'. However, this spell can protect the caster and possibly his or her allies from many other hazards of the mundane and magical world. The '*' in the spell's name refers to the fact that this spell will function in a similar manner versus physical attacks, weapons, creatures, poisons, and other things depending upon the caster's level and their casting check and they may always choose a lesser result if desired. After the spell is cast the protected creatures or items can move and be moved normally and retain their protections.

When protected from a class of creatures by their hit dice; the benefits granted by the level of the spell's result apply to all of that creature's attacks as well as special powers and abilities like spells and breath weapons. For determining classifications: a wizard's familiar always counts as an intelligent humanoid regardless of their physiology. The caster spends 10 minutes casting this spell and uses 10gp worth of diamond dust to trace out a circle large enough to stand within. If they haven't any diamond dust the caster can trace the diagram with anything, chalk, soot, or even use a stick to scratch it into the dirt then commit two points of spellburn as a substitute for the diamond dust. The caster, or the intended target is placed within the circle. The caster names that which they are seeking protection from as they cast the spell using the available list of choices for their level or that of a lesser level. When the spell is attached to a specific item, any penalties wrought from the spell's casting check are applied to the creature using or holding said item. This spell isn't strong enough to protect against magical weapons of any kind until the caster is at least 9th level. This spell is incapable of defending against undead, elementals, faeries, dragons, or any other type of supernatural creatures or concepts like good and evil. These still fall under the purview of clerics and the *Protection from Evil/Good* spells.

Level	Lists of possibilities for protection by level : caster chooses one item from any available list.
3	Arrows, bites, bolts, claws, horns/antlers, sling stones, trample attacks; or other singular but specific type of mundane attack from a normal creature no larger than the caster.
4	Chosen type of melee or ranged weapon no larger than that usable by the caster; or any specific type of non-magical attack from a creature; or one specific venom/poison/toxin.
5	Bludgeoning, or piercing, or slashing attacks, from creatures no larger than the caster; or all mundane venoms, poisons, and toxins.
6	Melee or ranged attacks from the weapons of creatures of up to one size class larger than the caster; either mundane animals, or plants, or mundane insects of 1HD or less; or all mundane venoms, poisons,and toxins.
7	Melee or ranged attacks from the weapons of creatures of up to one size class larger than the caster; either mundane animals, or plants, or mundane insects of 2HD or less; or all mundane venoms, poisons, and toxin attacks; or any singular type of magical venom, poison, or toxin; or mundane humanoids of no more than 1HD.
8	Melee and ranged attacks from the weapons of creatures up to two size class larger than the caster; or mundane animals, plants, and insects of 4HD or less; or all mundane venoms, poisons, and toxins attacks; or any singular type of magical venom, poison, or toxin; or mundane humanoids of no more than 3HD; or oozes, slimes, and jellies of no more than 2HD.
9	Melee and ranged attacks from the weapons of creatures up to three size classes larger than the caster and these weapons may have up to a +1 magical attack bonus; or mundane animals, plants, and insects of 6HD or less; or all mundane or all magical venoms, poisons, and toxins; or mundane humanoids of no more than 4HD; or oozes, slimes, and jellies of no more than 3HD.
10	Melee and ranged attacks from the weapons of creatures up to five size classes larger than the caster and these weapons may have up to a +2 magical attack bonus; or mundane animals, plants and insects of 8HD or less; or all mundane and magical venoms, poisons, and toxins; or mundane humanoids of no more than 6HD; or oozes, slimes, and jellies of no more than 5HD.

Manifestation: If the casting was successful the circle lifts from the ground and starts to spin about the target of the spell quickly. This leaves their skin or the surface of the item that is protected by the spell covered in random symbols and lines from the protection circle for the duration of the spell. These lines and distorted symbols glow as bright as a candle and are of the following random colors: **roll 1d14 once unless directed otherwise: (1)** Red, **(2)** Orange, **(3)** Yellow, **(4)** Green, **(5)** Blue, **(6)** Indigo, **(7)** Violet, **(8)** Black, **(9)** Gray, **(10)** White, **(11)** Gold, **(12)** Silver, **(13)** Roll twice, **(14)** Roll thrice.

Corruption: Caster **rolls 1d5; (1)** From now on, every time the caster fails a willpower check, they sneeze and their skin changes color. *Roll 1d14 to determine color of the effect: 1= Red, 2= Orange, 3= Yellow, 4= Green, 5= Blue, 6= Indigo, 7= Violet, 8= Black, 9= Gray, 10= White, 11= Gold, 12= Silver, 13= Roll twice, 14= Roll thrice.* **(2)** Caster rolls a Luck check every morning and failure indicates they suffer a -2 penalty to their save rolls until the next dawn. **(3)** Caster rolls a Luck check every morning and failure indicates they suffer a -1 penalty to their save rolls until the next dawn. **(4)** The caster suffers a permanent and cumulative -1 penalty to armor class. **(5)** One of the caster's allies suffers a permanent and cumulative -1 penalty to armor class.

Misfire: Caster **rolls 1d8; (1)** 1d6 of the enemies closest to the caster each gain a permanent +1 to armor class. **(2-4)** 1d5 of the enemies closest to the caster each gain a permanent +1 to save rolls. **(5-7)** 1d4 of the enemies closest to the caster each gain a permanent +1 to initiative scores. **(8+)** 1d3 of the enemies closest to the caster each gain a permanent +1 to attack rolls.

1-2: Spell fails and is forgotten! **Roll 1d6** modified by Luck: **(0 or less)** Greater corruption + Misfire + Patron taint (or Spell corruption if no Patron), **(1)** Major corruption, **(2)** Patron taint (or Spell corruption if no Patron), **(3+)** Misfire.

3-12: Spell fails and is forgotten.

13: *Partial success* – the subject of the spell is granted a +1 bonus to one type of save roll for the next 10 minutes. Roll 1d6 to determine which save is affected: 1= Fortitude, 2-5= Willpower, 6= Reflex. Spell is forgotten.

14-15: The subject of the spell receives a +1 bonus to saving rolls made against damage from (*).

16-19: The subject of the spell receives a +1 bonus to saving rolls made against damage from (*). In addition, all attempts to attack the protected creature or item by or with (*) are made with a -1 penalty.

20-21: The subject receives a +1 bonus to saving rolls made against damage from (*). In addition, all attempts to attack the protected creature or item by or with (*) are made with a -1 penalty. Finally, all wounds suffered from (*) have their damage reduced by 1 point / die to a minimum damage of 1 point / die.

22-25: In relation to (*), the caster and all allies within a 10ft radius of the protected creature or item receive a +2 bonus to saving rolls against damage from (*); attack rolls with or by (*) against them suffer a -2 penalty, and damages suffered from or by (*) are reduced by 1 point / die to a minimum damage of 1 point / die.

26-29: In relation to (*), the caster and all allies within a 20ft radius of the protected creature or item receive a +2 bonus to saving rolls against damage from (*); attack rolls with or by (*) against them suffer a -2 penalty, and damages suffered from or by (*) are reduced by 2 points / die to a minimum damage of 1 point / die.

30-31: In relation to (*), all allies within a 30ft radius of the protected creature or item receive a +3 bonus to saving rolls against damage from (*); attack rolls with or by (*) against them suffer a -3 penalty, and damages suffered from or by (*) are reduced by 3 points per die to a minimum damage of 1 point per die.

32-33: (*) find it painful or difficult to exist near the protected item or creature. Any (*) that advances or is advanced within 40ft of the protected item or creature takes 1d4+ caster's level of arcane force damage each round the initiative of the attacking creature or item. This is an automatic consequence of being near the protected item or creature. Additionally, the caster or the protected creature or item and their allies within a 40ft radius receive a +3 bonus to saving rolls against damage by (*); attack rolls with or by (*) against those protected by the spell suffer a -3 penalty, and damages suffered from or by (*) are reduced by 3 points per die and this can nullify all damage.

34-35: (*) find it painful or difficult to exist near the protected item or creature. Any (*) that advances or is advanced within 50ft of the protected item or creature takes 2d6+ caster's level of arcane force damage each round on the initiative of the attacking creature or item. This is an automatic consequence of being near the protected item or creature. Additionally, the caster (or item) and the protected creatures and any allies within a 50ft radius receive a +4 bonus to saving rolls against damage by (*); attack rolls with or by (*) against those protected by the spell suffer a -4 penalty, and damages suffered from or by (*) are reduced by 4 points per die and this can nullify all damage.

36-37: (*) find it painful or difficult to exist near the protected item or creature. Any (*) that advances or is advanced within 75ft of the protected item or creature takes 3d8+ caster's level of arcane force damage each round on the initiative of the attacking creature or item. This is an automatic consequence of being near the protected item or creature. Additionally, the caster (or item) and the protected creatures and any allies within a 75ft radius receive a +4 bonus to saving rolls against damage from (*); attack rolls with or by (*) against those protected by the spell suffer a -4 penalty, and damages suffered from or by (*) are reduced by 4 points per die and this can nullify all damage.

38+ (*) find it painful or difficult to exist near the protected item or creature. Any (*) that advances or is advanced within 100ft of the protected item or creature takes 4d10+ caster's level of arcane force damage each round the initiative of the attacking creature or item. This is an automatic consequence of being near the protected item or creature. Additionally, the caster (or item) and the protected creatures and any allies within a 100ft radius receive a +5 bonus to saving rolls against damage from (*); attack rolls with or by (*) against those protected by the spell suffer a -5 penalty, and damages suffered from or by (*) are reduced by 5 points per die and this can nullify all damage.

From the journal of Daelin, Wizard of the 5th Circle of Benarvyn

An arrow whizzed through the air over the gathering goblin army. (Can you call it an army? Really? They're goblins. They don't really use tactics. It's more like they swarm.) Anyhow, the goblins were swarming Dorff. He readied himself, brandishing his sword. I saw the arrow out of the corner of my eye; a lone archer in the trees. Who knew goblins could climb trees? A faint smile crossed my face, as I remembered the spell I'd cast while on watch last night. A violet circle formed on the ground, raising itself like a curtain around the mighty warrior. I knew he would be angry at me for interfering, but we really needed our warrior, and the goblins… well, they were a bit snarly. The fiery curtain rose, sigils dancing on the surface of his body and the arrow snagged harmlessly in his cloak. The first goblin struck at Dorff and its battered sword bounced back, hitting him squarely in the confused noggin. Dorff screamed my name, I was in trouble. But Dorff was alive, and that is what mattered.

Always be prepared

Reduce

Level: 1	**Range:** Touch	**Duration:** 1 turn / caster level	**Casting Time:** 1 round
Reversible	Yes, see *Enlarge* spell, DCC Core Rules		
Ritual Spell	Yes		
Save	None, or Willpower save versus casting check result negates.		

General: By touching a creature, object, or by choosing 'self' as the target; the spell causes the target to shrink in size! In this manner, ropes can become shorter and thinner, doors thinner and smaller, tables lighter and easier to carry, and so forth. Unless noted otherwise on the spell table, the equipment and gear of the targets also decreases in size as directed. Items reduced in this fashion may have their damages reduced by type when possible or simply by lowering its action/damage die by one step on the dice chain. The minimum damage for reduced weapons is 1 point and this spell cannot decrease a creature's Strength score below 3. Magical objects decreased in this manner retain their original magical potency; e.g., a *+2 sword* does not become a *+1 sword*, it simply becomes a smaller magical weapon: a great sword becomes a long sword, a long sword becomes a short sword, and a short sword becomes a dagger. A dagger becomes a butter knife and all damage dice are adjusted accordingly. The caster may use this spell to learn the *Enlarge* spell, which is used to make things bigger. Multiple castings of this spell do not stack, though *Reduce* may be used to cancel the effects of *Enlarge,* and vice versa. Bonuses and penalties to a target's ability scores cannot increase these scores beyond 18 (+3 bonus) or decrease them below 3 (-3 penalty).

Manifestation: **Roll 1d4: (1)** Target quickly shrinks to the new size new size with nothing more than an odd whistling noise. **(2)** Target vanishes for 1 round and then reappears smaller within a puff of rapidly dissipating smoke. *Roll 1d8 to determine the color of the smoke: 1= Red, 2= Orange, 3= Yellow, 4= Green, 5= Blue, 6= Indigo, 7= Violet, 8= Roll twice.* **(3)** Target instantly turns to hard stone which then crumbles away quickly to reveal the smaller creature. **(4)** Target appears to explode into a galaxy of stars, but the explosion then reverses itself as the target shrinks to their new size.

Corruption: The caster's size is permanently reduced by 10%. The caster gains a -1 penalty on fortitude saves as well as a 5ft penalty to speed for every 20% reduction. This corruption is cumulative and may lead to additional complications, penalties, and even some benefits from the caster's new size at the Storyteller's discretion. Eventually the caster will need new equipment.

Misfire: **Roll 1d8: (1)** The size of the caster's nearest *ally* and their equipment are permanently enlarged by 50%, conferring a +1 bonus to Strength and Stamina and a -2 penalty to Agility; if no allies nearby, then caster is affected. **(2-4)** All enemies and their equipment within 50ft are doubled in size, receiving a +3 bonus to Strength and Stamina as well as a -3 penalty to Agility, if there are no enemy targets; apply results to all objects within range for the next 1d6 hours. **(5-7)** The intended target and their equipment are enlarged by +25% and apply a +1 bonus to their Strength score for the next 1d6 turns. **(8+)** Everything within 100ft, including living creatures, objects, plants, buildings, and other such things, is reduced to mouse-scale; i.e., humans drop to approximately 3" tall, buildings reduce in size to corresponding scale, weapons are the size of toothpicks, and so on; to those affected it appears the world beyond the range has just increased in size exponentially. Affected creatures and objects remain affected even if they move beyond the initial zone of effect. All these effects are restored to normal after 1 day, but in the meantime they must deal with the consequences of these results. Unless noted otherwise on the spell table, the equipment and gear of the targets also decreases or increases as directed.

1: Spell fails and is forgotten! **Roll 1d6** modified by Luck: **(0 or less)** Major corruption + Misfire + Patron taint (or Spell corruption if no Patron), **(1)** Major corruption, **(2)** Patron taint (or Spell corruption if no Patron), **(3+)** Misfire.

2-10: Spell fails and is forgotten.

11: *Partial success* – The spell reduces the targets size by 10%, but their weapons and equipment are not affected by the spell. This means that the creature's speed is reduced by 10% and they gain no armor class advantage from their new size in addition to suffering a -1 penalty on attacks and skill checks until they can shed themselves of their now ill-fitting clothing and armor. The spell is forgotten.

12-13: Target and their equipment are reduced by 10% in size. Their movement rates and weapon damage dice are unaffected by the change, but they will have an easier time fitting through tight spaces and such. They gain a +1 bonus to initiative; any other advantages are subject to Storyteller's approval.

14-17: Target and their equipment are reduced by 25% in size. Target suffers a 1 point reduction to Strength score, but gain a 1 point bonus to their Agility score. The target's movement rates are reduced by 5ft, but weapon damage dice are as yet unaffected by the change.

18-19: Target and their equipment are reduced by 50% in size. Target suffers a 3 point reduction to their Strength score, but gains a 3 point bonus to their Agility score and the target's base AC is now 12. The target's movement rates per round are reduced by half and their weapons as well as equipment are reduced to the next smallest type or have their damage dice reduced by one step on the dice chain; 1 point minimum.

20-23: Target and their equipment are reduced by 100% in size conferring a 6 point penalty to Strength and a 6 point bonus to Agility; the subjects' height is measured in inches rather than feet. *i.e. if the target was 7 feet tall & weighed 200lbs, they are now 7 inches tall and weigh only 2 lbs.* Their movement rates per round are reduced to 5ft/ minute and weapon damage dice are normal against creatures of the same size, but are reduced to the point that they only cause 1 point of damage on successful attacks verses bigger targets. Weapon ranges are divided by 2. The target's base AC is now 16 and the spell's duration is doubled.

24-27: Target and their equipment are reduced by 300% in size conferring a 9 point penalty to Strength and a 9 point bonus to Agility; the subjects' height is measured in eighths of an inch rather than feet. *i.e. if the target was 7 feet tall & weighed 200lbs, they are now 7/8 of an inch tall and weigh only 2/3 of a pound.* Their movement rates per round are reduced to a maximum of 5ft/ round and weapon damage dice are normal against creatures of the same size, but are reduced to only 1 point versus anything more than 2 inches tall. Weapon ranges are divided by 3. The target's base AC is now 20 and the spell's duration is now 3 hours/ caster level

28-29: The caster may choose to affect up to three additional creatures as well as themselves as if a result of 18 had been rolled.

30-31: The caster may choose to affect up to three additional creatures per caster level as well as themselves as if a result of 20 had been rolled.

32-33: The caster may choose to affect up to five additional creatures per caster level as well as themselves as if a result of 24 had been rolled.

34-35: The caster may choose to affect up to five additional creatures per caster level as well as themselves as if a result of 24 had been rolled; but the spell's duration is now 3 days/ caster level.

36+ The caster may choose to affect up to 10 additional creatures per caster level as well as themselves as if a result of 24 had been rolled; but the spell's duration is now 3 weeks/ caster level.



Rending

Level: 1	**Range:** Varies, usually 5ft.	**Duration:** Permanent	**Casting Time:** 1 round
Reversible	Yes, see *Mending* spell, DCC Core Rules		
Ritual Spell	Yes		
Save	Fortitude save versus the casting check result negates effects of spell.		

General: The caster can damage objects, generally of a simple and mundane nature, but at greater levels of power this spell can affect complex and even magical objects at great range if the target(s) fail a fortitude save. However, unattended items receive no save roll versus this spell's effects. Once impaired, the object imposes a penalty upon any armor class, skill checks, attacks and damage made using the damaged item; and in more powerful manifestations the item has its action and damage dice reduced by a number of steps on the dice chain. The Storyteller determines any additional side effects from the damage done to the item where necessary. The damage sustained to the target(s) or inflicted onto others as a result of the sabotage remains until healed or repaired normally. The caster must concentrate upon the target for 1 round per size category of the item: *Tiny= 1rd, Small= 2rds, Medium= 3rds, Large= 4rds, Huge= 5 rds, Gargantuan= 6rds, Colossal= 7rds, Titanic= 8rds, anything larger requires 10 rounds of concentration.* If attacked or interrupted they must succeed at a DC15 Intelligence check or the spell misfires.

This spell can be applied to living targets with results of 20 or greater. Evil wizards wishing to target living creatures must succeed at a DC 13 Intelligence (anatomy) check prior to their casting check to break the bones and internal organs, or disrupt the bodily processes of the target(s). The DC for the caster's Intelligence check is increased for creatures that are either radically different from the caster, alien, or supernatural in nature at the Storyteller's discretion. Damages caused or systems disrupted are permanent, but can be healed normally, assuming the target lives.

Manifestation: **Roll 1d8: (1)** The target is pelted by scores of tiny meteors. **(2)** The target is assaulted by a flock of demonic ducks that bite and pack with violent abandon. **(3)** The object glows violent pink then melts or is otherwise damaged slightly. **(4)** Target is enveloped momentarily in an acidic cloud that leaves it pitted and damaged. **(5-6)** The object disappears then reappears in worn and shabby condition. **(7)** A swarm of clockwork bugs attacks the item leaving it torn and battered. **(8+)** The targeted item fragments; the bits fall apart and reform poorly in a matter of moments.

Corruption: All of the caster's equipment suffers a -1 penalty on any saves versus damage or degradation. Magic items are entitled to a DC15 Fortitude save roll with a bonus equal to their attack bonus or the level of spell that created the item. This penalty is cumulative with further corruptions and is applied immediately to any new equipment. Furthermore, this damage is permanent and remains even if the caster sells their equipment; it must be fixed after it is sold. Rates will vary, but in general it should cost at least 50gp/ point of penalty removed from the item or more for magical items.

Misfire: **Roll 1d6: (1)** One randomly targeted item no larger than a house-cat is restored to pristine condition. **(2)** All enemies within 20ft have their equipment polished and repaired to maximum effectiveness; granting them a +1 bonus to attacks, armor class, and damage for the next hour. **(3)** All of the equipment of one of the caster's allies within 20ft suffers a permanent penalty to skill checks, attack and damage, armor class - dropping its action die by 1 step on the dice chain until it is repaired due to a sudden infestation of strange moldy growths. **(4)** All precious metals and gems owned by the caster and their allies within 20ft have their impurities and flaws enhanced; decreasing their value by 20%. **(5)** One of the caster's allies has all of their equipment glow with sickly green light as the items each split into two identical sets of items causing great problems to the character from wearing two sets of armor, cloaks, boots, etc. The new items all have the opposite effects of their progenitors (canceling out all of the character's item's powers and abilities) worst of all: the new items are nearly impossible to distinguish from the character's original items. **(6)** Caster suffers a minor but aggravating wound, such as a stubbed toe or bad hangnail, which causes no damage but inflicts a -2 penalty to all rolls for 10 minutes/ caster level.

1: Spell fails and is forgotten! **Roll 1d6** modified by Luck: **(0 or less)** Major corruption + Misfire + Patron taint (or Spell corruption if no Patron), **(1)** Major corruption, **(2)** Patron taint (or Spell corruption if no Patron), **(3+)** Misfire.

2-10: Spell fails and is forgotten.

11: *Spell fails* but is retained in memory.

12-13: The caster causes a minor defect in a simple object of non-magical, non-living nature. The object to be impaired must be of a single material, be no more than 1 cubic foot in volume, and contain no moving parts or complex mechanisms. The defect imposes a -1 penalty to its use. Examples: torn shirt, dent in a helmet causing the visor to stay up (or down), break a normal sword in half, or snap a bow or bow string.

14-17: The caster causes a minor defect in a simple object of non-magical, non-living nature. The object to be impaired must be of a single material, be no more than 1 cubic foot in volume, and contain no moving parts or complex mechanisms. Once impaired, the object imposes a -2 penalty while using the damaged item. Examples: torn breast plate, hole in a helmet rendering the visor meaningless, break a sword in half, or snap a shield strap.

18-19: The caster causes a major defect in a simple object of non-magical, non-living nature. The item to be broken must be of a single material, be no more than 1 cubic foot in volume, and contain no moving parts or complex mechanisms. If the object retains any usability then its action and damage dice are reduced by one step on the dice chain. Otherwise the object is useless until it is repaired or replaced. Examples: shredded shirt, cleave a helmet in twain, broken bow, split a saddle; but a broken item may yet retain some usability at the Storytellers discretion

20-23: The caster breaks one normal, complex object with moving parts and multiple elements. For example, the caster could repair a crossbow or a lock. The size of the non-magical object can be up to the caster's weight or volume. If the object retains any usability then its action and damage dice are reduced by two steps on the dice chain.

24-27: The caster sabotages a *large,* complex object of mundane origin, with moving parts and multiple elements within 100ft. For example, the caster could crumble a statue to chunks or shatter a wagon to pieces. The object can have a weight or volume up to four times the caster's. If the object retains any usability then its action and damage dice are reduced by three steps on the dice chain.

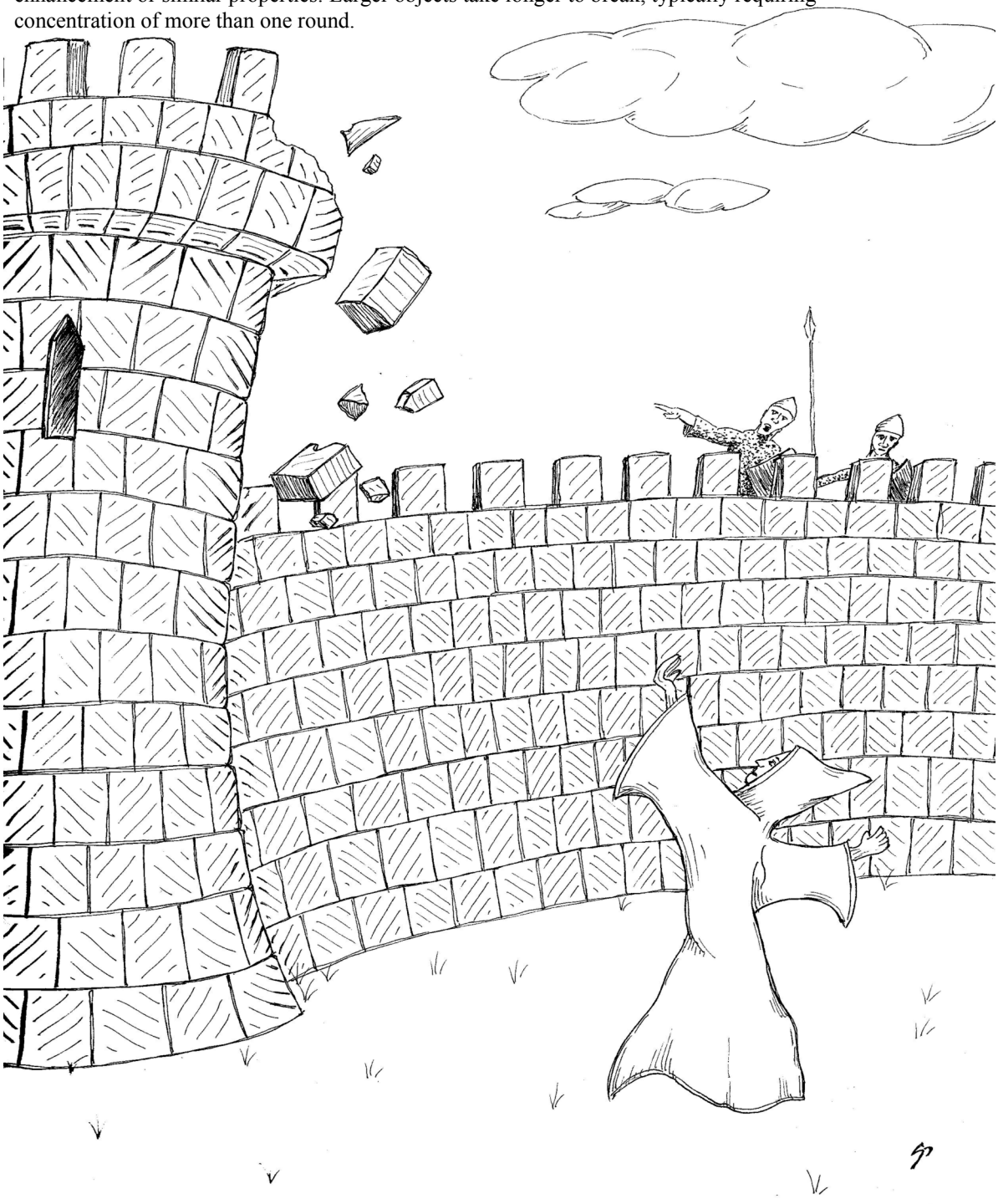
28-29: The caster permanently destroys a *very large,* complex object of mundane origin, even if it has moving parts and multiple elements at a range of up to 120ft. For example, the caster could tear chunks from the battlements of a tower with this spell. Larger objects take longer to break, typically requiring concentration of more than one round.

30-31: The caster permanently incapacitates *huge* objects of great complexity at a range of 150ft, even if they are magical in nature. For example, the caster could tear the gate from the wall of a castle or tear the roof off of one of its towers with this spell. This spell will affect magical weapons, items, and armor of up to a +1 magical enhancement or similar properties. Larger objects take longer to break, typically requiring concentration of more than one round.

32-33: The caster irreparably harms *gargantuan* objects, even if they are complex or magical in nature, at a range of 250ft. The items broken may not be repaired, they must be rebuilt. For example, the caster could collapse a tower from a small castle or collapse a siege-engine with this spell. This spell will affect magical weapons, items, and armor of up to a +1 magical enhancement or similar properties. Larger objects take longer to break, typically requiring concentration of more than one round.

34-35: The caster harms *colossal* objects, even if they are complex or magical in nature, at a range of 300 feet. For example, the caster could tear the wall from one side of a small castle with this spell. This spell will affect magical weapons, items, and armor of up to a +2 magical enhancement or similar properties. Larger objects take longer to break, typically requiring concentration of more than one round.

36+ The caster damages *incredibly huge* objects, even if they are complex or magical in nature, at a range of 450 feet. For example, the caster could tear the wall and tower from one side of a small castle with this spell. This spell will affect magical weapons, items, and armor of up to a +3 magical enhancement or similar properties. Larger objects take longer to break, typically requiring concentration of more than one round.



Resilience

Level: 5	**Range:** Creatures touched	**Duration:** Varies	**Casting Time:** 5 rounds
Reversible	No		
Ritual Spell	Yes		
Save	Willpower versus casting check result negates for the unwilling		

General: This spell was designed for defending against the vile powers of demons, and the restless dead. It magically bolsters the life force of the subjects so that they are somewhat protected against the attribute draining powers of vampires, demons, minions of the outer darkness, and other such malevolent beings. The protections granted by this spell do not stack with themselves, but they can stack with similar benefits from runes, or other spells at the Storyteller's discretion. Protected creatures still take normal damage from the claw, weapon, and bite attacks that inflicted the draining damage, but the victim is protected from some or all of the ability score damage caused by such attacks. If the attacker can drain points from more than one type of ability score; the protections from this spell are valid against and reduce damage from each type of drain attack.

Manifestation: **Roll 1d10: (1-7)** The caster is enveloped in light that shines as brightly as a bonfire for the duration of the spell's effects. The eyes of the subjects protected by the spell glow with a similar light. This light doesn't affect their vision, but does cast the same light as a good reading lantern which grants the protected creatures the illumination they need and leaves their hands free. *Roll 1d14 to determine the color of the effect: 1= Red, 2= Orange, 3= Yellow, 4= Green, 5= Blue, 6= Indigo, 7= Violet, 8= Black, 9= Gray, 10= White, 11= Gold, 12= Silver, 13= Roll twice, 14= Roll thrice.* **(8-9)** A hole in space and time opens above the caster that allows strange gelatinous creatures to enter the caster's world. These creatures are unsightly, slimy, and smell bad, but otherwise harmless. Worst of all, they take up residence on the heads of the caster and any creatures protected by this spell; granting the spell's benefits and a +2 bonus on all saves versus fire damage and catching fire for the duration of the spell. When the spell ends the aliens fall off and dissolve. **(10)** The sound of heavenly trumpets belling from beyond the void herald's the arrival of a golden, winged helmet that appears on heads of the caster and all those protected by the spell. The helmet lasts for the duration of the spell, granting the accessed benefits, as well as granting a +3 bonus to the subject's armor class then turns to glitter and dust at the end of the spell.

Corruption: The caster becomes permanently susceptible to the attacks of the creatures listed above and suffers a penalty to save rolls from their drain attacks, charms, compulsions, *ESP* spells, telepathy, and other such powers. Subsequent results from this table are cumulative and may not be removed short of divine intervention. The caster has a permanent; **Roll 1d10: (1)** -5 penalty, **(2)** -4 penalty, **(3)** -3 penalty, **(4)** -2 penalty, **(5+)** -1 penalty.

Misfire: **Roll 1d8:** Permanent results are cumulative, but treated as a major curse and the penalty can be removed via the *Remove Curse spell with a result of 27 or greater*: **(1)** The caster suffers 1d4 points of Intelligence and Personality damage; half is permanent. **(2)** The caster suffers 1d3 points of Intelligence and Personality damage; 1 point of each is permanent. **(3)** The caster and all of his or her allies within 50ft suffer 1 point of Intelligence and Personality damage; each must succeed at a luck check to determine if this is a permanent loss. **(4)** The caster suffers a -3 penalty on all future casting checks and a -4 penalty to their next attempt to cast this spell. **(5)** The caster suffers a -2 penalty on all future casting checks and a -3 penalty to their next attempt to cast this spell. **(6+)** The caster suffers a -1 penalty on all future casting checks and a -2 penalty to their next attempt to cast this spell.

1-5: Spell fails and is forgotten! **Roll 1d6** modified by Luck: **(1 or less)** Greater corruption + Misfire + Patron taint (or Spell corruption if no Patron), **(2-3)** Major corruption and Patron taint (or Spell corruption if no Patron), **(4-5)** Patron taint (or Spell corruption if no patron), **(6)** Misfire.

6-18: Spell fails and is forgotten.

19: *Partial Success* – Caster gains a +1 bonus on Willpower and Fortitude saves the rest of the day, but the spell is forgotten.

20-21: Caster gains a +2 bonus on Willpower and Fortitude saves. They ignore one point of ability score drain per round each time the caster is subjected to such attacks for the rest of the day.

22-24: Caster and 2 other creatures gain a +2 bonus on Willpower and Fortitude saves. They can ignore one point of ability drain per round each time they are subjected to such attacks for the next 1d3 days.

25-27: Caster and 3 other creatures gain a +2 bonus on Willpower and Fortitude saves. They can ignore 2 points of ability drain per round each time they are subjected to such attacks for the next 1d4 days, +1 day per 3 caster levels.

28- 30: Caster and 1 other creature per caster level gain a +2 bonus on Willpower and Fortitude saves. They can ignore 2 points of ability drain per round each time they are subjected to such attacks for the next 1d5 days, +1 day per 3 caster levels.

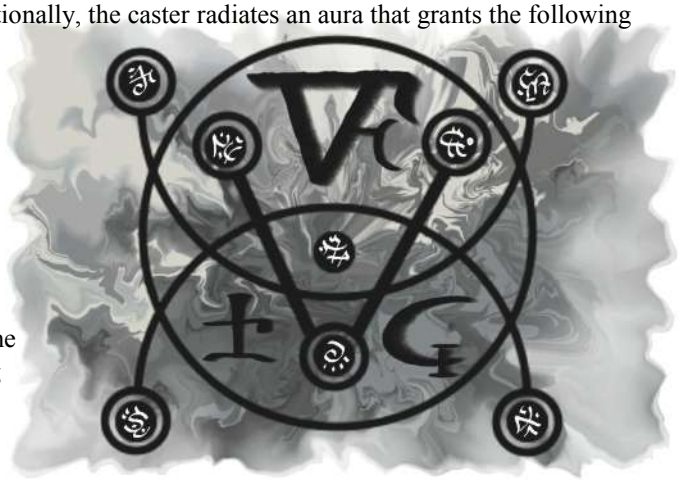
31-33: Caster and 1 other creature per caster level gain a +3 bonus on Willpower and Fortitude saves. They can ignore 3 points of ability drain per round each time they are subjected to such attacks for the next 1d6 weeks, +1 day per 2 caster levels.

34-37: Caster and 1 other creature per caster level gain a +3 bonus on Willpower and Fortitude saves. They can ignore 3 points of ability drain per round each time they are subjected to such attacks for the next 1d7 weeks, +3 days per 2 caster levels. Additionally, the caster radiates an aura that grants the following benefits to all living creatures within 15ft: a +1 bonus on Willpower and Fortitude saves.

38-39: Caster and 2 other creatures per caster level gain a +3 bonus on willpower and fortitude saves and can ignore 4 points of ability drain per round they are subjected to such attacks for the next 1d8 weeks, +1 week per caster level. Additionally, the caster radiates an aura that grants the following bonuses to all living creatures within 20ft: a +2 bonus on willpower and fortitude saves.

40-41: Caster and 2 other creatures per caster level gain a +4 bonus on willpower and fortitude saves and can ignore 4 points of ability drain per round they are subjected to such attacks for the next 1d10 months, +1 week per caster level. Additionally, the caster radiates an aura that grants the following bonuses to all living creatures within 25ft: a +2 bonus on willpower and fortitude saves; they can ignore 1 point of ability drain per round.

42-43: Caster and 3 other creatures per caster level gain a +4 bonus on Willpower and Fortitude saves. They can ignore 5 points of ability drain per round each time they are subjected to such attacks for the next 1d12 months, +1 month per caster level. Additionally, the caster radiates an aura that grants the following powers to all living creatures within 30ft: a +2 bonus on Willpower and Fortitude saves and they ignore 2 points of ability drain per round.



44+ Caster and 4 other creatures per caster level gain a +5 bonus on Willpower and Fortitude saves. They can ignore 6 points of ability drain per round each time they are subjected to such attacks for the next 1d14 years, +1 year per caster level. Additionally, the caster radiates an aura that grants the following powers to all living creatures within 40ft: a +3 bonus on Willpower and Fortitude saves and they ignore 3 points of ability drain per round.

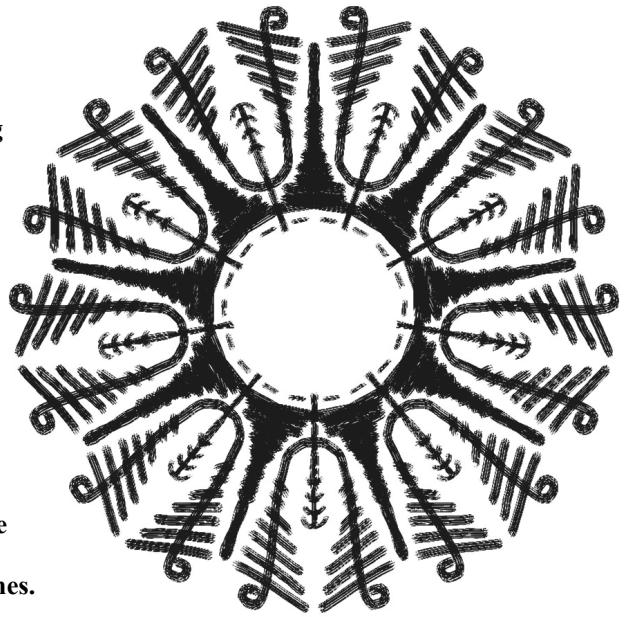
Runic Alphabet, Fey (Lost Runes)

Level: 3	**Range:** One rune	**Duration:** until triggered	**Casting Time:** 1 turn
Reversible	Special; the spell itself is not reversible, but it is possible to create runes with the opposite effect as an existing rune; see the Game of Antonyms for more details.		
Ritual Spell	Yes		
Save	Willpower save versus the casting check result negates.		

General: *With the exception of the manifestation effects, the Voice of Power, and the **bold face** type; this version of the Runic Alphabet, Fey spell is the same as written in the DCC Core Rules. This spell entry is to catalog additional runes and powers for wizards to learn and this spell may be treated as either new discoveries or long lost lore newly recovered as it best fits within their gaming environment. Each entry upon the spell table now has the rune listed in the core rules, as well as other optional runes that are available to those who have learned this version. The information has been reprinted here with permission for your convenience.*

This spell grants the caster knowledge of the secret alphabet of the fey. The fey language is composed of eldritch sigils that house subtle but dangerous power. By casting this spell, the caster can trace a fey rune. The materials necessary to inscribe the rune cost 200gp per rune. The casting check is made to determine which energies the caster can imbue in his rune; the caster can choose *one* rune at or below the result of the check, with the choice made when the rune is inscribed. The rune can be traced any object: on a leaf or tree bark, on a cloak or ring, over a door, under a tabletop, **or drawn upon a creature**, and so on. Subtract -2 from the casting check to trace in mid-air; -4 to trace invisibly; or -8 to trace **or tattoo** permanently (does not vanish when triggered). The effect is triggered per the specific sign as described below: when touched, passed, gazed upon, etc. On a failed casting check, the sign fizzles and dissolves and materials are lost. On a success, the casting check becomes the DC for the opposing save. The caster can identify an unknown rune with a successful casting check against the opposing caster's check result. **A rune's powers may not stack with themselves, or similar runic powers, but they do stack with similar bonuses from spells, items, and mutations.**

***Voice of Power* – All faerie runes may be spoken into power. There is a -10 penalty to the casting check when the rune is spoken and 3 rounds are required to pronounce it properly; unless the speaker is a Dragon, Sphinx, Titan, or other suitably powerful creature. For these creatures the spoken form only carries a -3 casting penalty on top of any situational modifiers; and two rounds to pronounce Fey Runes properly. Faeries may speak these runes into power with only 1 round of effort and a -2 penalty to casting. When spoken, the rune's effect is dependent upon its normal triggering mechanism. Runes which normally need line of sight (LOS) or are invoked by reading will manifest instantaneously; affects are applicable to designated target(s), including the speaker if desired, within 30ft regardless of the rune's listed effect radius. A spoken rune can be applied specifically to the speaker if so desired, but the rune affects nothing else. Unwilling targets are allowed a willpower save to resist. All other runes manifest normally at any chosen point within 30ft of the speaker as dictated by the manifestation result. The rune forms magically at this point; it is then triggered and functions normally. Spoken runes may have lingering effects upon the speaker or those who desire their benefits or who fail there saves; but spoken runes are impermanent by definition and only affect those who grasp the concept of a language. The effective range for spoken runes is doubled for sphinxes and titans: the range is tripled for dragons of at least size huge, otherwise their range is merely doubled. In the Game of Antonyms, spoken runes only counter spoken runes.**



Manifestation: The inscribed runes: **roll 1d7; (1)** Ooze vile ichor. **(2)** Pulse with light and energy. *Roll 1d8 to determine its color: 1= Red, 2= Orange, 3= Yellow, 4= Green, 5= Blue, 6= Indigo, 7= Violet, 8= Roll twice.* **(3)** Emits melodious chiming noises at random intervals. **(4)** Appears to be filled with gold, silver, jewels, and other valuable materials; but this is just an illusion. **(5)** The rune appears to be made from living vines interwoven to form the rune. **(6)** Rune appears to be carved from solid block of material, *roll 1d14 to see what type: 1= Fire, 2= Smoke, 3= Water, 4= Ice, 5= Entrails, 6= Eyeballs that don't blink. They act to enhance the rune as best they can but otherwise offer no benefits, 7= Mucus, 8= Stone, 9= Bone, 10= Wood, 11= Hair, 12= Starlight, 13= Moonlight, 14= Sunlight – may or may not have additional effects on undead and other creatures at Storyteller's discretion.* **(7)** A diminutive, but mature tree grows out of the ground or surface the rune is traced upon and rapidly grows to 3ft in height and resembles the shape of the rune; whether it is the same or a new type of tree each casting is up to the Storyteller. It is a living organism in its own right that lives off the magic of the rune for as long as the rune exists. If the tree lives long enough; and at the Storyteller's discretion, it will produce fruit with similar, but lesser runic powers. Generally, divide rune's save roll, duration, etc. by half. *Roll 1d14 to determine the type of tree: 1= almond, 2= elm, 3= walnut, 4= oak,5= maple, 6= cypress, 7= pine, 8= larch, 9= apple, 10= ash, 11= yew, 12= birch, 13= hawthorn,14= eucalyptus.*

Corruption: **Roll 1d8: (1)** Caster has attracted the attention of 1d3 fey creatures who watch the caster and their allies for a while to see how to deal with them. **(2-4)** Caster has a non-magical runic shape permanently seared onto one cheek; **(5-7)** caster's forehead wrinkles such that it appears to house a third eye, which disappears upon close inspection; **(8+)** Caster suffers a -1 penalty when casting from scrolls.

Misfire: **Roll 1d4: (1)** randomly determined rune (roll 1d16+10 on spell table) is inscribed on the caster's hand and immediately detonated; **(2)** rune is traced but it will not activate under any circumstances, effectively providing a costly and unsightly "tattoo" to the subject marked; **(3)** caster inadvertently sears a permanent symbol that resembles a silhouette of his face; **(4)** caster forgets how to read and write for 1d6 turns, during which time he cannot cast this spell or any other that is dependent on literacy for its effects, nor memorize new or lost spells.

1-3: Spell fails **and is forgotten! Roll 1d6** modified by Luck: **(0 or less)** Greater corruption + Misfire + Patron taint, **(1)** Major corruption, **(2-3)** Patron taint (or Minor corruption if no patron), **(4+)** Misfire.

4-14: Spell fails **and is forgotten.**

15: Spell fails**, but is retained in memory.**

16-17:

Confusion – When read, seen, or spoken this rune provokes a willpower save by the victim and it remains active until someone succeeds at their Willpower save against this rune's effects. Failure indicates the victim is temporarily befuddled; suffering a -3 penalty to all actions and armor class for 1d8 minutes.

Eloquence – Once triggered by touch or when spoken, this rune's effects linger upon willing targets for 1d3 rounds, +1 round/ caster level of the rune's inscriber. Recipients are granted a +2 bonus to forgery, Luck, Intelligence, as well as arcane and deific casting checks. The rune's bonuses are also applied to any attempts to invoke or gain aid from people, patrons, deities, and any other such creatures. Permanent versions apply a continuous bonus

Greater Comfort – When read, seen, or spoken this rune creates a zone with a diameter of 50ft that is sheltered from the weather as well as extreme temperatures; with the temperature inside the zone remaining a constant 70°F. The edge of the zone has a slightly dark tint that will protect the area from baking sun, snow-glare, and grants any occupants a +1 bonus on saves versus bright lights. Wind speeds passing through the affected zone are reduced to a light breeze and are purified of all harmful gasses and toxins as soon as they cross into the rune's area of effect. Additionally, hammocks, soft blankets and pillows, are provided to creatures intending to sleep within this area. Occupants awake to their find cloths and equipment have been laundered, polished, and repaired of minor nicks and scuffs. This rune remains in effect for 1 day from its creation, + 1 hour per caster level or hit die of the rune's inscriber.

Pain. The first creature to disturb the rune feels a sharp pang of intense pain. The target takes 2d6 damage immediately and sprouts a bloody wound, as if it had been stabbed. The rune dissolves once triggered.

18-21:

Blind – This rune is triggered when it is read, seen, or spoken and its victims are blinded; the rune dissolves after it is triggered whether it affects the target or not. The creature must listen or feel for tremors and vibrations, and use scent, etc. to gain information from spot/search checks. The creature still has all of its normal movement types, but is reduced to 10 feet/ round or less or they must succeed at a DC15 reflex save to avoid falling. This affliction is a minor curse and a *Remove Curse* spell will allow additional saves as the spell table dictates; blindness is automatically removed on a result of 22+.

Burn – The first creature to touch or otherwise disturb the rune suffers a painful burning sensation. This causes 1d6+1 hit points of damage immediately, then 1d6 points one hour later, then 1d6-1 points an hour after that, then 1d6-2 and 1d6-3 points at the next hourly intervals. **The effect ends when the damage reaches 1d6-6 and** the rune dissolves once triggered. M**ay be placed upon objects as well, that either burn, or transmit damage to any who touch rune inscribed item.**

Chill – The first creature to disturb or touch the rune begins to lose body heat and feels an intense cooling sensation. This causes 1d6+1 points of cold damage immediately, then 1d6 points one hour later, then 1d6-1 points an hour after that, then 1d6-2 and 1d6-3 points at the next two hour intervals. The effect ends when the damage reaches 1d6-6 and the rune dissolves once triggered. May be placed upon objects as well, that either freeze or transmit damage to any who touch rune inscribed item.

Deafen – The creature that disturbs or hears this rune is deafened upon a failed willpower save and the rune dissolves. They suffer a -2 penalty to initiative checks as well as on communication, spell casting attempts, and they cannot make Listen checks. This is a minor curse and a *Remove Curse* spell will allow additional saves as the spell table dictates; the deafness is automatically removed on a result of 22+.

Lesser Healing – Triggered when touched; this rune remains active for 1 round per caster level of the rune's inscriber with a 10ft radius of effect. If spoken, the rune only affects the creature that triggered it and the effect only lasts one round; healing living targets with 1d4 points of positive energy per round. Undead or negative energy creatures and items take 2d4 damage per round of exposure unless they succeed at a willpower save with a DC equal to the rune's casting check result. This healing cannot take the creature beyond their normal maximum and has no effect on ability scores. Permanent versions of this rune may be triggered once per day, per 3 caster levels of the rune's inscriber and the healing power of this rune cannot re-attach severed limbs, cure poisons, etc.

22-23:

Rebuff – A creature attempting to pass through the place protected by the rune feels a strong hand pushing it back. The target must make a Will save against the casting check. Failure indicates it is rebuffed and cannot pass and takes 1d4 points of damage. The target may continue to attempt to pass each round until it succeeds but continues to take damage on any failed save. The rune remains intact until it is passed.

Sharpness – Spoken or triggered by touch; living creatures affected by or bearing this rune have all damage dice for their natural slashing and piercing attacks increased by two steps on the dice chain. If the creature has none of these attack modes; they grow fangs or claws (chosen by caster) that inflict damage equal to 1d6 + the creature's strength modifier. When invoked upon a living creature, the rune's power lingers for 1 day, + 1 day per caster level of the rune's inscriber. When placed upon a slashing or piercing weapon, or upon ammunition of this type, the damage dice are increased by only one step on the dice chain for 1 hour per two caster levels of the rune's inscriber.

24-26:

Containment – Usually triggered when a creature moves within 5ft of the rune and creatures are entitled to a Reflex save with a DC equal to the rune's casting check to leap out of the way. Any creature too large to fit within the field must also succeed at their Reflex save, but failure indicates the creature is inside the zone and they take 3d6 points of damage. When triggered the rune creates an energy field with a radius of 10ft centered upon the now dissolving rune. This barrier is air tight and fixed in the place where it was triggered. It lingers for one hour, +1 hour per caster level of the rune's inscriber. The barrier may be nullified or dispelled via an anti-magic field or *Dispel Magic* spell of sufficient strength and the *Remove*

Curse spell may grant creatures stuck within this area additional save rolls to escape the containment field. Living creatures within the field's area may suffocate and each creature must succeed at a Fortitude save versus a base DC of 10 every 60 minutes or they pass into unconsciousness. Add 1 to the DC per creature, and +2 for each creature inside the containment zone larger than medium size. Failing this save twice in a row indicates death from suffocation.

Explosive – When triggered, the rune explodes in a fiery burst. All within 10ft take 3d6 damage and flammable objects catch fire.

27-31:

Safety – The object on which this rune is inscribed is protected. Creatures attempting to attack it must make a Will save. Failure indicates they lose the urge to attack, forget about the target, somehow miss wildly, or otherwise cannot succeed in an attack. Additionally, on a failed save the attacker immediately falls asleep for 1d4 rounds. Creatures that fail the save may attempt to attack on a subsequent round. The rune continues to protect its target until it is breached.

Slow – Any creature passing within 5ft of, touches, or hears this rune will trigger it, causing all within 10ft/ caster level of the rune's inscriber to become magically slowed. The victims only have half their normal actions and speed values for 1d4 minutes, +1 minute per caster level of the rune's inscriber.

Speed – Any creature passing within 5ft of, touches, or hears this rune triggers it and the target of its power gains a +2 bonus to their initiative checks, armor class, and Reflex saves. Additionally, the bearer of this rune multiplies their normal speed values by 1.5. The effect lasts for 1 minute, +1 minute per caster level of the rune's inscriber.

32-33:

Anchor – Any attempt to pass within 5ft of this rune triggers its effect; attaching an immobile anchor to the victim's aura to the point where the rune was triggered if they fail a Willpower save versus the rune's casting check result and the rune dissolves after it is triggered. The victim can travel 10ft from the anchor point without a strength check; but to travel any further they must succeed at a Strength check against a DC of 10, +1 to the DC for every additional 10ft traveled. *The victim must succeed at a DC11 Strength check to move out to 20ft, then DC12 for the trek out to 30ft, etc.* Eventually they will fail a strength check and will fall back to their anchor point, suffering damage along the way. The victim takes normal falling damage for the distance they travel and if they are fortunate enough not to hit anything on their high velocity return trip; they take damage as they come to an instant stop at the anchor point, taking 1d6 points of damage per 10ft of travel like a normal fall. If they manage to succeed at a DC25 Strength check at any point in this process, the anchor is broken.

Repulse – Any attempt to pass through this rune triggers a powerful force that sends the target flying back 3d20 feet. The force of the repulsion is such that the creature takes 1d8 damage from the repulsion. This rune is often placed near ledges or pits so the repulsion sends the victim into a dangerous place.

34-35:

Lightning rod – The first creature to disturb this rune observes the rune crackle and dissipate, but that is all. The target is now designated as a lightning rod. The next time the creature is in stormy weather of any kind, it automatically attracts 1d4 lightning bolts per minute, each doing 3d6 damage. If the creature is hit by a *lightning bolt* spell (or similar effect), it takes an additional 2d6 damage. The effect wears off after 7 days.

Absorb Energy – This rune brands itself to the first creature to touch or disturb the rune and then it dissolves. The bearer of this mark will find that it absorbs 20 points of energy damage per caster level of the rune's inscriber. It can only absorb the following types of energy: elemental, fall damage, weapons, and natural attacks. Permanent versions of this rune can absorb only 10 points of energy per caster level of the rune's Inscriber and then stop functioning for 24 hours.

36-37:

Lethargy – The first person to see this rune must succeed at a Willpower save versus the casting check result or they fall into a lethargic state, the rune dissolves into dust after it is triggered. The victim only moves when threatened with violence, and even then they shuffle along at 10ft/ round, unwilling to interact with the world. They lose interest in everything, food, bodily needs, and even defending themselves becomes difficult. They suffer a -3 penalty on all actions, attacks, healing results, and saves. The DC for this condition is the casting check result, but the DC drops by 1 point per day and the victim is allowed to make a new save each dawn.

Rage – The first creature to disturb this rune is enveloped in an overwhelming rage. It must make a Will save or attack the nearest living creature (ally or not). It fights to the death. The first death at its hands ends the effect.

38-39:

Greater Healing – Triggered by touch, the power of this rune lingers for 1 minute per caster level of the rune's inscriber; spoken version of *Greater Healing* rune only lasts for 2d3 rounds. The rune's power affects any living, undead, or negative energy creatures within 50ft; even when spoken. Living targets of this rune's power are healed by 1d6 points of positive energy; or, have 1 ability score point recovered, per round they are within this healing zone. The recipient of the healing effect must decide each round if they are healing their attribute damage or recovering lost hit points. This healing can take the creature beyond their normal maximum number of hit points, but only until they reach twice their normal maximum. These bonus points are lost first and disappear 24 hours after the creature stops being affected by the rune. This rune cannot take the recipient's attributes scores beyond the values at character's creation. Creatures entering the zone for the first time gain a new save versus any disease with which they are afflicted with a +2 bonus to the roll. Permanent versions of this rune may be triggered once per day/ 5 caster levels or hit dice of the rune's inscriber. Undead and negative energy items and creatures suffer 2d6 points of damage per round of exposure to this rune unless they succeed at a Willpower save versus a DC equal to the casting check that created this rune.

Greater Spell Resistance – Any creature touching this rune triggers it and gains its benefits; victims are allowed a Willpower save to avoid the effect if they wish. The bearer of this rune gains a spell resistance rating of 10. When the protected creature is subjected to a spell that targets them directly (including healing magic and a cleric's *lay on hands ability*) the casting wizard or cleric subtracts 10 from their casting check result to determine the actual affect (if any) suffered by those guarded by this rune's power. This may cause the spell to fail, and the hostile wizard may suffer mishaps or deity disapproval at Storyteller's discretion. When spoken or inscribed in air, this rune applies its benefits to all creatures and items within 15ft of the rune, which crumbles as soon as its duration ends. The protection lasts for up to 1 minute per caster level of the rune's inscriber, even if spoken. This runic spell supersedes any of the target's natural resistance, which can cause the target to suffer a lowered resistance value until the rune deactivates.

Preservation – The unfortunate creature that triggers this rune by touch and fails their willpower save has their journey through time slowed to the point where only the most careful and patient observation can detect movement at all. The victim's consciousness is stultified and they are only dimly aware of their surroundings; making them incapable of understanding anything said or actions performed by the creatures around them. Those suffering under this rune's affects are essentially a statue that will take a few hundred years to move 20ft; their dislocation in time and the magic of the rune grant the victim and their equipment the durability of bronze. They are still capable of moving, using their own equipment, and perceiving the world on their personal time scale and they can still feel pain and any environmental affects; all be it at a greatly accelerated pace from their perspective. They will likely starve to death in a few days or weeks from their perspective, but thousands of years may flow past them in the interim. This state lasts until the rune's inscriber ends the *Preservation* effect. Even when spoken, this rune affects only one creature and fades after it is triggered. Permanent versions of this rune will entrap all who perceive it and drop the victims into the same time-frame. The rune's inscriber may pull one or more victims at a time back into the normal time-frame, but the caster may not force the victims back into their previously preserved time-frame.

Translocation – Usually triggered by touch, a willing target travels instantly to any place they can see within 1 mile per caster level of the rune's inscriber with a successful DC10 Intelligence check. The traveler must be able to see the destination with nothing more than a spyglass or small telescope; otherwise the traveler may not end up where they wanted. If the traveler doesn't have good visibility, tries to travel too far, or is tricked by some sort of illusion: they must succeed at a Luck check to land safely. The Storyteller should feel free to impose additional situational penalties for anything that could make translocation easier or more difficult. Successful Intelligence and Luck checks indicate the traveler has landed within 1ft of their intended destination per mile traveled. Failure indicates that the target has landed somewhere within range of the rune, but they have no idea where. If they critically fail their check they take 2d6 points of damage from partially materializing within something solid. If this rune is inscribed upon a living creature they gain the use of this rune twice per day carrying up to their maximum load and their familiar on each trip. The rune fades after the first failed teleportation attempt. On failure, permanent translocation runes stop functioning for 24 hours, or until the bearer of the rune is healed, whichever takes longer.

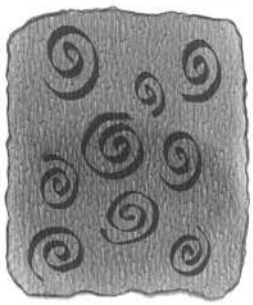
40+

Chaos – Triggered whenever a non-chaotic creature or intelligent item tries to pass within 10ft. The power of this rune lasts for 1d24hrs and affects a radius equal to 30ft per caster level of the rune's inscriber. Chaotic creatures and intelligent items in this area gain a +1 bonus to AC, all saves, as well as on attack and skill checks. The damage dice of chaotic beings and creatures are increased by one step on the dice chain. Non-chaotic creatures and intelligent items in this area gain a -1 penalty to AC, all saves, as well as on attack and skill checks. The damage dice of lawful beings and intelligent items are decreased by one step on the dice chain. A chaos rune cannot be made permanent; any attempt to do so automatically fails as if the caster had rolled a '1' on their spell casting check for this spell.

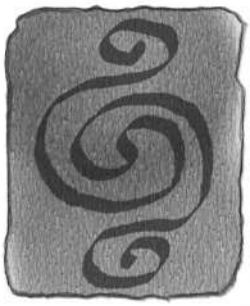
Law – Triggered whenever a non-lawful creature or intelligent item tries to pass within 10ft. The power of this rune lasts for 24hrs and affects a radius equal to 30ft per caster level of the rune's inscriber. Lawful creatures and intelligent items in this area gain a +1 bonus to AC, all saves, as well as on attack and skill checks. The damage dice of lawful beings and intelligent items are increased by one step on the dice chain. Non-lawful creatures and intelligent items in this area gain a -1 penalty to AC, all saves, as well as on attack and skill checks. The damage dice of chaotic beings and creatures are decreased by one step on the dice chain. The Law rune isn't any easier to make permanent than any other rune, but when called into permanent existence, the creation of other permanent runes is made easier in its presence. The penalty for creating permanent runes is reduced to -4 within the zone of this rune's influence.



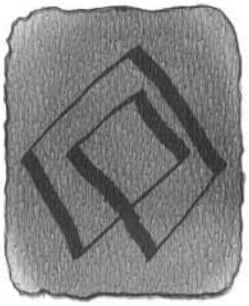
Confusion



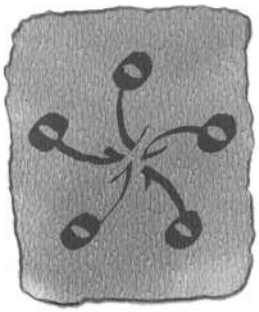
Eloquence



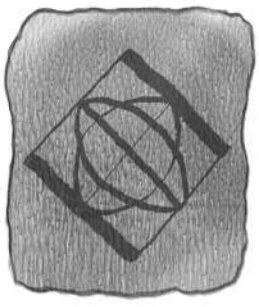
Greater Comfort



Pain



Blind



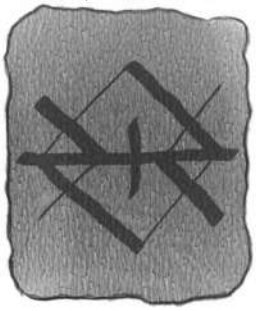
Burn



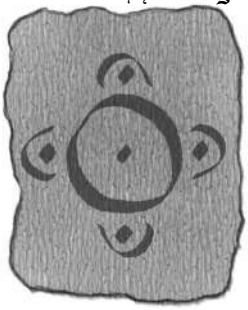
Chill



Deafen



Lesser Healing



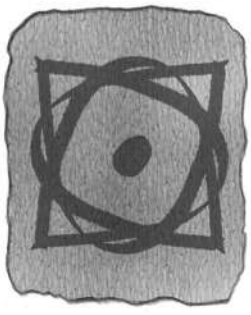
Rebuff



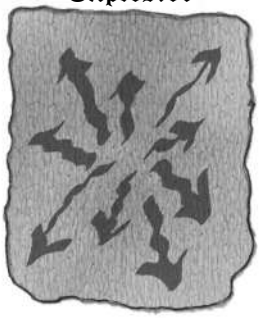
Sharpness



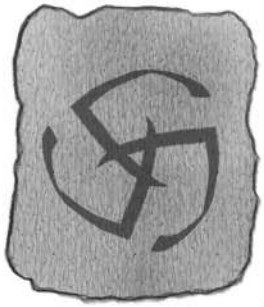
Containment



Explosive



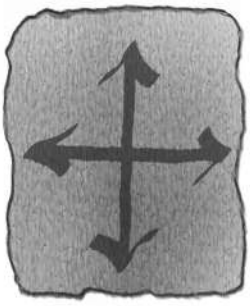
Safety



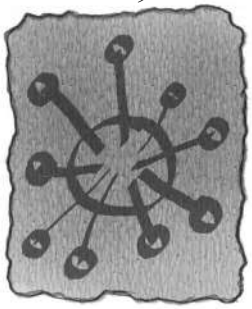
Slow



Speed



Anchor



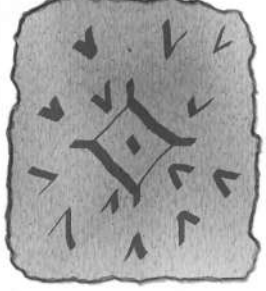
Repulse



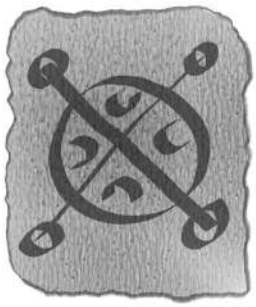
Lightning Rod



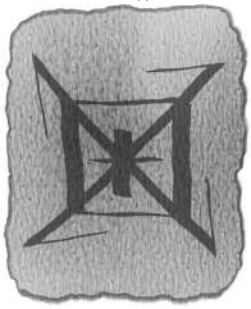
Absorb Energy



Lethargy



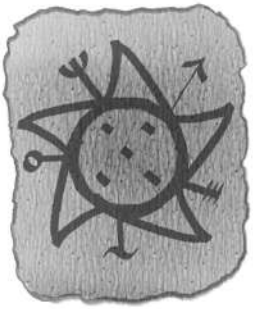
Rage



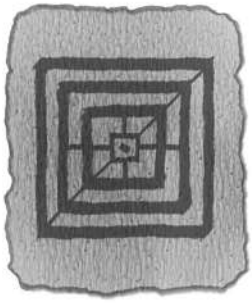
Greater Healing



Greater Spell Resistance



Preservation



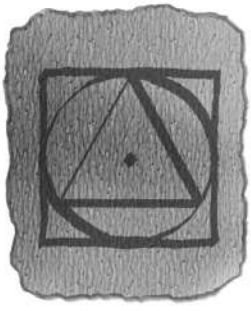
Translocation

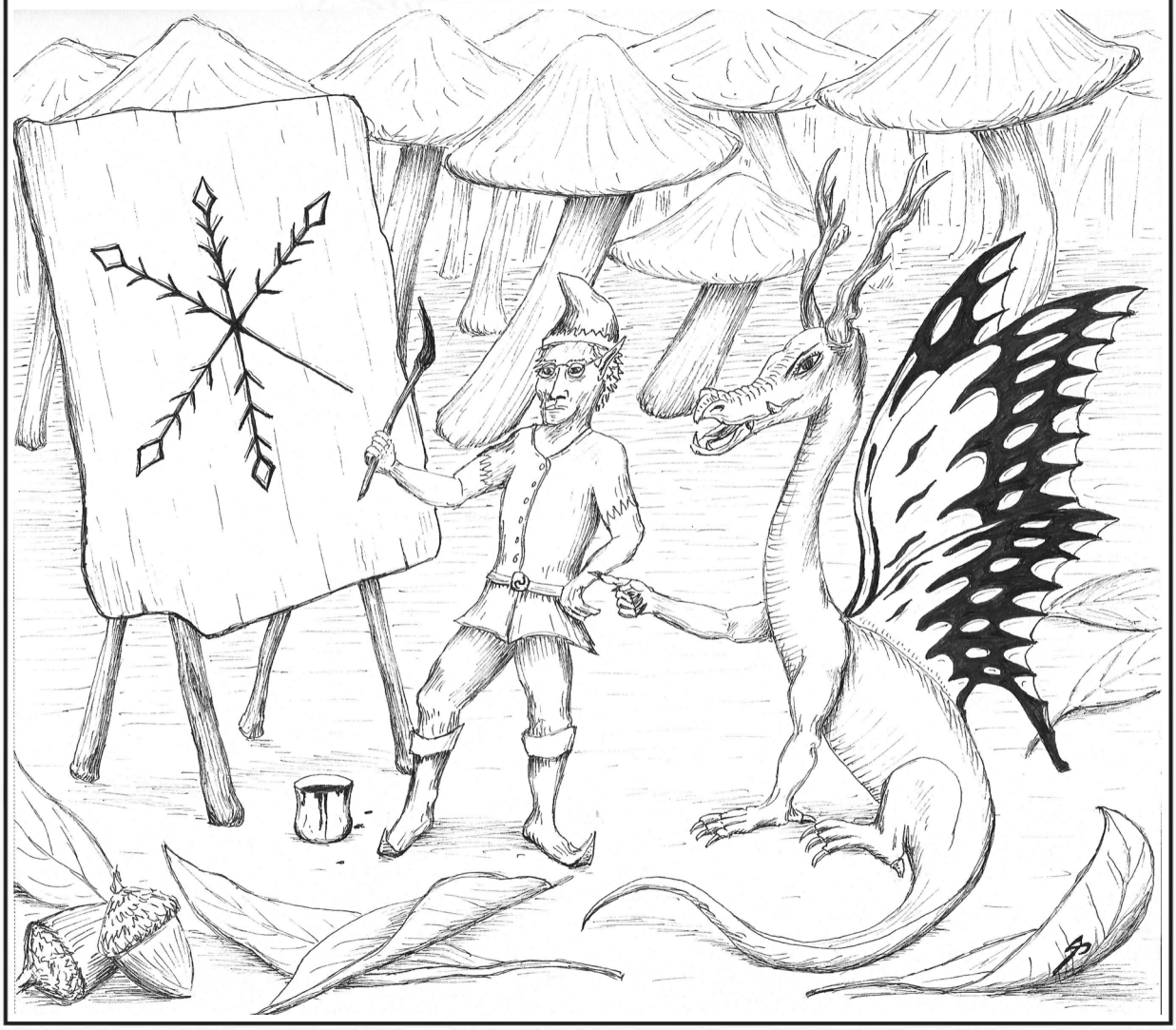


Chaos



Law





Runic Alphabet, Mortal (Lost Runes)

Level: 1	**Range:** Single Rune	**Duration:** Until Triggered	**Casting Time:** 1 turn
Reversible	Special; the spell itself is not reversible, but it is possible to create runes that have the opposite effect as an existing rune; see the Game of Antonyms for more details.		
Ritual Spell	Yes		
Save	Willpower save versus casting check result negates.		

General: *With the exception of the manifestation effects and the **bold face** type; this version of the Runic Alphabet, Mortal spell is the same as written in the DCC Core Rules. This spell entry is to catalog additional runes for wizards to learn or to simulate long forgotten lore newly recovered. Each entry upon the spell table now has the rune listed in the DCC Core Rules, as well as other optional runes that may be available at the Storyteller's discretion. The information has been reprinted here with permission for your convenience.*

Wizards learn alphabets of magic symbols, which, when traced, cause incredible things to happen. There are different alphabets: dwarven runes, elder sigils, the hieroglyphs of the sphinxes, and the signs of individual mages. With this spell, the caster can create the simplest runes, those comprehensible to mortals. The caster's alignment is imbued in the rune traced, and a being triggering the rune of an opposing alignment suffers more dire effects. The caster traces the sign using costly rare materials that must be purchased ahead of time for 50gp per rune. The casting check is made, determining which energies are imbued into the rune; the caster can choose *one* rune at or below the result of the check, with the choice made when the rune is inscribed. The rune can be traced in any object: brooch, book, tombstone, archway, door, floor, tabletop, or **drawn onto a living creature.** Subtract -2 from the casting check to trace the rune in mid-air; -4 to trace the rune invisibly; or -8 to trace or **tattoo** the rune permanently (does not vanish when triggered). The effect is triggered per the specific sign as described below: when touched, passed, gazed upon, etc. On a failed casting check, the sign fizzles and dissolves, and the materials use to make it are lost. On a success, the casting check becomes the DC for the opposing save. You can identify an unknown rune with a *read magic* spell or a successful *runic alphabet* casting check against the caster's check result. **A rune's powers may not stack with themselves, or similar runic powers, but they do stack with bonuses from spells, items, and mutations that have similar effects.**

Manifestation: The inscribed runes: **roll 1d8; (1)** Ooze strange substance roll *1d7 to determine what type: 1= blood, 2= flammable oil, DC13 contact poison paralyses for 1d4 rounds, 3= maple syrup, 4= honey, 5= non=flammable oil, 6= protoplasm, 7= raw sewage.* **(2-5)** Pulse with light and energy: r*oll 1d8 to determine its color: 1= Red, 2= Orange, 3= Yellow, 4= Green, 5= Blue, 6= Indigo, 7= Violet, 8= roll twice*. **(6-7)** Makes odd buzzing, popping, plinging noises at random intervals. **(8+)** Appears to fill with gold, silver, jewels, and other valuable materials, but this is just an illusion.

Corruption: **Roll 1d4: (1)** Caster and target are inscribed with a strange mark that imposes a -1 penalty to Fortitude saves. (2) caster is inscribed with a distracting mark that imposes a -1 penalty to initiative checks. **(3)** has a non-magical runic shape permanently seared onto one cheek. (4) Caster's forehead wrinkles such that it appears to house a third eye, which disappears upon close inspection. **(5+)** Caster breaks out in squiggly spots that almost look like writing.

Misfire: **Roll 1d4: (1)** randomly determined rune (roll d10+10 on spell table) is inscribed on the caster's hand, then immediately triggered against the caster; **(2)** rune is traced but it will not activate under any circumstances, effectively providing a costly "tattoo" to the subject marked; **(3)** caster inadvertently sears a permanent symbol that resembles a silhouette of his face; **(4)** caster forgets how to read and write for 1d6 turns, during which time he cannot cast this spell or any other that is dependent on literacy.

1: Spell fails **and is forgotten**! **Roll 1d6** modified by Luck: **(0 or less)** Spell corruption + Misfire + Patron taint, **(1)** Spell corruption, **(2)** Patron taint (or spell corruption if no patron), **(3+)** Misfire.

2-10: Spell fails **and is forgotten**.

11: Spell fails**, but is retained in memory**.

12-13:

Alarm – A loud alarm sounds when the target object (up to man-sized) is disturbed (no save). Alternately, the alarm can notify the caster mentally and emit no audible noise. The notification has a range of 1 mile.

Confusion – When seen or read this rune provokes a willpower save by the viewer. Failure indicates that the victim temporarily befuddled and suffers a -1 penalty to all actions and armor class for 1d4 rounds, but the rune lingers until something succeeds at its Willpower save.

14-17:

Message – The rune chants a predetermined message when triggered (no save). The message may be repeated up to three times.

Trap – When this rune is inscribed the caster may then proceed to cast a spell of up to 3rd level and place it into the waiting rune. The caster may not place any additional runes into the *Trap Rune* or both are destroyed and the caster must immediately role for mishaps for all spells involved. The caster may determine a simple set of conditions (up to 25 words) that will trigger the runic trap and this triggering event must occur within the effective range of the spell it holds; the caster must also burn 1 point of Stamina per level of the spell to be cast into the *Trap* rune. The DC for a thief to detect these runic traps is equal to 12, + the level of the spell held within the rune. The DC to disarm these rune traps is equal to 14, + the level of the spell held within the rune trap. The *Trap Rune* and its spell continue to function until someone successfully saves against the trapping spell. Alternately, incorporating this rune into an existing non-magical trap elevates its detection and disable DC's by 2 and increases the trap's damage dice by one step on the dice chain.

18-19:

Block – Creatures up to man-sized are unable to pass through or by the target door, window, portal, or inanimate object (Will save resists).

Enthrall – The creature that spots this rune must succeed at a Willpower save or they are blissfully enraptured and continue to stare at the rune even though it disappears after being triggered. The victims will resist all efforts to be separated from the rune they can still see for up to 1d4 turns and will even become violent in order to remain within sight of the rune only they can see.

20-23:

Freedom – This rune must be inscribed upon a creature or portable item. The bearer of this rune or the item it is inscribed upon gains a +1 bonus on their saves versus any natural or magical attempts to entangle or snare the rune bearer until they fail a save; then the rune dissolves into smoke, unless the rune was permanently inscribed or tattooed.

Immobility – Creatures attempting to move the target object (up to man-sized, including aggregated objects such as a pile of coins) cannot lift or move it (Will save resists).

24-27:

Prevarication – Creature's cannot tell the truth within sight of this rune. A successful Willpower save resists the effect and the rune is destroyed.

Veracity – Creatures cannot lie or deceive within sight of this rune. Will save resists, and the rune is destroyed at the first moment something succeeds at resisting the rune.

28-29:

Forgetfulness – Creatures viewing the target object (up to the size of one man per caster level) forget that it exists the moment their attention is removed from it (Will save resists).

Recollection – This rune must be drawn onto a living creature or intelligent item. Those who bear this rune gain a +2 bonus on all casting checks and save rolls to resist any types of 'forgetfulness' derived from spells or natural causes.

30-31:

Alertness – Living creatures inscribed with this rune gain a +2 bonus on listen, search, and spot checks as well as on saves to resist fatigue and any magic that would muddle their senses. The power of the rune last until the first time the rune bearer fails any of the checks listed above unless permanently inscribed.

Comfort – This rune creates a zone with a diameter of 15ft that is sheltered from the weather as well as extreme temperatures. The edge of the zone has a slightly darker tint that will protect the interior area from baking sun and the temperature inside the zone is up to 20°F warmer or cooler than the temperature outside the zone, whichever is more comfortable. Wind speeds through the zone are reduced by 50% and this shelter lasts for 2 hours per caster level.

Sleep – Creatures viewing the triggering rune fall asleep (Will save resists). The sleep is normal and the target can be awakened through normal means.

32-33:

Agility – The bearer of this rune gains a +2 bonus to their Agility score for 1 month and this may take them beyond the normal maximum of 18. The first intelligent creature to merely view this rune causes it to fade unless it is permanently inscribed. Permanent versions inflict 1 point of electricity damage per round to the bearer until the rune is again hidden.

Curse – The rune delivers a minor curse to the creature that views it (Will save resists). The curse drains 1d3 points of Luck and may have one other irritating secondary effect. (See appendix C in DCC Core Rules for more info.)

Health – The bearer of this rune heals at twice the normal rate when sleeping and gains a +2 bonus on all Fortitude saves and healing check results for the next month. After which time the rune fades unless it has been made permanent.

34-35:

Stamina – A creature bearing this rune gains a +1 bonus to their stamina score for 1 month; this may take them beyond the maximum of 18. The first intelligent creature to merely view this rune causes it to fade unless it is permanently inscribed. Permanent versions of this rune inflict 1 point of fire damage per round to the bearer until the rune is again hidden from view.

Strength – A creature bearing this rune gains a +1 bonus to their Strength score for 1 month; this may take them beyond the maximum of 18. The first intelligent creature to merely view this rune causes it to fade unless it is permanently inscribed. Permanent versions of this rune inflict 1 point of bludgeoning damage to the bearer per round until the rune is again hidden from view.

36+

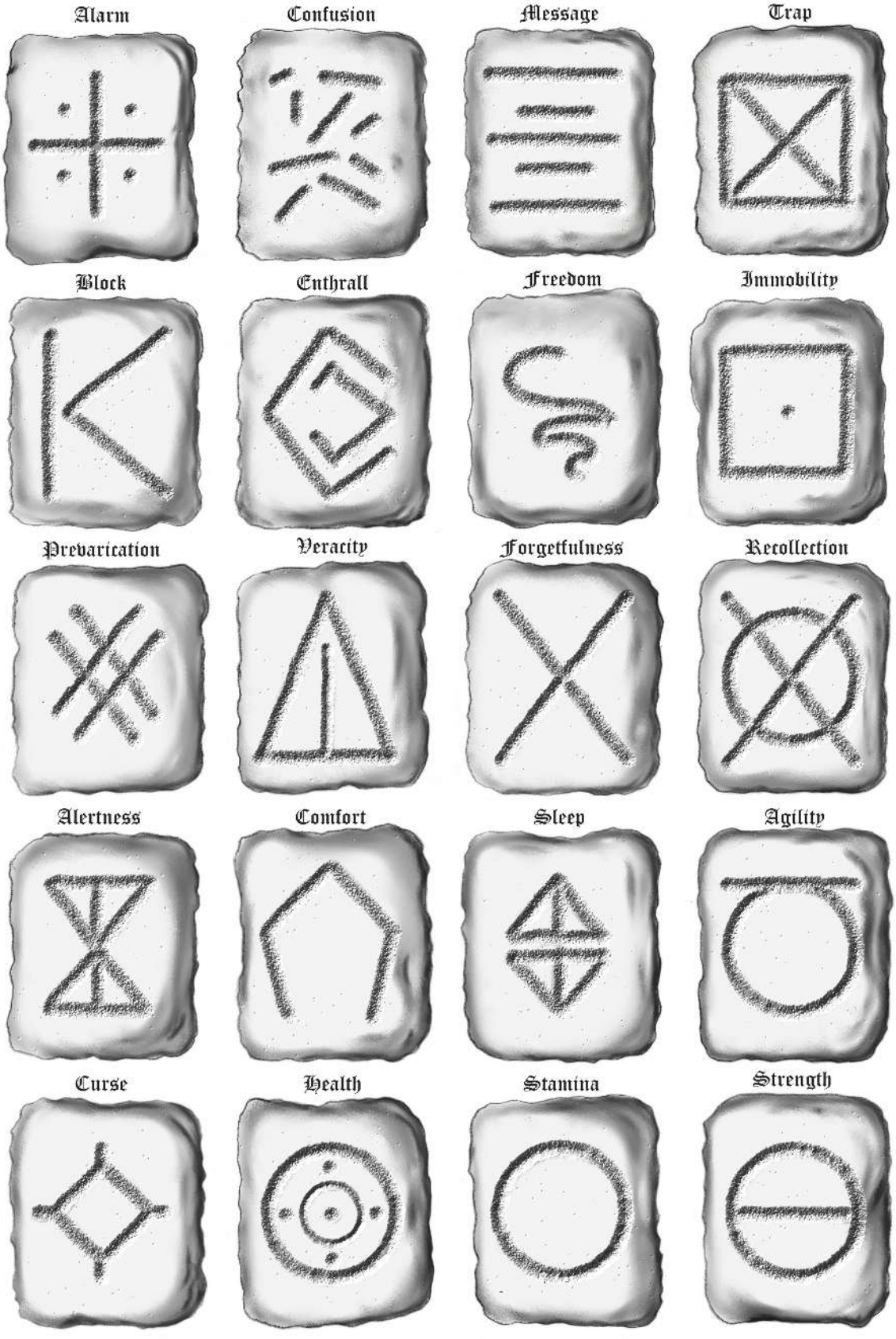
Arcane Might – The rune's bearer gains a +2 on all casting checks for 1 year. The first caster to merely view this rune causes it to fade unless it is permanently inscribed. Permanent versions of this rune cause the bearer to lose their spell casting abilities until the rune is again hidden from view.

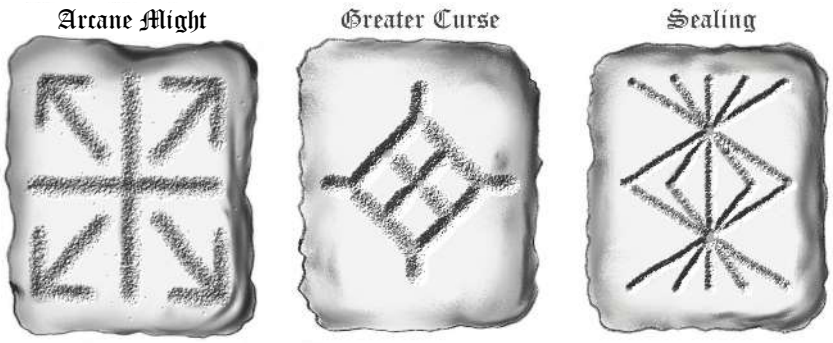
Greater Curse – Anyone who can see this rune must succeed at a Willpower save versus this rune's casting check result or it delivers a major curse to each of the creatures viewing the rune; dissolving after it is triggered unless it has been made permanent. See table on the next page for more information.

Sealing – When this rune is inscribed upon a door, gate, window, or even the wax seal of an envelope or scroll it creates a magical bond that both prevents the item from being opened and protects the item from many harmful events. The protected item gets an automatic result of 18 for any contested Strength checks to avoid being forced open; similarly this automatic result also applies to any save rolls required by the item. If the seal is breached or it fails a save roll it fades from existence. If the Sealing rune is permanent, the protected item receives an automatic result of 22; but if breached or it fails a save roll it violently destroys itself, causing 3d16 points of fire damage, +1 point per caster level of the rune's inscriber to everything within 25ft including that which it was protecting. Victims succeeding at a DC22 Fortitude save only take half damage

The Storyteller can make up their own *Greater Curse* for each victim or roll 1d30 modified by each victim's Luck to determine which Greater Curse is inflicted upon each of the victims. These curses may be broken by destroying the rune, the will of the creature that created the Greater Curse Rune, or by a remove curse spell with a result of 34+.

0	The victim is attacked by ethereal shadows that drain 8 points from all attribute scores. If victim dies, one of the shadows inhabits the shell of the deceased…
1	Victim's touch causes creatures, their equipment, as well as objects of similar size or smaller to be transmuted into exquisitely rendered sculptures made from salt.
2	Victim falls into a magical sleep that lasts for 1d10 millennia; preserving them from harm.
3	Victim completely forgets everything they ever learned.
4	The victim is attacked by ethereal shadows that drain 1d5+2 points from all attribute scores. If victim dies, they become a ghost with same knowledge and equipment, but lose 2 levels…
5	Victim's touch causes creatures, their equipment, as well as objects of similar size or smaller to be transmuted into exquisitely rendered sculptures made from high quality marble.
6	Victim falls into a magical sleep that lasts for 1d10 centuries; preserving them from harm.
7	Victim completely forgets everything they learned beyond the age of 1d3 years old.
8	The victim is attacked by ethereal shadows that drain 1d4+2 points from all attribute scores. If victim dies, they become a ghost with same knowledge and equipment, but lose 2 levels…
9	Victim's touch causes creatures, their equipment, as well as objects of similar size or smaller to be transmuted into exquisitely rendered sculptures made from copper.
10	Victim falls into a magical sleep that lasts for 1d10 decades; preserving them from harm.
11	Victim completely forgets everything they ever learned beyond the age of 2d3 years old.
12	The victim is attacked by ethereal shadows that drain 1d4+1 points from all attribute scores. If victim dies, they become a ghost with same knowledge and equipment, but lose 1 level…
13	Victim's touch causes creatures, their equipment, as well as objects of similar size or smaller to be transmuted into exquisitely rendered sculptures made from cold iron.
14	Victim falls into a magical sleep that lasts for 1d10 years; preserving them from harm.
15	Victim completely forgets everything they learned beyond the age of 3d3 years old.
16	The victim is attacked by ethereal shadows that drain 1d4 points from all attribute scores
17	Victim's touch causes creatures, their equipment, as well as objects of similar size or smaller to be transmuted into exquisitely rendered sculptures made from silver.
18	Victim falls into a magical sleep that lasts for 1d10 months; preserving them from harm.
19	Victim completely forgets everything they ever learned beyond the age of 3d4 years old.
20	The victim is attacked by ethereal shadows that drain 1d3 points from all attribute scores.
21	Victim's touch causes creatures, their equipment, as well as objects of similar size or smaller to be transmuted into exquisitely rendered sculptures made from gold.
22	Victim falls into a magical sleep that lasts for 1d10 weeks; preserving them from harm.
23	Victim completely forgets everything they learned beyond the age of 4d4 years old.
24	The victim is attacked by ethereal shadows that devour 2 points from all attribute scores.
25	Victim's touch causes creatures, their equipment, as well as objects of similar size or smaller to be transmuted into exquisitely rendered sculptures made from platinum.
26	Victim falls into a magical sleep that lasts for 1d10 days; preserving them from harm.
27	Victim completely forgets everything they learned beyond the age of 5d4 years old.
28	The victim is attacked by ethereal shadows that devour 1 point from all attribute scores.
29	Victim's touch causes creatures, their equipment, as well as objects of a similar size or smaller to be transmuted into exquisitely rendered sculptures cut from a single flawless diamond.
30	Victim falls into a magical sleep that lasts for 1d10 hours.


Alarm
Confusion
Message
Trap
Block
Enthrall
Freedom
Immobility
Prevarication
Veracity
Forgetfulness
Recollection
Alertness
Comfort
Sleep
Agility
Curse
Health
Stamina
Strength





There are additional powers granted to wizards skillful enough to craft a full set of permanent rune tiles. So long as the rune set is complete the player can use the rules below with the Storyteller's permission.

- The casting of the following spells may be aided by the inclusion of a full set of mortal or fey runes: *Detect Evil, Detect Invisible, Locate Object, Consult Spirit,* and *Wizard Sense.* The *Banishing, Binding,* and *Demon Summoning* spells or powers gain a bonus from the inclusion of a full set of fey runes. Applying the runes to the casting check doubles the spell's normal casting time and grants a +3 bonus to the casting check per level of the *Runic Alphabet* spell employed to create the rune tiles. If the wizard fails their casting check they incur a +2 penalty to Luck rolls for the next 24 hours: critical failure of the casting check increases the penalty to +3 for 1d3+1 days. All of this is in addition to any other results from failing to cast any of these spells.

- Possessing a full set of mortal rune tiles allows the wizard to cast the *Second Sight* spell once per day per 3 caster levels with a +5 bonus to the casting check. This is not a spell known to the caster; it is a function of the set of rune tiles. If the wizard fails their casting check for this power they incur a +2 Luck penalty for the next 24 hours: critical failure of the casting check increases the penalty to +3 for 1d3+1 days.

- Possessing a full set of faerie rune tiles allows the wizard to cast the *Second sight, Speak with Dead,* and the *True Name* spell once per day per 5 caster levels with a +10 bonus to the casting check. This is not a spell known to the caster: all are a function of the tiles, but only one spell may be used each time this power is used. If the wizard fails their casting check for this power they incur a +4 penalty to luck rolls for the next 1d3+1 days: critical failure of the casting check increases the penalty to +6 for 3d3+1 days.

The penalties listed above are cumulative with any further failures suffered by the wizard. For example, if a wizard using a set of mortal runes is currently suffering a +3 Luck penalty for the next 2 days; and on the first of these days the caster again fails in their consultation of their mortal rune set: add another +1 to the penalty and another day to the duration of the penalty for each such failure.

Lastly, a full set of rune tiles isn't any more durable than normal. However, as long as there is a full set of runes created by the same wizard, these runes will not cancel each other out per the rules for the Game of Antonyms: even when in contact with each other. Otherwise sets of runes confer no special durability to each rune within a set when they are used as part of the Game of Antonyms and will function normally as any other permanent runes.

Silence

Level: 2	**Range:** Varies	**Duration:** Varies	**Casting Time:** 1 round
Reversible	Yes; see *Shatter* spell DCC Core Rules		
Ritual Spell	Yes		
Save	Willpower save versus the casting check results negates for individuals targeted.		

General: This spell may be cast upon individuals and small areas at lower levels, but greater results on the casing table allow the caster to create silence for miles. Individuals who are silenced, may still tap on things or clap their hands to get people's attention, assuming everyone is not in a silenced zone. The caster may employ a spyglass, crystal ball, or other such method to gain visual contact with the intended targets of this spell.

Manifestation; (Area): The boundary between the affected and unaffected areas appears to be: **roll 1d7; (1)** Thin layer of frosty looking glass; the layer is permeable to gasses, liquids, and solids, but crossing through the barrier causes creatures to feel icy shivers across their skin. **(2-6)** A shimmering distortion wave of trapped sound that causes momentary tooth aches for those who cross over the boundary. **(7+)** Uncountable swarm of tiny yellowish demons that gobble up the sound trying to penetrate into the area. Creatures that enter the area are unable to prevent their voices from being stolen, but their voice returns at the end of the spell or when they leave the area.

Manifestation; (Individuals): Roll 1d7; (1) Victims appear to have a cloth wrapped around their heads that covers their mouths; it cannot be pulled off or destroyed while the spell is in effect. This can have dire consequences if the spell lingers for a long time at the Storyteller's discretion. **(2-6)** The targets are attacked by a tiny yellowish demon, and if the target fails their save against the spell, the demon reaches into their mouth and pulls out a bright blue spark and flies off. **(7+)** Victim's head appears to be surrounded by a clear tinted bubble that blocks all sound: *roll 1d8 to determine its color: 1= Red, 2= Orange, 3= Yellow, 4= Green, 5= Blue, 6= Indigo, 7= Violet, 8= Roll twice.* The bubble is not air tight and the creature can eat and drink during the spell's duration; but this bubble does count as a helmet; granting a +1 bonus to AC and a -1 penalty to spot and listen checks.

Corruption: The caster gains a -1 on all listen checks and checks for surprise. This is a cumulative effect over multiple corruptions; if the penalty gets to -3 then the caster has trouble hearing normal conversations that aren't shouted at them. If the penalty gets to -5 then the caster has trouble hearing normal conversations that aren't shouted into their ears. If the penalty reaches -10, then the caster is completely deaf.

Misfire: The caster and everyone within 5ft/ caster level must succeed at a DC13 Willpower save or they are silenced for the caster's level in: **roll 1d6; (1)** Weeks, **(2)** Days, **(3)** Hours, **(4)** Turns, **(5)** Minutes, **(6+)** Rounds. This effect is treated as a minor curse and may be removed vis a Remove Curse spell of sufficient strength.

1-2: Spell fails and is forgotten! **Roll 1d6** modified by Luck: **(0 or less)** Greater corruption + Misfire + Patron taint (or Spell corruption if no Patron), **(1)** Major corruption, **(2)** Patron taint (or Spell corruption if no Patron), **(3+)** Misfire.

3-12: Spell Fails and is forgotten.

13: *Partial success* – The caster may silence one creature so long as the wizard succeeds at an attack roll to touch the target. The target gains no benefit from armor or shields versus this attack; but they can resist the effect with a successful DC 13 Willpower save. Spell is forgotten.

14-15: The caster may designate up to 2 creatures that are completely silenced for 10 minutes per caster level if they fail their saves. The caster must be able to see the targets which must be within 40ft of the caster, and within 20ft of each other.

16-19: The caster may designate up to 2 creatures, +1 creature per 3 caster levels that are completely silenced for 10 minutes per caster level if they fail their saves. The caster must be able to see the targets which must be within 60ft of the caster and within 30ft of each other.

20-21: The caster may designate up to 3 creatures, +1 creature per 3 caster levels that are completely silenced for 1 hour per caster level if they fail their saves. The caster must be able to see the targets which must be within 80ft of the caster and each of the targets must be within 40ft of at least one other target. Alternately, the caster can choose a point within 20ft/ caster level that becomes the center of a silenced area with a 20ft radius for 1 minute per caster level. All sound in this space is completely suppressed and there is no save for creatures within or passing through the silenced area; as soon as they leave the affected area they regain their voices.

22-25: The caster may designate up to 3 creatures, +1 creature per 3 caster levels that are completely silenced for 1 hour per caster level if they fail their saves. The caster must be able to see the targets which must be within 100ft of the caster and each of the targets must be within 50ft of at least one other target. Alternately, the caster can choose a point within 30ft/ caster level that becomes the center of a silenced area with a 30ft radius for 10 minutes per caster level. All sound in this space is completely suppressed for creatures within or passing through the silenced area; regaining their voice when they leave the affected area.

26-29: The caster may designate up to 4 creatures, +1 creature per 2 caster levels that are completely silenced for 2 hours per caster level if they fail their saves. The caster must be able to see the targets which must be within 140ft of the caster and each of the targets must be within 60ft of at least one other target. Alternately, the caster can choose a point within 40ft/ caster level that becomes the center of a silenced area with a 40ft radius for 1 hour per caster level. All sound in this space is completely suppressed for creatures within or passing through the silenced area; upon exiting the area they must succeed at a DC13 Willpower save or they continue to be silenced for 1d10 rounds, +1 round per caster level.

30-31: The caster may designate up to 4 creatures, +1 creature per 2 caster levels that are completely silenced for 2 hours per caster level if they fail their saves. The caster must be able to see the targets which must be within 180ft of the caster. Alternately, the caster can choose a point within 50ft/ caster level that becomes the center of a silenced area with a 50ft radius for 1d3 hours per caster level. All sound in this space is completely suppressed for creatures within or passing through the silenced area; upon exiting the area they must succeed at a DC15 Willpower save or they continue to be silenced for 1d3 turns, +1 turn per caster level.

32-33: The caster may designate up to 5 creatures, +1 creature per caster level that are completely silenced for 1 day per caster level if they fail their saves. The caster must be able to see the targets which must be within 220ft of the caster. Alternately, the caster can choose a point within 100ft/ caster level that becomes the center of a silenced area with a 100ft radius for 1d5 hours per caster level. All sound in this space is completely suppressed for creatures within or passing through the silenced area; upon exiting the area they must succeed at a DC16 Willpower save or they continue to be silenced for 1d5 turns, +1 turn per caster level.

34-35: The caster may designate up to 5 creatures, +1 creature per caster level that are completely silenced for 1 day per caster level if they fail their saves. The caster must be able to see the targets which must be within 260ft of the caster. Alternately, the caster can choose a point within 150ft/ caster level that becomes the center of a silenced area with a 150ft radius for 1d7 hours per caster level. All sound in this space is completely suppressed for creatures within or passing through the silenced area; upon exiting the area they must succeed at a DC17 Willpower save or they continue to be silenced for 1d7 turns, +1 turn per caster level.

36-37: The caster may designate up to 10 creatures, +2 creatures per caster level that are completely silenced for 1d3 days per caster level if they fail their saves. The caster must be able to see the targets which must be within 300ft of the caster. Alternately, the caster can choose a point within one half-mile/ caster level that becomes the center of a silenced area with a 250ft radius for 1d3 days, +1 day per caster level. All sound in this space is completely suppressed and there is no save for creatures within or passing through the silenced area; upon exiting the area they must succeed at a DC18 Willpower save or they continue to be silenced for 1d7 hours, +1 hour/ caster level.

38+ The caster may designate up to 20 creatures, +3 creatures per caster level that are completely silenced for 1d7 days per caster level if they fail their saves. The caster must be able to see the targets which must be within 500ft of the caster. Alternately, the caster can choose a point within one mile/ caster level that becomes the center of a silenced area with a one-quarter mile radius for 1d5 days, +1 day per caster level. All sound in this space is completely suppressed and there is no save for creatures within or passing through the silenced area; upon exiting the area they must succeed at a DC19 Willpower save or they continue to be silenced for 1d14 hours, +1 hour/ caster level.

From the journal of Daelin, Wizard of the 5td Circle of Benarvyn

We climbed the hill and looked down into the valley below; a throng of orcs swirled through the broken trees and torn up vegetation in a vortex of ritual destruction. Ta'a assured me there were only a hundred-fifty or so. It certainly looked like more – it seemed like thousands of undulating, screaming beasts formed a loose circle around a central figure; the magi was the man to beat.

Ta'a asked me what I could do to help. The magi below seemed to be organizing the dark, soulless mass of undulating chaos. His mouth moved endlessly, arms gesturing in the wind, drawing sigils in the air. Stop the magi, stop the throng.

I raised my hands in the air, closing my eyes to recall a page from my spell book. The words flowed freely, summoned from the depths of my soul. My own voice grew, carried on the wind, commanding the air surrounding the magi.

Small yellow demons crawled from under the rocks at the feet of the magi, swarming up his body like the face of a cliff. Every syllable uttered was stolen as it left his lips. The demons spread out from there, covering the mass, moving from orc to orc, stealing their words and their wills. The ring of orcs scattered in their fright – screaming soundlessly as they ran.

They say silence can be deafening. Now I know it to be true. My own team began tapping their ears, checking to see if they were affected. I gestured them forward to mayhem's delight.

The magi stood in the center, drawing his weapons to fight the onslaught, his eyes locked on mine. His army dissolved into panic without orders to follow, attacking one another as though uncertain what to do. If he survived, I have a new enemy.

Spells are useless if one cannot speak…

Sonic Resistance

Level: 2	**Range:** self or others	**Duration:** Varies	**Casting Time:** 1 round
Reversible	No		
Ritual Spell	Yes		
Save	N/A		

General: This spell protects the subject from damaging sound waves, as well as musical and song based attacks and affects. Recipients of this spell can still communicate and cast spells normally.

Manifestation: **Roll 1d8: (1-4)** Caster's skin takes on a matte, knobby texture as it thickens and takes on rubber like qualities. **(5-6)** Subject becomes insubstantial like an air elemental; yet they retain their normal ability to affect the world around them. **(7)** A shimmering, sepia force globe envelops the subject of the spell. **(8+)** An angelic chorus sings a perfect counter melody that partially or fully cancels out the sonic effects for the protected creatures.

Corruption: **Roll 1d6: (1)** Caster's face is bruised, lacerated, and twisted after being pummeled repeatedly by millions of tiny invisible fists; they take 1d4 points of damage. **(2)** 1d3 of the caster's teeth shatter causing 1 point of damage with each lost tooth as well as a -1 penalty to concentration and skill checks per lost tooth until the caster receives sufficient magical healing. **(3-4)** The caster's fingernails split and crack; imposing a -1 penalty to all actions, attacks, and damages, as well as skill checks involving casting and manual dexterity from the pain in their fingers. **(5)** One of the caster's allies within 15ft begins to emit an ominous hum that attracts irritated critters: increase encounter chances by 30%. **(6+)** Caster begins to emit a strange barely audible hum that makes people uncomfortable; lower NPC attitudes regarding the caster and their allies.

Misfire: **Roll 1d8: (1-3)** All of the caster's possessions and equipment begin to hum and vibrate dissonantly and violently; causing the caster's clothing, scrolls, or other possessions 1d4 points of damage to the caster and his or her items before settling down. **(2-5)** The caster makes themselves more vulnerable to sonic and musical attacks; gaining a -2 save penalty against these effects and suffering an additional point of damage from these attacks for the next 1d4 hours. **(6-7)** Caster creates a wave of sound that passes instantaneously, but not before shattering all crystal, glassware, and pottery in their possession (including potion bottles) and the caster must succeed at a Luck check or this also affects their gems. The Storyteller will need to determine the effects (if any) from the mixing of the contents of any broken containers. **(8+)** Caster creates a clap of thunder around one randomly determined person within 50ft, inflicting 1d4 points of damage. On a failed DC 12 Fortitude save the target is deafened for an equal number of rounds.

1-2: Spell fails and is forgotten! **Roll 1d6** modified by Luck: **(0 or less)** Greater corruption + Misfire + Patron taint (or Spell corruption if no Patron), **(1)** Major corruption, **(2)** Patron taint (or Spell corruption if no Patron), **(3+)** Misfire.

3-12: Spell fails and is forgotten.

13: *Partial success* – the caster gains a +1 bonus on their next save versus sonic attacks and the damage of the attack is reduced by 1 point. Spell is forgotten.

14-15: The caster gains limited resistance to sonic damage only. For the next 10 minutes, they ignore 1 point of sonic damage each round.

16-19: For the next 10 minutes, the caster ignores up to 2 points of sonic damage each round. The caster gains a +2 bonus to saves versus sonic attacks as well as magic enchantments from musical instruments and song based magic.

20-21: For the next 10 minutes, the caster ignores up to 5 points of sonic damage each round. The caster gains a +4 bonus to saves versus sonic attacks as well as magic enchantments from musical instruments and song based magic. Finally, any of the caster's gems, crystals, and glass objects cannot be Shattered by sonic energy. Although intense sonic waves are quite jarring and they may still harm the caster, his or her possessions will not break or lose value.

22-25: For the next 10 minutes, the caster ignores up to 10 points of sonic damage each round, and allies within 10ft also resist up to 5hp of sonic damage each round. Additionally, the caster gains a +4 bonus to saves versus sonic attacks as well as magic enchantments from musical instruments and song based magic Although intense sonic waves are jarring they may even still harm the caster, his or her possessions will not break or lose value.

26-29: A shield of sonic resistance is centered around the caster for 10 minutes. All music or sonic damage within 20ft is suppressed: but doesn't hamper normal communication or spell casting. The caster and creatures within 20ft ignore a *collective* 30 points of sonic damage each round. As the "sonic shield" is ablated, the caster selects where any overflow damage is directed. For example, if all allies within 20ft take 17hp of sonic damage in a round, it is completely absorbed. However, if the next round produces 6 hits for a total of 34 points of sonic damage, then 4 points of damage overflow. The caster selects which hits are completely resisted, partially resisted, and which bypass the shield to inflict the 4 points of overflow damage.

30-31: All noises within 30ft of the caster are instantaneously silenced, communication and spell casting are impossible unless non-verbal means are employed. Additionally, all music or sonic damage within 30ft is suppressed for 10 minutes: the caster and creatures within 10ft ignore a *collective* 40 points of sonic damage each round. As the "sonic shield" is ablated, the caster selects where any overflow damage is directed. For example, if all allies within 20ft take 37 points of sonic damage in a round, it is completely absorbed. However, if the next round produces 9 hits for a total of 54 points of sonic damage, then 14 points of damage overflow. The caster selects which hits are completely resisted, partially resisted, and which bypass the shield to inflict those 14 points of overflow damage.

32-33: The caster and all allies within 30ft are completely immune to sonic damage, enchanted musical instruments, and song based attacks for the next 10 minutes. The caster takes no damage from songs, musical instruments, chanting, and so on. The caster's gems, crystals, and glassware objects in contact with those affected by this spell will not shatter.

34-35: The caster creates a shimmering bubble of tranquility through which the noises of the outside world and sonic damage cannot pass. The bubble appears like a calm sepia cloud that surrounding the caster to a radius of 30ft. Sonic attacks that enter the bubble (either via the caster's movement or the sonic attack being launched in their direction) are automatically nullified. Air and water temperature within the bubble remain habitable, regardless of outside influences. The caster and all those within the zone are freely able to communicate. The caster and all creatures within the bubble are effectively immune to sonic damage, songs, musical instruments, chanting, and so on. The bubble lasts for one hour per caster level.

36-37: The caster creates a shimmering bubble of tranquility through which the noises of the outside world and sonic damage cannot pass. The bubble appears like a calm sepia cloud that surrounds the caster to a radius of 45ft. Sonic attacks that enter the bubble (either via the caster's movement or the sonic attack being launched in their direction) are automatically nullified. Air and water temperature within the bubble remain habitable, regardless of outside influences. The caster and all creatures within the bubble are effectively immune to sonic damage, songs, musical instruments, chanting, and so on. The bubble lasts for one day per caster level.

38+ The caster creates a shimmering bubble of tranquility through which the noises of the outside world and sonic damage cannot pass. The bubble appears like a calm sepia cloud that surrounds the caster and extends to a radius of 60ft in all directions. Sonic attacks that enter the bubble (either via the caster's movement or the sonic attack being launched in his direction) are automatically nullified. Air and water temperature within the bubble remain habitable, regardless of outside influences. The caster and all those within the zone are freely able to communicate. The caster and all creatures within the bubble are effectively immune to sonic damage, songs, musical instruments, chanting, and so on. The bubble lasts for one week per caster level.

From the Journal of Daelin, Wizard of the 5th Circle of Benarvyn

Polyphonic chanting makes my head hurt.

The ogre magi had returned with his army of blood thirsty orcs. They ringed the hill upon which we were encamped, and marched silently up to the top, closing in on us ever so slowly, stealthily, sneakily. Orcs sneaking, who'd've thought it possible?

We were awakened softly, almost a caress of sound that seemed to grow from the earth itself. It rose with the sun, ever higher, almost imperceptibly sneaking over us bringing the promise of crescendos, crashing over our sleeping forms in the dirt. It wasn't until the itching in our toes became a pounding in our teeth that we fully awakened to the maelstrom in our midst.

There in the center of our cold, black fire pit stood the magi. Profound zeal and joy radiated from his eyes as he chanted, mouth moving almost imperceptibly. The sound emanated from him outward, filling every crevice in our souls, driving us to confusion and madness. There was nowhere to go, no way to escape, no release to be found save the point of a blade – our own or that of the orcs.

In desperation, I struggled to free myself of his invisible grasp. To cast or to fight? Searching for a solution, I came upon a beacon in the growing darkness – Sonic Resistance. Fighting for control of my own mind, the chant grew in me slowly as I focused. I was at the mercy of the orcs surrounding me, unable to defend myself, frantically casting to save those nearest me. Brothers in bond.

Clarity erupted in my head as the rumble of the magi stopped. Blinking in the smallest patch of sunlight in my mind, I surveyed the scene around me. The orcs advanced, one by one, dragging out the executions of my party like the slow bleeding of a tortured prisoner. One by one, my gallant friends fell. Heads crushed, armor rent, limbs torn asunder. So, so many orcs… The only sound I heard was my own screaming, powerless to stop the destruction around me, until all I could do was pray for a swift death as my arms and legs were tightly bound.

The path of the wizard is a lonely one…

Stamina

Level: 3	**Range:** Varies	**Duration:** Varies	**Casting Time:** 1 round
Reversible	Special, the reverse of this spell may be used to remove a *Stamina* spell if its casting check is greater, but otherwise has no effects, see *Weakening* spell.		
Ritual Spell	Yes		
Save	N/A		

General: By means of this spell the caster and their allies gain nearly supernatural health and vitality; the spell result determines duration and potency. Bonus to stamina score grant bonus hit points per die when indicated and are retroactively applied to all the target's levels or hit dice. These extra hit points are lost first, and unless the spell table entry says otherwise, these points may not be healed with rest or magical aid. The caster may choose a lesser result on the spell table if desired.

Manifestation: **Roll 1d8: (1-2)** The target's body physically enlarges, the change is only an inch or two, but is enough to potentially burst normal clothing on a failed Luck check; bursting through medium and heavy armor causes 1d3 points of damage. **(3-5)** The target's entire body begins to glow for the duration of the spell and for up to 1d3 turns after its benefits are lost: *roll 1d14 to determine color of the effect; 1= Red, 2=Orange, 3= Yellow, 4= Green, 5= Blue, 6= Indigo, 7= Violet, 8= Black, 9= Gray,10= White, 11= Gold, 12= Silver, 13= Roll twice, 14= Roll thrice.* **(6-7)** The target takes on a more brutish and bestial countenance and posture for the duration of the spell; -2 personality score for duration of spell. **(8+)** The spell is effective, but the target doesn't appear to change at all. Any time they would be subject to damage, the subject of this spell has a barrier of energy appears; blocking and absorbing damage until the bonus hit points are exhausted.

Corruption: **Roll 1d6: (1)** The muscles of the recipient of this malfunctioning spell feel like they're on fire, permanently reducing their Stamina by 1 point and inflicting a -1 penalty to all Fortitude saves and relevant skill checks. **(2)** The caster has great difficulty summoning any kind of supernatural power from their Stamina score; from now on they must burn 2 points of Stamina for every +1 to a casting check. **(3)** The caster permanently gains 1d4+1 points of Personality score, but at the cost of 1d4+1 points of Agility. **(4)** The caster's internal organs reduced in size, giving them a gaunt, sickly appearance and cutting their weight in half; the caster suffers a -2 penalty on all attacks and skill checks and fortitude saves from their malfunction; this result is cumulative with itself. **(5)** Caster and one random creature within 20ft permanently lose 1 point of Stamina score. **(6+)** Caster permanently loses 1 point of Strength score.

Misfire: **Roll 1d8: (1)** The caster inadvertently drains themselves, losing 1d6+1 points of Stamina for 1d6 minutes, +1 minute per caster level. **(2-3)** The caster reduces the Stamina score of everyone within 40ft (allies and enemies alike) by 1d6+1 points for the rest of the day, +1 day per caster level. **(4-7)** The caster's misdirected magic enhances the Stamina of one random enemy; raising their Stamina score to 20 granting a +5 bonus to Fortitude saves and hit points/ hit die for 1d3 turns. **(8+)** The caster or the subject of the spell drops to the ground with hacking coughs and retching, completely unable to move from the sudden onset of symptoms from several, normally harmless pathogens within their body (Stamina reduced to 1). *All but one* of the caster's Stamina score points flow to the nearest enemy, whose Stamina score suddenly increases by the amount of the caster's decrease for 1d4 turns; this can take them beyond their normal maximum for ability scores. The lost points of Stamina score count as natural for the recipient, so the Stamina points granted can be spellburned as well as healed with rest and magic. Any remaining points are returned to the caster at the end of 1d4 turns, assuming no one kills the recipient of the Stamina points before they are returned to the caster.

1-3: Spell fails and is forgotten! **Roll 1d6** modified by Luck: **(0 or less)** Greater corruption + Misfire + Patron taint (or Spell corruption if no Patron), **(1)** Major corruption or Spell corruption, **(2-3)** Patron taint (or Spell corruption if no Patron), **(4+)** Misfire.

4-14: Spell fails and is forgotten.

15: *Partial success* – The caster is granted a +2 bonus on their next fortitude save. Spell is forgotten.

16-17: The caster or one target touched is enhanced to a prodigious Stamina score of 15 (+1 bonus), which lasts for 1d6 minutes, +1 minute per caster level.

18-21: The caster or one target the caster touches briefly gains superhuman stamina. The target is treated as having a Stamina modifier of +4 for the next 3d3 rounds. The superhuman Stamina bonus immediately fades at the end of the last round.

22-23: The caster or one target touched gains a Stamina score of 17 (+2 bonus), which lasts for 1d6 turns, +1 turn per caster level.

24-26: The caster or a single target they touch receives a Stamina score of 18 (+3 bonus) or two targets each receive a Stamina score of 16 (+2 bonus). In each case, the bonus lasts for 1d6 hours.

27-31: The caster and all allies within 30ft gain a Stamina score of 19 (+4 bonus) for next 2d7 hours.

32-33: The caster and all allies within 50ft take their next Fortitude save as if they had a +10 Stamina modifier. For the remainder of the spell's 3d8 hour duration, they gain a Stamina score of 19; +4 bonus.

34-35: The caster and all allies within 120ft receive a Stamina score of 20 (+5 bonus) for the next 1d6 days. The bonus hit points granted by the stamina boost are considered normal and may be spellburned and will heal with rest and magical aid while the spell is in effect.

36+ If caster completes a 3 week-long ritual casting with a minimum of 15 points of spellburn, and both target and caster render appropriate sacrifices of great value, the target receives a one-time permanent bonus of 1d3+1 points to their Stamina score. However, the target must succeed at a Fortitude save or find that their body is unable to sustain the magical transformation. The save DC is equal to 14 + 2 for every point of Stamina that has been magically added; i.e., the first save is at least DC 18. If this spell result occurs and grants 4 points, then the DC is 22 and if this result happens again the save DC will be at least 26, et cetera. If the save is failed, the additional Stamina points fade after 1d6 months; the caster finds that 2 points of their spellburn never truly heal (Storytellers' discretion which ability is permanently affected).

From the Journal of Daelin, Wizard of the 5th Circle of Benarvyn

Trellar said he needed to climb the sheer face of the cliff to get to the opening of the cave and trip a lever to open the lower cavern door to let us all in. I fished around my brain and came up with something to help. I'd never cast Stamina before, but it sounded good in the books. How bad could it go?

The incantation muttered, I touched his shoulder. He gasped as the enchantment took hold. I reminded him to hurry, unsure of how long it would last. Up the cliff face he went. Funny, he almost seemed to glow orange, but surely it was just a trick of the sun in my eyes.

*A while later, the lower cavern door slid open, revealing a broken and bedraggled Trellar. Apparently, glowing orange in the dark is not good for thieves…*ahem*… sorry, gong farmers.*

Training cannot replace experience…

Telekinesis

Level:4	**Range:** Personal. Spell's effects vary in range.	**Duration:** At least 1 minute per Caster Level	**Casting Time:** 1 round
Reversible	No		
Ritual Spell	No		
Save	Yes: entries will indicate DC and which save is rolled.		

General: This spell allows only the caster to manipulate and move the number of objects and creatures listed using the mysterious powers of their mind. These items may be moved individually, or in groups, or as one whole mass. Moving anything beyond the range listed in any given spell table entry puts the item(s) beyond the caster's influence and they immediately fall to the ground. The duration of the spell is in minutes per caster level for wizards of at least 7th level and in turns for wizards of at least 9th level. The wizard retains access only to the abilities granted by a successful casting check for the duration of the spell. Regardless of the number of items that a caster can manipulate they can only attack with as many items as they have action dice; including the one they used for casting. If the caster is not currently manipulating something with their mind they can move, act, and cast any spell other than *Telekinesis* normally. The caster must maintain line-of-site to any item (other than themselves) that they are manipulating via *Telekinesis* or it slips from their control and always falls to the ground. When attacking via *Telekinesis*, the caster's attack bonus is equal to their base attack bonus + Intelligence modifier + Luck modifier. Other uses of this spell not listed here are subject to Storyteller's permission. Concentration checks are an intelligence roll versus a DC set by the Storyteller. If something breaks their concentration then the items or creatures will fall to the ground. The caster is free to designate themselves as a target of the spell if they can bear the weight and aren't too big to be moved, but while doing so the caster suffers from a -2 penalty to all other actions, attacks, armor class, and save rolls from the added difficulty.

With regards to creatures; the caster may hurl them at targets causing damage to the target and the creature used as a weapon. A thrown creature suffers normal fall damage for the distance traveled or as indicated by the Storyteller. Weapons cause normal damage (including inherent magic) but without a strength bonus. Other types of damage (bludgeoning, slashing, piercing, etc.) as well as any other side effects caused by an item or creature used as a weapon are subject to the Storyteller's judgment.

If the caster has not yet filled their quota of objects that they can manipulate with their mind they can make Reflex saves to catch mundane missiles of which they are aware; including objects and creatures wielded with *Telekinesis* if the item isn't too large or heavy for the defending wizard to move. Each round, the caster can make one such save for each missile attack they are aware of until they reach their maximum for the number of items they can manipulate and/or their maximum weight allowance. Caught items cannot be dropped until the start of the caster's initiative action. The DC for these saves is equal to their opponent's attack roll, including magic and any other modifiers to the attack.

With any spell result greater than 20, the caster can temporarily forgo the manipulation of objects and creatures in order to create *Telekinetic Armor* which grants the caster a bonus to armor class equal to +1 per 2 caster levels against any attack of which they are aware. While the armor is active the caster loses access to the action die used to cast the *Telekinesis* spell and the ability to catch incoming missile fire until they dismiss the armor. The caster can avoid the damage from the *Magic Missile* spell with a successful Luck check against each missile. The caster may invoke the use of this armor at any point during the spell's operation; when the armor option is inactive the caster regains the ability to manipulate objects and creatures per the original casting check result as long as the spell has time remaining on its duration. For any instances when it is unclear whether or not the caster is away of an attack they roll a luck check with situational modifiers assigned by the Storyteller.

With any spell check result greater than 24, the caster can apply damage directly to a target if they fail a Fortitude save versus half the spell check result; victims cannot be moved, but count towards the caster's total limits on weight, space, and number of items. The attack requires the sacrifice of an action die for the round and inflicts 2d4 points of force damage + 1 point per caster level, per round. The victim receives a new save roll at the start of their initiative and with success they can break free and act normally.

Manifestation: **Roll 1d6** to determine how this spell manifests: **(1-2)** Tiny demons appear from a nether realm; these barely seen demons lift and move the items and creatures as the caster directs. **(3-4)** While the caster has access to their telekinetic powers they are surrounded by a wreath of pink and green electrical discharges. This static electricity arcs to items under the casters control or any other random items if the caster isn't moving anything, but causes no damage. **(5)** Items the caster moves or manipulates glow with light equivalent to a torch. *Roll 1d14 to determine color of the effect: 1= Red, 2=Orange, 3= Yellow, 4= Green, 5= Blue, 6= Indigo, 7= Violet, 8= Black, 9= Gray, 10= White, 11= Gold, 12= Silver, 13= Roll twice, 14= Roll thrice*. **(6+)** The caster's eyes glow with pale blue light while the spell is being cast, but otherwise there are no unusual manifestation effects.

Corruption: **Roll 1d5** to determine what happens: **(1)** As a misfire, but half the points are permanently lost and may only be restored via quest or divine intervention. **(2)** The caster becomes unable to remember or cast *Unseen Servant*, *Ethereal Champion* or any other spell that involves or manipulates magical force, including *Magic Missile* and *Magic Shield*. **(3)** The caster forever becomes the object of ire and hatred in the eyes of unseen servants, ethereal champions, and other creatures of magical force. These creatures will always attack the caster and gain a +2 bonus for both attack and damage rolls. The caster receives a -3 casting penalty on any spell that summons a creature of force or otherwise manipulates magical force. **(4)** The caster receives a -2 casting penalty on any spell that summons a creature of force or otherwise manipulates magical force. **(5+)** The caster receives a -1 casting penalty on any spell that summons a creature of force or otherwise manipulates magical force.

Misfire: Any time this spell misfires, it causes the caster to temporarily lose 2d6 points of their intelligence score which can be restored in the normal manner via rest and magic.

1-4: Spell fails, is forgotten, and worse! **Roll 1d6** modified by Luck: **(0 or less)** Greater corruption + Misfire + Patron taint (or Spell corruption if no Patron), **(1-2)** Major corruption and Patron taint (or Spell corruption if no Patron), **(3-4)** Patron taint (or Spell corruption if no Patron), **(5+)** Misfire.

5-16: Spell fails and is forgotten.

17: *Partial success* and the spell is forgotten. The caster can lift, move, and manipulate 1 unattended, visible inanimate object that is no farther from the caster than 50ft, +10ft per caster level. Item may be no more than 1 cubic foot and can weigh no more than 10 lbs. The item floats gently through the air at 10ft/ round as it travels under the caster's direction. The caster must concentrate upon the object or it immediately falls to the ground; they cannot move nor can they take any other actions while manipulating an object via telekinesis.

18-19: *Success.* The caster can lift, move, and manipulate 1 unattended, visible inanimate object that is no farther from the caster than 50ft, +10ft per caster level. Item may be no more than 1 cubic foot per caster level and can weigh no more than 10 lbs. per caster level. The item floats gently through the air at 20ft/ round as it travels under the caster's direction. The caster must concentrate upon the object or it immediately falls to the ground; they may take no other actions beyond movement up to their normal move speed per round. They cannot charge, run, or sprint while moving an object. The caster cannot make attacks with this item even if they have extra action dice.

20-23: *Success.* The caster can lift, move, and manipulate 1 inanimate object that is no farther from the caster than 100ft, +20ft per caster level. The size of this item cannot exceed 2 cubic feet per caster level and weighs no more than 20 lbs. per caster level. The item moves through the air at up to 30ft per round as it travels under the caster's direction. Caster must succeed at a concentration check when moving the object, taking additional actions, or taking a movement action, or the object falls to the ground immediately. The caster can move up to their normal speed per round and cannot charge, run, or sprint while moving an object. The caster can make 1 attack against a target within range of the item's movement per round. Inflicting up to 2 points of damage per 25 lbs. of the object. The caster can steal visible items from other creatures if the owner fails a DC9 Reflex save.

24-25: *Success.* The caster can lift, move and manipulate a total of 2 objects or creatures* who fail a DC12 Willpower save that are no farther from the caster than 150ft, +30ft per caster level. The combined size of these items and creatures cannot exceed 3 cubic feet per caster level with a total weight no greater than 30 lbs. per caster level. Items and creatures move through the air at up to 40ft per round as they travel under the caster's direction. Caster must succeed at a concentration check when moving the object, taking additional actions, or taking a movement action, or the objects fall to the ground immediately. The caster can move up to their normal speed per round and can charge, but not run, or sprint while moving an object. The caster can make no more than 2 attacks at targets within range of the floating objects per round. Creatures and items can be used as weapons that cause up to 3 points of damage per 25 lbs. to their target. The caster can steal visible items from other creatures if the owner fails a DC11 Reflex save.

26-28: *Success.* The caster can lift, move and manipulate a total of 2 objects and creatures* who fail a DC13 Willpower save that are no farther from the caster than 250ft, +50ft per caster level. The combined size of these items and creatures cannot exceed 5 cubic feet per caster level with a total weight no greater than 50 lbs. per caster level. Items and creatures move through the air at up to 50ft per round as they travel under the caster's direction. Caster must succeed at a concentration check when moving the object, taking additional actions, or taking a movement action, or the objects fall to the ground immediately. The caster can move up to their normal speed per round and can charge, but not run, or sprint while moving an object. The caster can make no more than 2 attacks at targets within range of the floating objects per round. Creatures and items can be used as weapons that cause up to 5 points of damage per 25 lbs. to their target. The caster can steal visible items from other creatures if the owner fails a DC12 Reflex save.

29-33: *Success.* The caster can lift, move and manipulate a total of 3 objects and creatures* who fail a DC15 Willpower save that are no farther from the caster than 400ft, +80ft per caster level. The combined size of these items and creatures cannot exceed 8 cubic feet per caster level with a total weight no greater than 80 lbs. per caster level. Items and creatures move through the air at up to 80ft per round as they travel under the caster's direction. The caster can move and act normally while directing the movements of objects and creatures as long as they reserve one action die for the *Telekinesis* spell. The caster can make no more than 2 attacks at targets within range per round. Creatures and items can be used as a weapon that causes up to 5 points of damage per 25 lbs. to their target. The caster can steal visible items from other creatures if the owner fails a DC14 Reflex save.

34-35: *Success.* The caster can lift, move and manipulate a total of 4 objects and creatures* who fail a DC17 Willpower save that are no farther from the caster than 650ft, +130ft per caster level. The combined size of these items and creatures cannot exceed 13 cubic feet per caster level with a total weight no greater than 130 lbs. per caster level. Items and creatures move through the air at up to 130ft per round as they travel under the caster's direction. The caster can move and act normally while directing the movements of objects and creatures as long as they reserve one action die for the *Telekinesis* spell. The caster can make no more than 3 attacks at targets within range of the floating objects per round if they have sufficient action dice. Creatures and items can be used as a weapon that causes up to 5 points of damage per 25 lbs. to their target. The caster can steal visible items from other creatures if the owner fails a DC16 Reflex save.

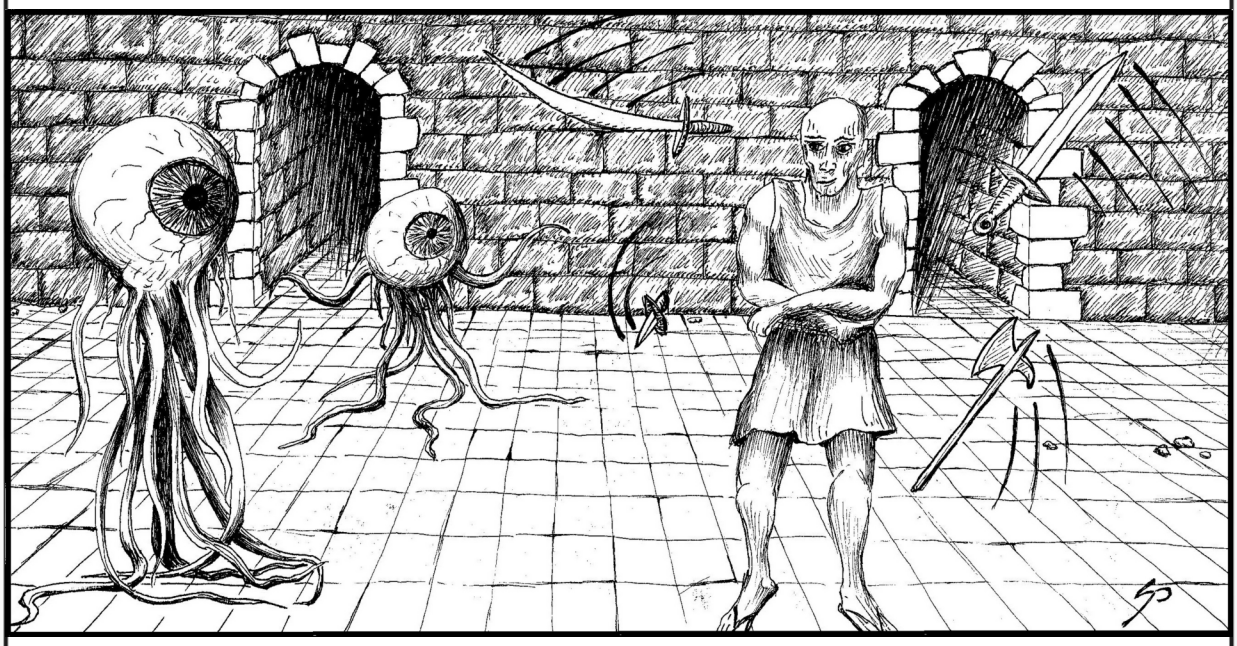
36-37: *Success.* The caster can lift, move and manipulate a total of 5 objects and creatures* who fail a DC18 Willpower save that are no farther from the caster than 1050ft, +210ft per caster level. The combined size of these items and creatures cannot exceed 21 cubic feet per caster level with a total weight no greater than 210 lbs. per caster level. Items and creatures move through the air at up to 210ft per round as they travel under the caster's direction. The caster can move and act normally while directing the movements of objects and creatures as long as they reserve one action die for the *Telekinesis* spell. The caster can make no more than 3 attacks at targets within range of the floating objects per round if they have sufficient action dice. Creatures and items can be used as a weapon that causes up to 7 points of damage per 50 lbs. to their target. The caster can steal visible items from other creatures if the owner fails a DC17 Reflex save.

38-39: *Success.* The caster can lift, move and manipulate a total of 10 objects and creatures* who fail a DC19 Willpower save that are no farther from the caster than 1700ft, +340ft per caster level. The total size of these items and creatures cannot exceed 34 cubic feet per caster level with a total weight no greater than 340 lbs. per caster level. Items and creatures move through the air at up to 340ft per round as they travel under the caster's direction. The caster can move and act normally while directing the movements of objects and creatures as long as they reserve one action die for the *Telekinesis* spell. The caster can make no more than 3 attacks at target within range of the floating objects per round if they have sufficient action dice. Creatures and items can be used as a weapon that causes up to 7 points of damage per 50 lbs. to their target. The caster can steal visible items from other creatures if the owner fails a DC18 Reflex save.

40-41: *Success.* The caster can lift, move and manipulate a total of 15 objects and creatures* who fail a DC20 Willpower save that are no farther from the caster than 2750ft, +550ft per caster level. The total size of these items and creatures cannot exceed 55 cubic feet per caster level with a total weight no greater than 550 lbs. per caster level. Items and creatures move through the air at up to 550ft per round as they travel under the caster's direction. The caster can move and act normally while directing the movements of objects and creatures as long as they reserve one action die for the *Telekinesis* spell. The caster can make no more than 3 attacks at targets within range of the floating objects per round if they have sufficient action dice. Creatures and items can be used as a weapon that causes up to 6 points of damage per 50 lbs. to their target. The caster can steal visible items from other creatures if the owner fails a DC19 Reflex save.

42+ *Success.* The caster can lift, move and manipulate a total of 20 objects and creatures* who fail a DC21 Willpower save that are no farther from the caster than 4450ft, +890ft per caster level. The total size of these items and creatures cannot exceed 89 cubic feet per caster level with a total weight no greater than 890 lbs. per caster level. Items and creatures move through the air at up to 890ft per round as they travel under the caster's direction. The caster can move and act normally while directing the movements of objects and creatures as long as they reserve one action die for the *Telekinesis* spell. The caster can make no more than 3 attacks at targets within range of the floating objects per round if they have sufficient action dice. Creatures and items can be used as a weapon that causes up to 10 points of damage per 75 lbs. to their target. The caster can steal visible items from other creatures if the owner fails a DC20 Reflex save.

***NOTE:** For this spell the cubic feet of individual critter sizes is set at: Tiny= 2cf or less, Small= 9cf, Medium= 36cf, Large= 144cf, Huge= 576cf



Transmute Air

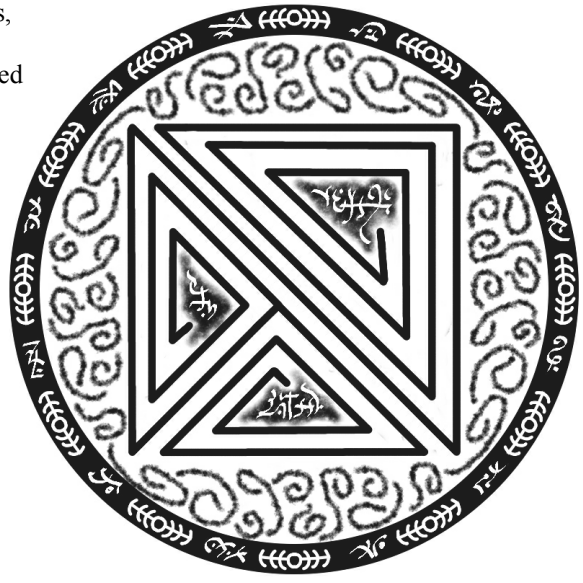
Level: 4	**Range:** Varies	**Duration:** Varies	**Casting Time:** 1 round
Reversible	No		
Ritual Spell	Yes		
Save	No, unless spell entry says otherwise.		

General: The caster commands the element of *Air*, allowing them various powers. On a successful casting, the wizard may choose to invoke any effect equal to or less than their casting check result, allowing a range of options with every successful casting to produce a weaker but potentially more useful result. If for some reason there is not enough air for the selected spell effect; and everyone is still surviving somehow, this spell fails and is lost for the day.

Manifestation: **Roll 1d8: (1-2)** For the duration of the spell the wizard is surrounded by several howling air elementals. **(3-6)** The caster's clothing and hair appears to be rippling and waving in a blast of wind that only they can feel for the duration of the spell; this causes up to a -5 penalty for skill, casting, and concentration checks at the Storyteller's discretion. **(7)** During the casting, the wizard lifts 5ft into the air and glows with a soft white light. **(8+)** For the spell's duration, the caster has smoke pouring out of their mouth every time they speak; it is harmless but strange. *Roll 1d8 to determine the color of the smoke: 1= Red, 2= Orange, 3= Yellow, 4= Green, 5= Blue, 6= Indigo, 7= Violet, 8= Roll twice.*

Corruption: **Roll 1d6: (1)** The caster now suffers from incurable asthma that reduces their movement rate to 5ft/ round and imposes a -4 penalty on all actions, attacks, skill checks, AC, and save rolls. **(2-5)** The caster suffers a permanent -2 on all saves versus air based spells. **(6+)** The caster automatically incurs the wrath of any air elementals or similar creatures encountered for the next 1d4 weeks; the caster must succeed at a Luck check at the start of each 7 day period starting immediately. Failure indicates that 1d3 air elementals of 4 hit dice arrive to attack the caster.

Misfire: **Roll 1d4: (1)** One random ally of the caster within 30ft spends the next 1d6 turns suffering from strong head hinds that reduces their movement rate to 15ft/ round and imposes a -2 penalty on all actions, attacks, skill checks, and armor class. **(2)** The caster spends the next 1d6 minutes suffering from strong but random winds that shove them about; reducing their movement rate to 15ft per round and imposes a -2 penalty on all actions, attacks, skill checks, and armor class. **(3)** One random ally of the caster within 30ft automatically incurs the wrath of an air elemental that spends the next 2d24 hours following them around making rude noises whenever the victim sits, or climbs stairs, etc. **(4)** The caster automatically incurs the wrath of an air elemental and must succeed at a DC15 Fortitude save or they are partially suffocated by the elemental causing 1d4 points of Strength and Stamina damage.



1-4: Spell fails and is forgotten! **Roll 1d6** modified by Luck: **(0 or less)** Greater corruption + Misfire + Patron taint (or Spell corruption if no Patron, **(1-2)** Major corruption and Patron taint (or Spell corruption if no Patron), **(3-4)** Patron taint (or Spell corruption if no Patron), **(5+)** Misfire.

5-16: Spell fails and is forgotten.

17: *Partial success* – The caster is granted a +3 bonus to their saves verses airborne gasses and toxins, as well as any air based spells, air elementals, and sonic affects for 1d10 rounds; however, during this time they suffer an equivalent penalty to earth based attacks, electricity, earth elementals and spells. Spell is forgotten.

18-19: The caster takes control of a 10ft cubic pocket of air per caster level for up to 1d6 minutes per caster level and within all of these zones the caster may cause one of the listed effects to occur. The cubes are stationary and must be within 50ft of the caster, who doesn't need to concentrate upon the areas after creating them. The caster is the only one who can see the shimmering outlines of these areas unless there is something in the space that can be seen; anything that moves into, or through, these areas becomes subject to their effects. Air elementals of at least 16 hit dice are unaffected by this spell result and can disperse these effects with 1 round of effort per 10ft cube. Moderate natural winds of at least 20mph or the *Gust of Wind* spell with a superior casting check result may also be used to clear one of these cubic areas per 5 points of the counter spell's casting check greater than 20.

- Create a partial vacuum that causes victims to suffer 1d6 points of decompression damage per minute of exposure on a failed Fortitude save versus a DC equal to the casting check result.
- Befoul the air with toxic gasses that cause all breathing creatures to suffer fits of choking and nausea as well as suffering 1 point of Stamina damage per minute of exposure on a failed Fortitude save versus the casting check result.
- Within the effected zone the winds swirl and kick up a dense cloud of dust and debris that imposes a -1 attack penalty per caster level of the wizard on anyone (except the caster) firing out of or into the dust cloud. Furthermore, missile attacks from creatures firing into or out of these areas, other than the caster, that hit their targets have the damage reduced by 2 steps on the dice chain to a minimum of 1 point.
- Rather than setting up cubic areas, the caster may either heal or harm a single creature of elemental air within 30ft, +5ft per caster level. Causing them 1d6 points of healing or damage per caster level. If damaged, the targeted creature gets a Fortitude save versus the casting check result for half damage.

20-23: The spell calls forth a minuscule air elemental for the caster as well as for up to 1 medium sized person or the equivalent in baggage per caster level. These powerful, but small whirlwinds lift the caster, their allies, and equipment to propel them along at a rate of 80ft/ round for up to 1 hour, +1 hour per caster Level and these elementals have no combat ability. While in flight, they and their burdens are considered the same; the creatures and the cargo they are transporting are granted an AC bonus of +3 over the subject's normal value. These air elementals have an INT score of 2 and simply follow the commands of the person they are carrying or the nearest affected creature for flying baggage. However, these elementals are under the caster's total mental control and will follow his or her commands so long as the caster and the elemental are within sight of each other.

24-25: Caster can mold the air nearby with nothing more than their hands, as if the air were made of soft clay. The caster affects an area equal to a half cubic foot per caster level. The level of detail is crude, but the object functions as intended; weapons of air inflict damage, trap doors made of air may open and close, manacles of cold, hardened air to restrain prisoners, and with sufficient skill the caster may fashion armor and shields of air condensed to steel hard clouds. These items function normally for 1 day per caster level and may be given to others to use. Furthermore items and weapons made in this manner can be invisible or constructed of clouds; that can cause stun damage.

26-28: Caster may designate up to 1 air breathing creature per caster level within 50 feet. Targets of this spell must succeed at a fortitude save versus a DC equal to this casting check or they suffocate and die in 4 minutes because air refuses to enter their lungs. During this time the victims may continue to function, but they suffer a -1 penalty to all actions, initiatives, attacks, damages, and saves during the first minute. This penalty increases by 1 at the start of each minute they are suffering from this spell. Victims can save themselves if they or something else kills the caster of this spell within the last 4 minutes of the victim's life.

29-33: Caster creates a wall of condensed air 3" thick and 10ft square per caster level. There must be some pre-existing structure for the wall to connect to in order to create this barrier. The wall can be oriented in any direction, but is light and springy and not suitable for construction purposes. However, its elastic properties allow for other uses such as safety nets and privacy walls to block line of sight. This wall of air may be invisible or made from condensed clouds, but is only semi-permanent. Barring effects that destroy magic, this wall is destroyed after it absorbs 15 points of damage/ caster level from weapons, falling creatures, and items impacting the wall.

34-35: Caster creates a wall of condensed air 7" thick and 10ft square per caster level. There need not be any pre-existing structure for the wall to be connected to and it may be shaped and fashioned into any device or structure the caster knows or can visualize; including ramps, bridges, ramparts, gates, castles and other such useful structural features. These barriers and structures will float in mid-air and may be left to drift with the winds or they can travel under their own power at a speed of 50ft/ round. It is light weight and may have its elastic properties on command for any portion of the wall or structure for up to 10 square feet per caster level. This wall or structure of air may be invisible or made from condensed clouds and is only semi- permanent; barring effects that destroy magic if this wall or structure can absorb up to 50 points/ caster level from weapons, falling creatures and items before it is destroyed.

36-37: Caster cancels out the ability of creatures and other objects to fly naturally or with the aid of magic. The caster may designate 1 creature, +1 creature per 2 caster levels and command the air not to carry them aloft upon a failed DC18 Fortitude save. These effects last for 1 hour per caster level, but can be made permanent if the caster commits 1 point of spellburn per hit die of each creature to be permanently grounded. Magic items require 5 points of spellburn to permanently remove their ability to fly.

38-39: Caster may transform into a quasi-air elemental by infusing their bodies with the raw energies from the Elemental Plane of Air. In this form, the caster gains a +4 bonus to initiative in addition to a natural Agility score of 18; +3 bonus. The caster's Strength is re-set to 9, movement rates are doubled, and they cannot drown or suffocate and is immune to airborne toxins and gasses. They gain a fly speed of 100ft/ round and are completely immune to sonic damage; the transformation lasts 1 round/ caster level. The caster only takes half damage from sonic attacks, but they take an extra 50% damage from electricity and earth based attacks.

40-41: *Sonic attack* – The caster can scream loud enough to cause damage and shatter crystalline objects, glass, and other such objects within 50ft, +10ft/ caster level. Creatures and items within this area that fail a DC20 fortitude save or suffer 1d12 points of sonic damage, +1 point/ caster level. Crystalline and fire based creatures take double damage and all crystalline and other fragile items are destroyed unless magical. Magical items are allowed a DC15 Fortitude save to avoid destruction but still take half damage. All non-magical fires in range are snuffed out unless magical. Magical fires are only suppressed for 1d4 rounds, +1 round per caster level and will return if their duration of effect has not expired.

42+ The caster takes fearsome control of the atmosphere and creates one of the following effects:

- For the next 10 minutes/ caster level the wizard may reproduce one of the following lower level spells that has an *air* component every 10 minutes: *Choking Cloud, Cloud of Fresh Air, Feather Fall*, or *Obscuring Mist* as if the caster had rolled a 30; or *Levitate, Magic Mouth, Shatter, Silence,* and *Sonic Resistance* as if the caster had rolled a 25; and *Fly, Gust of Wind, Haste* and *Lesser Devastation (sonic only)* as if they had rolled a total of 20.
- *Mighty storm* – The caster creates a tornado on command that lands in the place designated by the caster within 1 mile. The wizard may view this location by sight, spell, or other means. The twister lasts for 2 rounds/ caster level. The wizard can direct the tornado to travel up to 100ft each round; ripping apart the environment causing a swath of destruction 500ft in diameter inflicting 5d8 points of damage/ round to everything in this area; creatures are allowed a DC21 Fortitude save each round for half damage, but the first time they fail they are sucked up by the storm and carried along for its duration then dropped for a final 5d8 points of damage; bones are broken for each die result of 6+

- The caster creates an immobile zone 1 mile in diameter per caster level centered upon the caster that lasts for 1 hour per caster level. In this area all ranged attacks are limited to short range and have their damage dice reduced by 2 steps on the dice chain. Creatures and magic items within this area can only fly with the caster's permission unless the flying creature succeeds at a DC21 Willpower save. Flying creatures that manage to stay in the air have their movement rates reduced by half and they cannot glide or hover.
- The caster is completely immune to sonic damage, vacuum effects, drowning, and air based attacks for 1 day per caster level. However, they take double damage from electricity, metal weapons, and earth based attacks during this time.
- Caster and their allies within 50ft of the caster receive a +8 bonus to their casting check results for and save rolls verses any of the spells listed above for 1 minute, +1 minute per caster level.
- The caster may choose any result of 41 or less; the effect can be made permanent if the caster or recipient of the spell commits 10 points of spellburn. Three points of which are permanently lost unless the caster destroys a diamond worth at least 5,000gp.



Transmute Earth

Level: 4	**Range:** Touch or 30ft	**Duration:** Varies	**Casting Time:** 1 round
Reversible	No		
Ritual Spell	Yes		
Save	No, unless spell entry says otherwise.		

If the other *Transmute* spells from *Liber Arcanum* are in use then the storyteller should use these entries for the *Transmute Earth* spell table. (See DCCRPG Core Rules)

17: *Partial success* – The caster is granted a +3 bonus to their saves verses electricity as well as any earth based creatures, spells, and force affects for 1d10 rounds; however, during this time they suffer an equivalent penalty to water based attacks, acids, spells and they only gain 50% benefit from potions. Spell is forgotten.

42+ The caster takes terrifying control of the element of earth for quite some distance and the caster may choose one of the following effects:

- For the next 10 minutes/ caster level the wizard may reproduce one of the following lower level spells that has an *earth* component every 10 minutes: *Force Manipulation, Magic Missile,* and *Magic Shield,* as if the caster had rolled a 30; *Electricity Resistance, Locate Object,* and *Strength* as if the caster had rolled a 25; *Eternal Champion, Lesser Devastation (electricity only), Lightning Bolt, Paralysis, Slow, Stamina,* and *Turn to Stone* as if they had rolled total result of 20.
- *Minor earthquake* – The caster designates a point within 1 mile by sight, spell, or other means and a violent earthquake lasting 1 round per caster level forces all the structures within 250ft of the epicenter to succeed at a DC21 Fortitude save or they are destroyed. Anyone trapped in this area is automatically knocked prone and takes 1d14 points of damage per round during the event from falling debris and collapsing structures and trees. All victims receive a DC21 Fortitude save for half damage each round.
- The wizard creates an immobile zone one half-mile in diameter per caster level centered upon the caster and lasting for 1 hour per caster level. All affected creatures have their walking, running, climbing, and burrowing speeds reduced by half unless they have the caster's permission; or, they succeed at a DC21 Willpower save.
- The caster is completely immune to electricity damage and earth based attacks for 1 day per caster level, including the damage from non-magical metal weapons. However, the caster takes double damage from acid and water based attacks and gains no benefits from potions for this time.
- The caster's allies within 50ft receive a +8 bonus bonus to their casting checks results for and save rolls verses any of the spells listed in this entry. This spell benefit lasts for 1 minute, +1 minute per caster level
- The caster may choose any result of 41 or less; the effect can be made permanent if the caster or recipient of the spell commits 10 points of spellburn. Three points of which are permanently lost unless the caster destroys an emerald of at least 5,000gp.



Transmute Fire

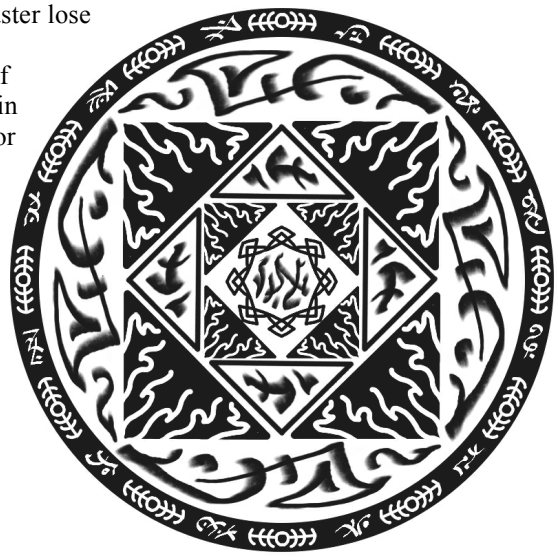
Level: 4	**Range:** Varies	**Duration:** Varies	**Casting Time:** 1 round
Reversible	No		
Ritual Spell	Yes		
Save	No, unless spell entry says otherwise.		

General: The caster commands the element of *Fire*, allowing them various powers. On a successful casting, the wizard may choose to invoke any effect of equal to or less than his casting check, allowing a range of options with every successful casting to produce a weaker but potentially more useful result. If there isn't a fire of sufficient size for the selected effect; this spell fails and is forgotten.

Manifestation: **Roll 1d8: (1-3)** The caster's body is wreathed in spectral fire for the duration of the spell; this causes no problems with casting or armor class, but sheds light equivalent to a small campfire. This causes up to a -5 penalty to the caster's ally's skill and concentration checks as well as on enemy attacks at the Storyteller's discretion. *Roll 1d8 to determine the color of the fire: 1= Red, 2= Orange, 3= Yellow, 4= Green, 5= Blue, 6= Indigo, 7= Violet, 8= Roll twice.* **(4-6)** During the spell's casting the wizard is surrounded by several snarling Fire Elementals. All within 30ft of the caster must succeed at a Luck check or suffer 1d4 points of fire damage per round until they can extinguish the flames from the fires these elementals cause. **(7)** While the spell is active, all fires within 10ft/ caster level of the wizard change to another color. *Roll 1d8 to determine the color of the fires using the chart above.* **(8+)** During the spells duration, the caster has smoke smoldering from their hair and skin, it smells bad and gives other creatures a +2 bonus on scent based tracking rolls, but is otherwise harmless. *Roll 1d8 to determine the color of the smoke using the chart above.*

Corruption: The caster has incurred the wrath of a minor fire elemental who takes it upon themselves to harass the caster and his or her allies until their ire is satiated. This condition is permanent unless the caster can discover why the fire spirit is angry; then perhaps it can be mollified into leaving the caster in peace. With each new dawn, the caster must succeed at a Luck check. Failure indicates the victim must roll on the misfire table for this spell to see how the elemental expresses its ire. *NOTE: Storyteller can make up any reasons that fit their campaign setting; or they can treat this corruption as a major curse.*

Misfire: **Roll 1d8: (1)** One random ally of the caster within 30ft takes 1d6 points of fire damage, +1 point per caster level of the wizard or creature that bungled the spell. **(2)** The caster takes 1d6 points of fire damage, +1 point per caster level. **(3)** One random ally of the caster within 30ft takes an extra 25% damage from fire spells for the rest of the day. **(4)** The caster takes 1d4 points of fire damage. **(5)** One random ally of the caster within 30ft takes one point of fire damage. **(6)** The caster takes one point of fire damage. **(7)** Fires within 50ft of caster lose their heat and cannot cook, or perform tasks other than shedding light for the rest of the day. **(8+)** For the rest of the day, not even magical fires will burn if they are within 30ft of the caster; fire spells cannot be cast from within or will affect this area.



1-4: Spell fails, and is forgotten! **Roll 1d6** modified by Luck: **(0 or less)** Greater corruption + Misfire + Patron taint (or Spell corruption if no Patron), **(1-2)** Major corruption and Patron taint (or Spell corruption if no Patron), **(3-4)** Patron taint (or Spell corruption if no Patron), **(5+)** Misfire.

5-16: Spell fails and is forgotten.

17: *Partial success* – The caster is granted a +3 bonus to their saves verses fire as well as any fire based creatures, spells, and heat affects for 1d10 rounds; however, during this time they suffer an equivalent penalty to air based creatures, as well as sonic attacks and spells. Spell is forgotten.

18-19: The caster takes control of a 10ft cubic area per caster level and for 1d6 minutes per caster level and within all of these cubic zones the caster may cause one of the following effects to occur. These cubes are stationary and must be within 50ft of the caster, who doesn't need to concentrate upon them after casting unless they are altering the effects of the fire suppression ability. The caster is the only one who can see the shimmering outlines of these areas unless the area is generating smoke and anything that moves into, or through, these areas becomes subject to their effects. Fire elementals of at least 16 hit dice are unaffected by this spell result and can disperse these effects with 1 round of effort per 10ft cube.

- Suppress the light, heat, damage, and general effectiveness of mundane fires within the area by 1 step on the dice chain and 10ft of light radius per round of concentration; fires reduced below 1d3 damage are snuffed out. Magical fires are affected, but cannot be snuffed out. If the caster stops concentrating the strength slowly returns to the affected fires; regaining one step and 10ft of light radius per round until the fires reach their normal strength.
- Befoul the air with toxic smoke that causes all breathing creatures to suffer fits of choking and nausea as well as causing 1 point of Stamina damage per minute of exposure on a failed Fortitude save versus the casting check result. Additionally, the smoke imposes a -1 attack penalty per caster level of the wizard upon anyone (except the caster) firing into, out of, or through the affected areas.
- Increase the light, heat, damage, and general effectiveness of mundane fires within the area by 1 step on the dice chain and 10ft of light radius per round of concentration. Fires consume their fuel at a frightful pace; all affected fires are snuffed out after 2d3 rounds of concentration. Magical fires are affected if the casting check that generated them is less than that of the *Transmute Fire* casting check result, but magical fires will remain for as long as their normal durations.
- Rather than set up cubic areas, the caster may either heal or harm a single creature of elemental fire within 30ft, +5ft/ caster level for 1d6 points of healing or damage per caster level. If damaged, the targeted creature gets a Fortitude save versus this casting check result for half damage.

20-23: The caster causes a bonfire of at least 5ft square to become a portal to another similar sized fire within 100ft per caster level as long as both fires are on the same Plane and this spell result cannot breach into the Elemental Plane of Fire. The portal lasts for only 1 round per caster level then both fires are snuffed out, even if they are magical. Neither the caster, nor their equipment, or any other creatures or items are harmed or ignited when using these portals.

24-25: Caster can mold flames with nothing more than their hands, as if the fire were made of soft clay. The caster affects an area equal to a half cubic foot per caster level. The level of detail is crude, but the object functions as intended; weapons of fire inflict their regular damage and start fires, but do not cause additional fire damage. Their damage counts as fire damage for overcoming damage resistance. This spell allows the caster to create trap doors made of fire that can open and close, manacles of scalding hot and steel hard fire to restrain prisoners that cause 2 points of fire damage per round to their victims, and with sufficient skill the caster may fashion armor and shields of condensed steel hard flames. These items function normally for 1 day per caster level and may be given to others to use; however, only the caster is immune to the heat and fire damage these items create. Unless the recipient has protection from fire damage they take 1 point of fire damage per round of contact.

26-28: Caster may designate up to 1 creature or item per caster level within 50ft. Targets of this spell must succeed at a Fortitude save versus a DC equal to this casting check or they burst into flames. The victims suffer 2d6 points of fire damage per round until they or someone else can succeed at a Luck check to put the flames out. The fire may destroy any of the target's equipment on a failed Luck check for any damaged items.

29-33: Caster creates a wall of condensed fire 3" thick and 10ft square per caster level. The flames seep out from minuscule cracks into the Elemental Plane of Fire in order to create this barrier or structure, but their must be some pre-existing structures for the wall to connect with in order to create this barrier, and if they are not fire-proof, they won't last long. The wall can be vertical or horizontal, causes 1d4 points of fire damage per caster level of its creator to any item or creature touching the flames. Living creatures and intelligent undead are allowed a Fortitude save versus this casting check result for half damage. The wall sheds light out to 50ft and it is less than ideal for construction purposes. Barring any magic canceling effects, this wall is destroyed after it has inflicted 30 points of damage per caster level or 1 turn per caster level, whichever comes first.

34-35: Caster creates a wall of condensed fire 7" thick and 10ft square per caster level. There need not be any pre-existing structure for the wall to be connected to. The flames seep out from minute cracks into the Elemental Plane of Fire in order to create this barrier or structure. It may be shaped and fashioned into any device or structure the caster knows or can visualize; including ramps, bridges, ramparts, gates, castles and other such useful structural features. These barriers and structures will float in mid-air and may be left to drift with the winds or travel under their own power at a speed of 50ft/ round. Items or creatures touching the flames take 1d6 points of fire damage per caster level of its creator; living creatures and intelligent undead are allowed a Fortitude save versus this casting check result for half damage. The wall sheds light out to 100ft and the heat damage from the sheets of fire used in these objects may be suppressed or resumed at the creator's whim for areas of up to 10 feet square/ caster level. Barring effects that destroy magic, this wall or structure's properties last 1 day/ caster level or until it has inflicted a total of 60 hit points of damage per caster level of its creator.

36-37: The caster causes all metal items within 50ft, +25ft/ caster level to instantly become white-hot. This causes 1d10 points of damage per round of contact to any creature holding or wearing these items unless they succeed at a DC18 Reflex save to drop, or Fortitude save to resist half damage from the heated item. Furthermore, the temper of the metal items has been ruined: weapons damage is reduced by 2 steps on the dice chain and the AC of metal armor and shields is reduced by half. Any item reduced below 1d3 damage, or less than 1 AC is destroyed. The Storyteller will mitigate any situations that may arise.

38-39: Caster may transform into a quasi-fire elemental by infusing their bodies with the raw energies from the Elemental Plane of Fire. In this form, the caster gains a +2 bonus to initiative in addition to a natural Agility score of 19; granting a +4 bonus. The caster is granted a touch attack that causes 1d10 fire damage per round of contact; but the victim is allowed a DC19 Fortitude save each round for half damage. The caster's Strength is re-set to 9 and any creatures or items other than the caster's within 10ft must succeed at a Luck check or catch fire causing them 1d4 points of damage per round. The subject of the spell gains a bonus to their land speed of +15ft/ round, they take no damage from fire, heat, and desiccation attacks, but they take an extra 50% damage from air based creatures as well as sonic and musical spells and attacks. This transformation lasts 1 round/ caster level.

40-41: The caster can make a single breath weapon attack. They breathe out a 60^{o} cone of fire to a distance of 10ft/ caster level causing 5 points of damage per caster level to everything caught in the blast. Creatures and their equipment within the blast area are allowed a DC20 Fortitude save for half damage.



42+ The caster takes fearsome control of the Element of Fire; choose one of the following effects:

- For the next 10 minutes/ caster level the wizard may reproduce one of the following lower level spells that has a fire component every 10 minutes: *Choking Cloud, Color Spray, Flaming Hands* as if the caster had rolled a 30; *Fire Resistance* and *Scorching Ray* as if the caster had rolled a 25; *Fireball* and *Lesser Devastation (fire only)* as if they had rolled a total of 20.

- *Minor volcano* – the caster designates a point within 1 mile by sight, spell, or other means and a fumarole opens up to spew lava and chunks of molten rock into the air! This tiny volcano is active for 1 round per caster level and affects everything within 500ft. Creatures that fail a Luck check each round are targeted by these flying projectiles; each causes 3d10 points of damage to the target that counts as both fire and bludgeoning damage. Targets succeeding at a DC21 Fortitude save take half damage. The lava moves in all directions from the center at a rate of 25ft/ round and anything caught within 10ft of its leading edge suffers 3d10 points of fire damage per round with a DC21 Fortitude save for half damage; items and creatures within the lava take 6d10 points of fire damage per round with a DC25 Fortitude save for half damage.

- The wizard creates an immobile zone one half-mile in diameter per caster level centered upon the caster lasting for 1 hour per caster level. Nothing in this area can ignite, burn, or invoke the power of fire without the caster's permission unless that creature succeeds at a DC21 Willpower save or the casting check for their fire based spell or effect is superior to this casting check.

- The caster is completely immune to fire damage and fire based attacks for 1 day per caster level. They take double damage from air based creatures, spells, sonic and charm based attacks during this time.

- The caster and any of their allies within 50ft receive a +8 bonus to their casting check results for and saves rolls verses any of the spells listed in this entry as well as the *Control Fire* spell. This protection lasts for 1 minute, +1 minute per caster level.

- The caster may choose any result of 41 or less; the effect can be made permanent if the caster or recipient of the spell commits 10 points of spellburn; 3 points of which are permanently lost unless the caster destroys a ruby of at least 5,000gp.



Transmute Spirit

Level: 5	**Range:** Touch or varies	**Duration:** Varies	**Casting Time:** 1 round
Reversible	No		
Ritual Spell	Yes		
Save	No, unless spell entry states otherwise.		

General: The caster commands the element of *Spirit*, allowing them various powers. On a successful casting, the caster may choose to invoke any effect of equal to or less than his casting check, allowing a range of options with every successful casting to produce a weaker but potentially more useful result. See insert on page 216 for more information on results of 31+.

Manifestation: **Roll 1d10: (1)** The casters clothing and hair appear to be waving about from blasts of spectral winds that only the caster can feel; they are chilled and pale for the duration of the spell; this causes a -2 penalty on armor class, melee damage, skill, and concentration checks. **(2)** The caster seems to be invigorated by the casting of this spell and for the duration of its effect they gain a +2 bonus on all physical checks for Strength, Fortitude, and Agility; including save rolls. **(3-8)** The caster is surrounded by several howling Spirits that come from up out of the ground or somewhere else within the environment once the spell is cast. These Spirits don't harm the caster, but their wailing can draw unwanted attention and be awkward to explain. **(9)** During the casting the wizard appears to be covered in rippling and shimmering soft golden light that grants a +2 bonus to saves versus the attacks and powers of undead and negative energy creatures. **(10)** For the duration of the spell, the skin of the caster's face and skull slides off and they may speak with dead at will. Their new skeletal visage glows with the force of a torch; *roll 1d14 to determine color of the skull: 1= Red, 2=Orange, 3= Yellow, 4= Green, 5= Blue, 6= Indigo, 7= Violet, 8= Black, 9= Gray, 10= White, 11= Gold, 12= Silver, 13= Roll twice, 14= Roll thrice.*

Corruption: The caster has incurred the wrath of a restless poltergeist and must succeed at a Luck roll at dusk every day. Failure indicates the victim must roll on the misfire table for this spell. This condition is permanent unless the caster can discover why the spirit is angry; then perhaps the ghost can be laid to rest. *NOTE: Storyteller can make up any reasons that fit their campaign setting and this may be an excellent place for the start of a quest; or they can simply treat this corruption as if it were a major curse.*

Misfire: **Roll 1d10: (1)** The caster and one random ally of the caster within 30ft takes 1d6 points of damage, +1 point per caster level of the bungling wizard from random thrown items. **(2)** The caster and one random ally within 30ft takes 1d6 points of cold damage. **(3)** The caster takes 1d5 points of damage from random thrown items. **(4)** One random ally of the caster within 30ft of the caster has their life force suppressed and they cannot heal or be healed for the next 24 hours. **(5)** The caster has their life force suppressed and they cannot heal or be healed for the next 24 hours. **(6)** One random ally of the caster within 30ft takes 1 point of cold damage. **(7+)** The caster is plagued by nightmares and doesn't sleep well this night; imposing a -2 casting check penalty.



1-5: Spell fails and and is forgotten! **Roll 1d6** modified by Luck: **(1 or less)** Greater corruption + Misfire+ Patron taint (or Spell corruption if no Patron), **(2-3)** Major corruption and Patron taint (or Spell corruption if no Patron), **(4-5)** Patron taint (or Spell corruption if no patron), **(6)** Misfire.

6-18: Spell fails, is forgotten and cannot be memorized for 5 days. The caster also suffers 1d3 points of damage to their Stamina score. This damage may only be healed with magic.

19: *Partial Success* – the caster must choose one of the following options and the spell is forgotten:

- *Negative energy* – The caster gains a touch attack that inflicts 1d3 points of Stamina damage that may be used once per 2 caster levels for the next 12 hours.
- *Positive energy* – The caster gains 25 bonus hit points that last for the next 12 hours. These points are lost first when the caster takes damage and cannot be healed.

20-21: The caster takes control of one 10ft cubic space per caster level in which they control the forces of the Spirit realm. This control lasts for 1d6 turns per caster level and the cubes must be within 100ft of the caster. Within each of these zones the caster may cause a different one of the following effects to occur. These effected areas are stationary and the caster need not concentrate upon them after casting. These zones are visible only to the caster and any living or undead creatures moving into, or through, these areas are subject to their effects. Spirits of at least 16HD are unaffected by this spell result and can disperse these effects with 1 round of effort per 10ft cube.

- The caster alters the subtle flow of Spirit energies within the cubic spaces and on a failed fortitude save versus a DC equal to the casting check result; living and undead victims suffer 1d8 points of force damage per minute of exposure to the area.
- On a failed fortitude save versus the casting check result the twisted flow Spirit energy becomes riddled with dangerous eddies and interwoven with toxic ideas causing all creatures in the area of effect to suffer 1d8 points of acid damage as well as 1 point each of Intelligence and Personality damage per minute of exposure.
- Within the effected zone the caster may increase or decrease the vital flow of Spirit energy by 50%; this alteration to the speed of a creature's natural healing affect the results of any healing spells and powers within these areas. The choice of increase or decrease is made when the spell is cast and is fixed for each cubic space. Upon a failed DC20 Willpower save: living creatures wandering into a zone that inhibits healing suffer a -1 penalty to Strength per caster level of the wizard and negative energy creatures gain 1 point of Strength per caster level while they are within the effect. Undead creatures wandering into a zone where healing energy is enhanced automatically suffer 1 point of damage per caster level of the wizard creating this effect and living creatures are healed for a similar amount.
- Caster may either heal or harm a single living or undead creature within 50ft causing 1d8 points of healing or damage/ caster level. If the targeted creature is alive then it gets a Fortitude save versus the casting check result for half damage. If the target is an intelligent undead creature then it gets a Willpower save to resist half the damage from this effect.

22-24: The spell calls forth one minuscule, nearly invisible Spirit for the caster and up to 1 large sized creature or the equivalent in baggage per caster level. These powerful but small apparitions transport the caster, their allies, and equipment through the shadowy realm of the Plane of Sorrows; keeping them safe from the Plane's effects, but not from anything living there. The travelers move through this ephemeral land of the restless dead completely unaffected by the world of the living. When they leave the spirit realm, the travelers will have progressed through the real world as if they were moving at a rate of 10 miles for every minute they are traveling in this shadowy dimension. These Spirit helpers have no combat ability; but while transporting the caster and their retinue, these spirits and their burdens are considered the same creature: granting both an AC bonus of +3 over the subject's normal value. These Spirits have an INT score of 3 and simply follow the commands of the person they are carrying. However, these specters are under the caster's total mental control and will follow his or her commands so long as the caster and the phantasm are within sight of each other. The spell lasts for 10 minutes, +2 minutes per caster level; however, every minute they travel through this ghastly dimension there is a cumulative 5% chance of encountering 4d6 hit dice worth of random undead or evil fey creatures; this percentage resets after every encounter. The spell ends instantly for each traveler that chooses to return to the Material Plane.

25-27: Caster can mold flesh and bone with nothing more than their hands; as if the flesh were made of soft clay. The caster affects one living or dead creature of up to size huge and having no more than 1 hit die per caster level. The caster may redesign the general shape and function of the creature with 2d3 hours work, +1 hour / hit die of the target creature. This flesh sculpting ability allows severed limbs to be re-attached permanently , but may not add new limbs to the target. The level of detail is great and this result can be used to to create disguises granting up to a +10 bonus when altering the target's appearance. These enhancements function as indicated and the caster may add up to 3 of the following abilities to the target for up to 1 day per caster level:

- Greater speed from longer limbs; +50% bonus.
- Reduce speed from shortening limbs; -50% bonus.
- Hands and feet molded into fins/ flippers reducing land speed by 75%, but grants swim speed equal to normal land speeds.
- Simple non-mechanical weapons like horns claws or fangs, but may include things like air-cannons and air-powered dart/quill launchers inflicting normal damage with the Storyteller's permission. These new weapons use damage dice one step greater than normally available to the creature for that attack type. So if they don't have a claw attack and only cause 1d3 subdual damage their new claw attack causes 1d4 damage, + Strength bonus. However, if the subject of the spell doesn't normally have the type of attack being sculpted, then it only allows 1d3 as the damage die. The caster may choose this result up to 5 times for any given creature via successive castings of this spell. Each time granting either a new attack form, or further refinement of the same type to increase damage die.
- Rearranging the placement of limbs and their Right/Left orientation; even removal is possible.
- Eliminate the target's ability to move by fusing their extremities to each other.
- Extrude the target into a long snake-like creature that can traverse through narrow passages with ease. This result may only be applied once to any creature; its width is reduced by 2/3 and its height is multiplied by 3. This modification effectively shatters the subject's bones and reconfigures them to move like a snake.
- The caster may fashion the target's skin into armor condensed to the density of metal granting +2 AC.
- Improve reflexes, granting a +2 bonus to initiatives and Reflex saves.
- Inhibit reflexes, imposing a -2 penalty to initiatives and Reflex saves.
- Flatten and smooth the creature to grant them a glide speed. When leaping from a height of at least 30ft they can glide up to twice the distance from which they have jumped. They only travel 20ft forward, and drop 10ft/ round as they glide. These creatures cannot wear armor and on land they have all speeds reduced by half and lose their Agility bonus to armor class.
- Grant the creature a twisted and horrifying visage that provokes a Willpower save versus fear. The DC is 10, +1 per hit die of target. Frightened viewers run away from the nightmare for duration of spell.

28-30: Caster chooses 1 living creature, undead creature, or animated object up to size huge / CL within 100ft. Unwilling targets of this spell must succeed at a Fortitude save; DC equals the casting check, or the caster suppresses either the positive or negative energy of all targets for 1 turn / CL; the energy suppressed is the same for all targets and chosen when spell is cast. Suppressing the positive energy of a living victim inflicts a -7 penalty to all actions, skill checks, casting checks, attacks, damage, healing results, as well as on all save rolls until the spell ends; but grants a bonus to undead and negative energy critters. Suppressing the negative energy of a living victim grants a +7 bonus to all actions, skill checks, casting checks, attacks, damage, healing results, as well as on all save rolls until the spell ends; but inflicts a similar penalty for undead and negative energy critters. Suppressing the positive or negative energy of an animated object or one made of force provokes a Fortitude or Willpower save if available; failure destroys the animated object.

The first time this caster uses this spell and gets a result of 31+; they must to choose from either column below. For most wizards, the casting of this spell leaves their life forces slightly imbalanced. Each time they cast this spell after the first; the caster must alternate between using the two types of energy with any future results of 31+; choosing the opposite column from the one they chose the last time: the cycle is permanent. There could be other problems and repercussions to the caster for using these powers. For example; if they serve a dark or evil patron, then that entity may not be pleased by the wizard accessing the generative and life giving aspects of Spirit. The reverse of this is certainly true, as no powers aligned with life and freedom would use dark powers if they could avoid it. However, the exception to this rule is that animancers may only draw results from the positive energy side of the table and necromancers may only draw from the negative energy side of the table.

Spirit Manifestation (Positive Energy)

31-33: Caster creates a wall of foliage, ivy, vines, or even roots if underground. It is 5" thick and 20ft square per caster level. There must be some pre-existing structure for the wall to grow out of or connect to in order to create this barrier. The living wall can be vertical or horizontal, but it is light and springy and is less than ideal for construction purposes. However, it has elastic and absorptive properties allowing for other uses from safety nets and bridges, to heat sinks, or ablative armor. This wall is only semi-permanent. Barring effects that destroy magic, this wall is destroyed after it absorbs 40 points per caster level of damage from weapons, falling creatures, and spell damage. It takes double damage from acid, heat, fire, or other similar sources; but, if there is even 1 hit point remaining then the wall will heal and return to its original shape at a rate of 10 hit points and 15 square feet per day. Faster if healing magic is used. The wall uses d4's as healing dice for the laying of hands.

34-37: Caster creates a wall of ivy, vines and woody branches 10" thick and 30ft square per caster level. There need not be any pre-existing structures or ground for the wall to be connected to; this barrier will even float in mid-air or in the water with equal ease, drifting with the wind and currents unless the caster has other means of moving this structure. These walls may be used to create ramps, bridges, and other useful structural features, and they can be vertical, horizontal, or any other special orientation. This wall is only semi-permanent and barring effects that destroy magic, this wall is destroyed after it absorbs 50 points of damage per caster level from weapons, falling creatures, spell damage; but, this structure suffers double damage from acid, heat, fire, or other similar sources of damage. However, if there is at least one hit point remaining the wall will heal and return to its original shape at a rate of 10 hit points and 25 square feet per hour; faster if healing magic is used. The wall uses d4's as healing dice for the laying of hands.

Spirit Manifestation (Negative Energy)

31-33: Caster creates a wall of bones and negative Spirit energy 5" thick and 20ft square per caster level. There must be some pre-existing structure for the wall to connect to in order to create this barrier. The wall can be vertical or horizontal and is studded with sharp protrusions, blunted bones, and gnashing jaws. The wall of semi-animated bones is suitable for construction purposes; but as flooring it causes 2 points of damage per 5ft traversed to any creature without hooves or sturdy boots. This wall is only semi-permanent and barring effects that destroy magic, this wall is destroyed after it absorbs 50 points of damage per caster level from weapons, falling creatures, spell damage, heat, fire, or other sources. Creatures with 5HD or more must succeed at a DC15 Willpower check when viewing these walls or they run away in terror for 1 minute. Creatures with less than 5HD do not get a save.

34-37: Caster creates a wall of bones and negative energy 10" thick and 30ft square per caster level. It may be used to create ramps, bridges, and other useful structural features and can be vertical, horizontal, or any other special orientation or construction. It is studded with sharp protrusions and has hands, jaws, and claws animated by the energy flowing through it. The flooring causes 4 points of damage per 5ft covered to any creature without hooves or sturdy boots. No pre-existing structure is required for the wall to exist and this barrier will float in water. It can propel itself at a rate of 80ft per round on land or in the water via the dozens of animated hands and feet protruding from the structure. It is treated as a colossal Undead creature of 15HD; with all Undead properties and traits. Conjoined walls and large structures are considered one creature for movement, turning, etc. This structure is only semi-permanent. Barring effects that destroy magic or turn/ destroy undead, this structure is destroyed after it absorbs 60 points of damage from weapons, falling creatures, spell damage, heat, fire, or other sources.

38-39: *Cleansing* – A wave of positive energy surges outward from the caster to a distance equal to their level x 10ft. Living allies of the caster are healed of 5d4 points of damage, +1 point per caster level. Allies are also allowed to re-roll the last fortitude save that they failed with a bonus of +3 to the new save roll. Living creatures who are enemies to the caster must succeed at a DC19 Fortitude save or suffer and equal amount of fire damage. Intelligent undead must succeed at a DC19 Willpower save or suffer double the amount of fire damage from this effect; non-intelligent undead receive no save roll.

40-41: Caster may transform into a quasi-elemental being by infusing their bodies with the raw positive energy from the Elemental Planes of Spirit. In this form, the caster gains natural Stamina, Strength, and Agility scores of 20; +5 bonus. The caster's Intelligence is re-set to 9 which will affect any further casting checks for the duration of the spell. Land movement rates are increased by the new strength and stamina if the alternate rules from the CCD are in use. If standard rules are in play then the creatures move rate is simply doubled. They gain fly, burrow, and swim speeds equal to half their new land speed; or add 50% to any of these modes of travel they already possess. The caster gains a touch attack that heals allies of 2d4 hit points and causes a similar amount of fire damage to their enemies: undead suffer double damage verses this attack. The caster's new form grants damage resistance 10 versus all damage not caused by Star-metal weapons and the spells cast by Clerics of at least 7th level. The transformation lasts 1 hour, + 1 hour/ caster level.

42-43: *Greater Cleansing* – a wave of positive energy surges outward from the caster to a distance equal to their level x 55ft. Living allies of the caster must choose <u>one</u> of these options when the wave hits them:

- Healed to maximum hit points.
- All poisons, venoms, and toxins removed.
- All minor and major curses removed.
- One greater curse or corruption removed.
- Restore 2d3 points of lost ability score other than Luck.
- Add or return 1d3 points of Luck score.

All living enemies of the caster must succeed at a DC21 Fortitude save or they suffer 6d8 points of fire damage, +1 point of Intelligence damage per caster level. Undead caught in this spell's effects which fail a DC21 Fortitude save are destroyed.

38-39: *Wave of Anguish* – A wave of negative energy surges outward from the caster to a distance equal to their level x 10ft. Living allies of the caster are shielded from its effects. Living enemies of the caster must succeed at a DC19 Fortitude save or they are drained of 2d4 points of Strength, Stamina, and Agility. This dark wave heals 5d4 points of damage, +1 point per caster level for undead allies hit by the wave. Non-intelligent undead enemies of the caster are destroyed; intelligent undead enemies must succeed at a DC21 Willpower save to avoid destruction.

40-41: Caster may transform into a quasi-elemental being by infusing their bodies with the raw negative energy from the Elemental Planes of Spirit. In this form, the caster gains an Intelligence score of 20; +5 bonus; but their Personality score is re-set to 5 for the duration of the spell. This new form grants the caster a draining touch attack that causes 1d4 points of Stamina and Agility drain; each point drained heals the caster of 2 hit points of damage or 1 point of spellburn, otherwise the caster has no ability to heal during this time. The caster's new form grants damage resistance 10 versus all damage not caused by Star-metal weapons and the spells cast by Clerics of at least 7th level. The transformation lasts 1 hour, + 1 hour/ caster level. During this time the caster gains a fly and burrow speed equal to their land speed and becomes vulnerable to a cleric's turn unholy ability just as any other unholy creature.

42-43: *Defilement* – a wave of negative energy surges out from the caster to a distance equal to their level x 25ft. Undead creatures as well as other necromantic and negative energy creatures are given maximum hit points. Any living allies of the caster are ignored by the wave of energy. All other living creatures of 4HD or less must succeed at a DC21 Fortitude save or they are slain. Creatures with 5HD or more are allowed the same save roll or they suffer 4d8 points of damage, +1 point per caster level, success indicates only half damage. Additionally, living victims caught by the defiling wave lose 1 point from all ability scores, even Luck and they are slowed to half speed and actions for 1d4 rounds, +1 round/ caster level. On a failed DC21 Willpower save enemy wizards struck by this wave of negative energy must roll on the greater corruption table; see DCC Core Rules.

44+ The caster takes fearsome control of the flow of positive Spirit energy; choose one of the following effects:

- Once every 10 minutes for the next 10 minutes/ caster level the wizard may reproduce the following lower level spells that have a connection to the positive aspects of Elemental Planes of Spirit: non-destructive heat, light, or force damage, illusions, or has a mental component: *Animal Summoning, Charm Person, Color Spray, Enlarge, Find Familiar, Force Manipulation, Magic Missile, Magic Shield,* and *Sleep* as if the caster had rolled a 32; or *Agility, ESP, Fire Resistance, First Aid, Forget, Invisible companion, Mind Shield, Mirror Image, Monster Summoning, Phantasm,* and *Strength,* as if the caster had rolled a 28; or *Breathe Life, Consult Spirit, Haste, Paroxysm,* and *Stamina* as if the caster had rolled a 25*;* or *Wizard Sense* and *Polymorph* as if the caster had rolled a 22.

- *Soul Restoration* – The caster completely restores one living creature they touch from all corruptions, taints, mutations, curses, ability loss and all damage, even restoring any Luck burned up to this point, but the caster cannot designate themselves as the target. A dead or undead creature touched by the caster is destroyed if it fails a DC22 Fortitude save, Intelligent undead use willpower. Success indicates these creatures are returned to the natural living state they enjoyed before death.

- The caster creates an immobile point that covers an area with a radius of 1 mile per caster level for 1 hour per caster level. Any living creatures allied with the caster gain a regenerative power that heals them of 1d4 hit points as well as 1 lost attribute point per minute other than Luck. This effect causes 1d8 points of damage to all undead within the area of effect: no save.

- The caster is immune to all forms of elemental energy other than negative energy damage for 1 day per caster level. They take double damage from necromantic spells and the powers of undead creatures.

- The caster and any of their allies receive a +10 to their casting check results for and saves rolls verses any of the spells listed in this entry for 1 turn, +1 minute/ caster level.

- The caster may choose any result of 43 or less; the effect can be made permanent if the caster or recipient of the spell commits 15 points of spellburn; 5 points of which are permanent unless the caster destroys a pearl worth at least 10,000gp.

44+ The caster takes fearsome control of the flow of negative Spirit energy; choose one of the following effects:

- Once every 10 minutes for the next 10 minutes/ caster level the wizard may reproduce the following lower level spells that have a connection to the negative Elemental Planes of Spirit: cold, darkness, or force damage, Illusions, or has a mental component: *Charm Person, Chill Touch, Force Manipulation, Magic Missile, Magic Shield, Pilfer Voice, Reduce,* and *Sleep a*s if the caster had rolled a 32; *or ESP, Forget, Levitate, Mind Shield, Mirror Image, Phantasm, Ray of Enfeeblement,* and *Scare,* as if the caster had rolled a 28; or *Consult Spirit, Demon Summoning, Paralysis,Slow,* and *Transference,* as if the caster had rolled a 25; or *True Name, Adhibitis Ossa,* and *Weakening* as if the caster had rolled a 22.

- *Corrupt soul* – One living creature touched by the caster must succeed at a DC22 Fortitude save or they suffer 1d12 points of cold damage, +1 point per caster level and are afflicted with 1 Greater Corruption (or Mutation if CCD is in use) per 5 caster levels. Undead creatures touched by the caster are restored to full maximum hit points. If the caster touches a corpse it is reanimated as a zombie with half the hit dice it had in life and maximum hit points.

- The caster creates an immobile point that covers an area with a radius of 1 mile per caster level for 1 hour per caster level. Any living creatures allied with the caster now only take half damage from negative energy effects, and are sheltered from the rest of this spells effects. All other living creatures in the area cannot be healed via potion, laying of hands, spells or naturally unless the creature succeeds at a DC22 Willpower save any time they need to heal.

- The caster is immune to all necromantic and negative energy effects as well as the draining powers of undead creatures for 1 day per caster level. They take double damage from fire, and are subject to a cleric's turn unholy ability just as any other creature of the caster's level or hit dice.

- The caster and any of their allies receive a +10 to their casting check results for and saves rolls verses any of the spells listed in this entry for 1 turn, +1 minute/ caster level.

- The caster may choose any result of 43 or less; the effect can be made permanent if the caster or recipient of the spell commits 15 points of spellburn; 5 points of which are permanent unless the caster destroys a black sapphire of at least 10,000gp value.

Transmute Water

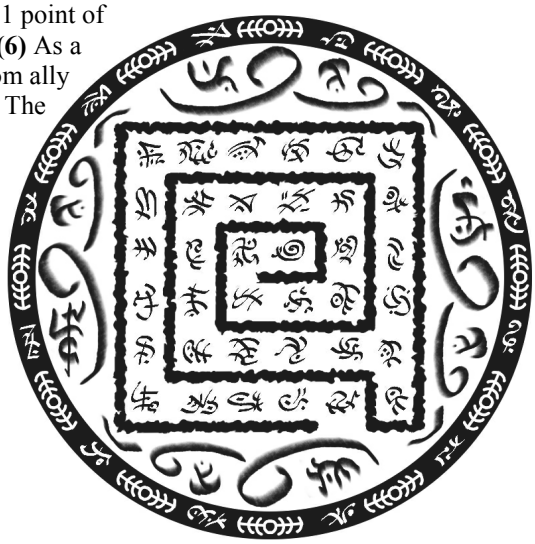
Level: 4	**Range:** Varies	**Duration:** Varies	**Casting Time:** 1 round
Reversible	No		
Ritual Spell	Yes		
Save	No, unless spell entry states otherwise.		

General: The caster commands the element of *Water*, allowing them various powers. On a successful casting, the wizard may choose to invoke any effect equal to or less than their casting check, allowing a range of options with every successful casting to produce a weaker but potentially more useful result. Many of this spell's results assume that the caster is in a mostly aquatic environment; if there isn't a sufficient volume of water (Storyteller's discretion) for the selected spell effect; this spell fails automatically and is forgotten.

Manifestation: **Roll 1d8: (1-3)** The caster's clothing and hair are dripping wet from random blasts of water that only affects them; the sodden clothing and equipment remains for the duration of the spell. This causes no problems with movement or armor class, but inflicts up to a -5 penalty for skill and concentration checks and may ruin paper and potions, etc. at the Storyteller's discretion. **(4-6)** All containers of water or other liquids, such as potions, within 30ft of the caster uncork themselves as their contents spray out on a failed Luck check. **(7)** While the spell remains active the wizard appears to ripple and shimmer like an image upon the surface of a lake or pond; granting a +2 bonus to their armor class. **(8+)** While the spell remains active the caster has steam pouring out of their nostrils on every exhalation and from their mouth every time they speak. It is harmless but strange, *roll 1d8 to determine the color of the steam: 1= Red, 2= Orange, 3= Yellow, 4= Green, 5= Blue, 6= Indigo, 7= Violet, 8= Roll twice.*

Corruption: The caster has incurred the wrath of a minor water elemental who takes it upon themselves to harass the caster and his or her allies until their ire is satiated. This condition is permanent unless the caster can discover why it is angry; then perhaps the water spirit can be mollified into leaving. The caster must succeed at a Luck check at dusk every day. Failure indicates the victim must roll on the misfire table for this spell. *NOTE: Storyteller can make up any reasons that fit their campaign setting; or they can simply treat this corruption as if it were a major curse.*

Misfire: **Roll 1d8: (1)** One random ally of the caster within 30ft takes 1d6 points of acid damage, +1 point/ caster level of their arcane ally. **(2)** The caster takes 1d6 points of acid damage, +1 point/ caster level. **(3)** One random ally of the caster within 30ft only receives half the benefits from any potions they use for the rest of the day. **(4)** The caster takes 1d6 points of acid damage. **(5)** One of the caster's allies has a small thundercloud appear over their head. For the next 24 hours the cloud follows the victim drenching them with rain and zapping them with tiny lightning bolts (1 point of damage) whenever they fail a Luck check or Reflex save. **(6)** As a result of 5, but storm only affects the caster. **(7)** One random ally of the caster within 30ft takes 1 point of acid damage. **(8+)** The caster takes 1 point of acid damage.



1-4: Spell fails and is forgotten! **Roll 1d6** modified by Luck: **(0 or less)** Greater corruption + Misfire + Patron taint (or Spell corruption if no Patron), **(1-2)** Major corruption and Patron taint (or Spell corruption if no Patron), **(3-4)** Patron taint (or Spell corruption if no Patron), **(5+)** Spell Misfire.

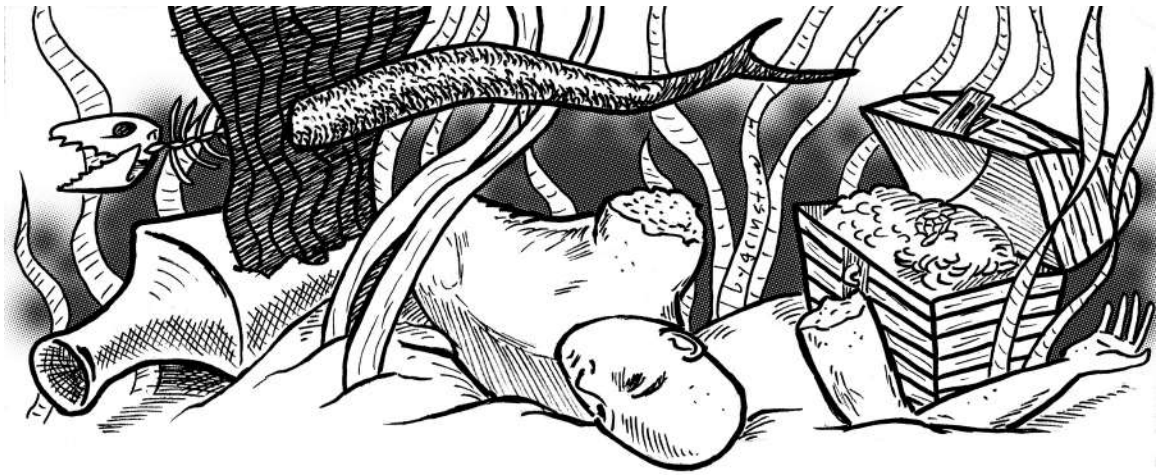
5-16: Spell fails and is forgotten.

17: *Partial success* – The caster is granted a +3 bonus to their saves verses acid as well as any water based creatures, spells, and cold affects for 1d10 rounds; however, during this time they suffer an equivalent penalty to attacks from fire based creatures as well as heat and desiccation attacks and fire based spells. Spell is forgotten.

18-19: The caster takes control of one 10ft cubic volume of water per caster level for 1d6 minutes per caster level and within all of these areas the caster may cause one of the following effects to occur. These cubic areas must be within 50ft of the caster, who doesn't need to concentrate upon them after casting unless it is to increase or decrease water pressure in these areas. The caster is the only one who can see the shimmering outlines of these areas and anything that moves into, or through, these areas becomes subject to their effects. Water elementals of at least 16 hit dice are unaffected by this spell result and can disperse these effects with 1 round of effort per 10ft cube.

- Increase water pressure causing victims to suffer 1d6 compression damage per minute of exposure on a failed Fortitude save versus a DC equal to the casting check result. Each minute of concentration increases the damage die by one step on the dice chain.
- Befoul the water with toxic oils and chemicals that seep through the skin of the victims. On a failed fortitude save versus this casting check result, all victims suffer 1 point of acid damage as well as 1 point of Agility damage per minute of exposure.
- Within the effected zone the caster may increase or decrease the current; imposing a +/- 50% change to the speed of creatures or objects passing through the area. Each cubic area may have the current increased or decreased as the caster wishes up to the limits of the spell, but the conditions for each cubic area are fixed at the spell's casting and then remain constant until the spell ends. Cubic areas of water placed in conjunction with each other can have a cumulative effect on the speed of the water flowing through these areas.
- Rather than set up cubic areas, the caster may either heal or harm a single creature of elemental water within 30ft, +5ft/ caster level for 1d6 points of healing or damage per caster level. If damaged, the targeted creature gets a Fortitude save versus the casting check result for half damage.

20-23: The spell calls forth minuscule water elementals for the caster as well as for up to 1 medium sized person or their equivalent in baggage per caster level. These powerful but small whirlpools transport the caster, their allies, and equipment through the water at a rate of 80ft/ round for 1 hour, +1 hour per caster level. These tiny elementals keep their passengers and equipment dry and safe from drowning as well as the crushing and cold damage of deep water. These elementals have no combat ability; but while swimming, they and their burdens are considered the same creature; granting an AC bonus of +2 over the subject's normal value. These water elementals have an Intelligence score of 2 and simply follow the commands of the person they are carrying or the nearest affected creature for flying baggage. However, these elementals are under the caster's total mental control and will follow his or her commands so long as the caster and the elemental are within sight of each other.



24-25: Caster can mold the water, ice, and other fluids composed mostly of water with nothing more than their hands treating them as if they were made of soft clay. The caster affects an area equal to a half cubic foot per caster level. The level of detail is crude, but the object functions as intended; weapons of water inflict damage, trap doors made of water may open and close, manacles of cold, steel hard water to restrain prisoners, and with sufficient skill the caster may fashion armor and shields of water condensed to the density of metal. These constructions may have meta-effects based upon the material used in construction per the Storyteller's approval. For example: shaping weapons from a pool of acid or a chunk of ice may create additional acid or cold effects from contact with the constructed item. Weapon damage is normal and they have the durability of the weapon they resemble. Only the caster is immune to the meta-effects of these items and any others using them suffer consequences per round of contact. These items function normally, and will not melt, for 1 day per caster level and may be given to others to use. Alternately, with this result the caster may choose to transmute a volume of liquid equal to their caster level in gallons (with a successful DC13 Intelligence check) from one liquid into any other liquid of which they have tasted at least one drop. This is a permanent transformation and the final liquid has all of its normal properties.

26-28: Caster may designate up to 1 creature per caster level within 50ft that is composed of even a little portion of water. Targets of this spell must succeed at a Fortitude save versus a DC equal to this casting check or the water in the victim's body is transmuted to acid for 1 round per caster level; inflicting 1d6 points of acid damage per round.

29-33: Caster creates a wall of condensed water or ice 3" thick and 10ft square per caster level. There must be some pre-existing structure for the wall to connect to in order to create this barrier. The wall can be vertical or horizontal, but it is less than ideal for construction purposes if it isn't made of ice. However, the water wall's absorptive properties allow for other uses from safety net to heat sink to ablative armor. This wall is only semi-permanent. Barring effects that destroy magic, this wall is destroyed after it absorbs 30 points/ caster level of damage from weapons, falling creatures, spell damage, heat, fire, or other any kinds of damage.

34-35: Caster creates a wall of condensed water or ice 7" thick and 10ft square per caster level. There need not be any pre-existing structure for the wall to be connected to and walls of water or ice may be shaped and fashioned into any device or structure the caster knows or can visualize; including ramps, bridges, ramparts, gates, castles and other such features. These water barriers and ice structures will float in water and can travel under their own power at a speed of 50ft/ round. These structures may still have the fluidity and absorptive properties of water on command for any portion of the wall or structure. This wall or structure is only semi-permanent, and barring effects that destroy magic this wall or structure's negates up to 40 points/ caster level from falling, or weapons, spell damage, heat, fire, or other any kinds of damage.

36-37: Caster cancels out the buoyancy of creatures and items; inhibiting their ability to swim naturally or by the aid of magic. The caster may designate 1 creature or item within 50ft, +1 creature or item per 2 caster levels and command the water not to buoy them up upon a failed DC18 Willpower save. This forces even fish and other natural denizens of the deeps to make swim checks each round just to stay in place. All creatures suffer a -10 penalty to their swim checks. Alternately, the caster can choose to affect one large ship or boat with this power causing the craft to sink below the waves within 5d4 rounds.

38-39: Caster may transform into a quasi-water elemental by infusing their bodies with the raw energies from the Elemental Plane of Water. In this form, the caster gains a +2 hit point bonus per level, in addition to a natural Stamina score of 18 (+3 bonus). The caster's Personality is re-set to 9, land movement rates are half normal out of water. They gain a swim speed of 80ft/ round and they cannot drown or suffocate while under water; the transformation lasts 1 round/ caster level. Bonus hit points gained by this spell are lost first and cannot be healed naturally or with magic. The caster only takes half damage from acid, cold and poisons, but takes an extra 50% damage from fire, desiccation, and heat attacks.

40-41: Caster gains a powerful aura of cold that reaches out to 5ft per caster level and lasts for 1 hour. Living creatures must succeed at a DC20 Fortitude save every round they are exposed to these frigid temperatures or they take 1 point of Stamina damage; if they reach 0 Stamina they are frozen solid and slain..

42+ The caster takes fearsome control of the element of water within sight, even large lakes and huge swaths of ocean. They may choose one of the following effects:

- For the next 10 minutes/ caster level the wizard may reproduce one of the following lower level spells that has an acid, water, or cold component every 10 minutes: *Chill Touch, Choking Cloud, Cloud of Fresh Air, Color Spray,* and *Obscuring Mist* as if the caster had rolled a 30; *Acid Resistance,* and *Mirror Image as if they had rolled a 25; Destroy Potion, Make Potion,* and *Water Breathing* as if the caster had a total roll of 20.

- *Minor Flood* – The caster designates a point within 1 mile by sight, spell, or other means and a crack in the ground allows a deluge to burst forth. The wall of water is 5ft high, traveling at 25ft/ round and hits everything in its path with more than 2 tons of force… which is enough to destroy all but the strongest buildings. The wave emanates out from the center to a radius of 250ft before the deluge ends. The water will drain away from, fill, or burst the volume of the available space. The Storyteller will determine the aftermath of the event. Those hit by the wave are automatically swept up in the tangle of debris carried by the wave; victims must succeed at a DC21 Swim check each round to stay above water. Failure indicates they take 1d10 points of damage from being slammed into debris and choking on water, etc.

- The caster creates an immobile zone one half-mile in diameter per caster level centered upon the caster that lasts for 1 hour per caster level. Any creature in this area without the caster's permission has its swim speeds reduced by half and a -10 penalty on any swimming checks unless the swimming creature succeeds at a DC21 Willpower save.

- The caster is completely immune to acid damage, cold, and water based attacks including venoms, and poisons for 1 day per caster level. The caster takes double damage from fire and heat based creatures, spells, and attacks during this time.

- The caster and any of their allies within 50ft receive a +8 bonus to their casting check results and save rolls versus any of the spells listed in this entry as well as the *Control Ice* spell. This spell lasts for 1 minute, +1 minute per caster level,

- The caster may choose any result of 41 or less; the effect can be made permanent if the caster or recipient of the spell commits 10 points of spellburn. Three points of which are permanent unless the caster destroys a sapphire of at least 5,000gp.



Wand Magic

Level: 4	**Range:** One or more items	**Duration:** Permanent	**Casting Time:** at least 4 weeks
Reversible	No		
Ritual Spell	No, but the casting checks for any spells placed within the wands may be cast as ritual spells per the instructions for those spells.		
Save	N/A		

General: Like magic swords, pointy hats, and crooked staves; magic wands are a powerful tool for an arcane caster to more safely harness the chaotic nature of magical energies. Constructing a wand is no simple task; it's expensive, dangerous, and even if successful, there is no guarantee that the wand's power will be worth the time and expense put into its creation. However, when successful, the wands have powers of their own as well as giving their owner a steady and reliable magical result whenever the wand's spells are invoked. Wands require rare ingredients and dangerous infusions of toxic substances as well as the time to find the ingredients and to create the actual wand. The creator of the wand needs a secure workshop plus strange tools worth 500gp; all of which may be reusable. For each wand to be created the wizard must have 1500gp worth of rare essences, exotic materials, precious metals & gems, sealing oils, etc. and requires 4 weeks of work after which the a casting check is made for the *Wand Magic* spell which determines what the wand's inherent powers are and how many spells the wand may contain. A caster may choose a lower result on this spell table if it better suits their needs. If the casting check results in critical failure or mishap, the caster rolls for these and all the materials are ruined and they must start from scratch.

The second phase of the creation process allows the wizard to cast one or more spells into the wand as allowed by the *Wand Magic* spell's casting check result; but is not required. If desired the caster may proceed to invest spells into the wand as directed by the casting check result for the *Wand Magic* spell. The first available spell cast into the wand has a -2 casting check penalty. The second spell placed within a wand suffers a -8 casting check penalty, and a third spell placed into the wand carries a -15 casting penalty. The wizard creating the wand may choose the same spell multiple times to allow for additional fixed options with the same spell; but each is counted separately when calculating spellburn or binding costs of the wand. The successful results of these secondary casting checks are permanently locked into the wand; allowing the owner to invoke each spell with its specific casting result. If the casting check to add a spell fails, the creator of the wand must succeed at a Luck check or the wand is broken, see point #6. Success means they may try again, but a critical failure with any of these tertiary spells automatically breaks the wand. These secondary spells add an additional 100gp and 3 days of work per level of the spell to be inculcated into the wand as well as additional spellburn to the construction process per the requirements of these tertiary spells. This part of the process may be conducted with *ritual casting* per the DCC Core rules, and the master of the ritual is the wand's owner until someone, or something steals it…

1. The use of a magic wand is an action, just like spell casting, but it requires no casting check. The caster must have the wand free to indicate, or otherwise be able to perform the spell's targeting requirements. A wizard with multiple action dice may use the powers of two different wands, or use one wand more than once in a round with these extra action dice, assuming it has additional charges or functions available. Furthermore, a wizard may not benefit from the bonuses to casting, AC, save rolls, etc. granted by owning more than one wand, but the wizard may choose which wand's bonuses are active in any given round. The wand's timing sequences for its spells are set for each spell when it is used by the wand's creator for the first time. However, any variables of the functioning of the wand's spells are supplied by level of the wizard currently possessing the wand. A new mercurial magic and manifestation result must be rolled for each of the wand's spells at the wand's creation and whenever the wand changes ownership.

2. Each wand may contain spells of any type other than the following: *Wand Magic,* any *Runic Alphabet, True Name, Sword Magic, Magic Hat, Make Potion, Breathe Life, Wizard Staff, Wizard Tower, Patron Bond,* and *Make Armor.* Attempting to place one of these or similar types of spells within a wand automatically breaks the wand, see point #6. However, any of the casting bonuses granted by a wand after its creation can be applied to casting checks for these spells. Whether a patron allows one of their unique spells to be cast into a wand is left to the patron to decide, but generally the answer is: no.

3. The creator of the wand must commit 1 point of spellburn for each 5 points of the casting check result for the *Wand Magic* spell as well as 1 point of spellburn for each level of spell placed within the wand to tie it to their control. All but 1 point of this spellburn will heal normally with rest or magic. If the caster doesn't have or won't expend the needed points for spellburn; they may be taken from other members of the ritual, or from creatures sacrificed during the wand's creation or binding. Failure to meet the spellburn requirement incurs the ire of the gods; imposing a +1 universal luck penalty to all actions, AC, attacks, and saves per point of spellburn the wand's creator or current owner would not, or could not supply. It is up to the Storyteller as to whether or not this penalty may be removed via quest or other noteworthy actions. The wizard gains no benefits from any wand until it is bound to their service, so they cannot utilize an unbound wand's casting check bonus when trying to add spells to that wand.

4. As mentioned previously, the same wand works differently when ownership is transferred and the instant the new owner touches the wand they must decide whether or not to commit 1 point of spellburn for each level of spell within the wand in order to bind it to their control; minimum of 1 point which is lost permanently. If they don't wish to possess the wand they can drop the wand or give it to someone else. Binding the wand to their service reveals all of the wand's abilities to its new owner, and they may use it normally even if they do not personally know the spells that reside within the wand. Learning spells from a wand takes 1 week of effort per level of the spell they are studying. At the end of this time the caster must succeed at an Intelligence check with a DC equal to 13, + the level of the spell they have researched. Failure indicates the wand fires off one of its spells randomly… with the caster as the spell's target.

5. Wands may be used by elves, wizards, shaman, druids, mystics, witches, sages, hermits, and other arcane types. The Storyteller may decide to let thieves use wands in the same manner that they can use scrolls; in this case the thief need not know the spells in the wand and they need not commit any spellburn to bind the wand to their service, but they can't use any of its special powers. To use the wand the thief must succeed at a casting check using their *cast spell from scroll die* to activate the wand. The DC is equal to 10, +1 per level of the spell they are activating, but failure to invoke the wand causes the thief 1 point of Intelligence damage per level of the spell they were attempting to invoke with the wand. Additionally, the Storyteller can use the *Wand Magic* spell as a divine spell of the same level to create wands for some cleric spells.

6. Like *Wizard Staff*, and *Magic Hat*; the *Wand Magic* spell has no inverse function and and's aren't subject to destruction by reversing their creation spell. Like these other created items, magic wands are broken by only the most powerful *Dispel Magic* and *Rending* spells or *Anti-magic* effects. These spells will destroy a wand if they are cast with results greater than the casting check which produced the wand. A successful DC20 Strength check or similarly powerful event will also destroy a wand, and in either case causing it to explode.

Broken wands explode for 1d8 points of force damage per level of each spell formerly contained within the wand. The blast radius is 10ft times the total number of spell levels formerly contained within the wand. A successful Fortitude save versus a DC of 11, +1 per level of each spell formerly contained within the wand indicates that a victim only takes half damage. All materials and such are lost and the caster must start over again from scratch… assuming they survived the detonation.

7. The creator of the wand is not required to place any spells within wand; they may simply opt to use the inherent and cumulative benefits each wand gains from its manifestation and the casting check result for the *Wand Magic* spell. It is up to the Storyteller to determine whether or not the wand retains the ability to have spells placed within it at some later date.

8. The power returns to a wand's spells in a cyclic manner set at its creation; the actual times are frozen in place when the spells are first used by the wand's creator, and they do not change with each new owner of the wand. When the wand resets, any charges still available from the previous cycle are lost. *Example:* if the wand allows a spell to be used once per day and the creator used it a 2pm; that spell won't be available again until 2pm on the following day with this cycle frozen in place for the rest of the wand's existence. If a spell may be used thrice per week and the first time that spell is used – 2pm on a Tuesday for example – then that spell may be used twice more before the spell resets itself at 2pm on the next Tuesday. And so on…

Manifestation: With a swirl of wind and a flash of light, the wand is finished and appears to be: **roll 1d20; (1)** A sliver of crystallized moonlight that sheds light equal to a candle out to a 10ft radius and reveals all traps within its light. **(2)** A wicked dagger that inflicts damage equal to 1d7 and the caster adds their Intelligence rather than Strength bonus on attacks and damage if this is to their advantage; but the dagger cannot be thrown. **(3)** A copper rod adorned with crystals and beads that reduces the damage from magical force and similar spells by half. **(4)** A demon's rib carved and adorned with burned symbols that grants the caster 3 points of spell resistance for as long as they own the wand. **(5)** A small stroke of frozen lightning that doesn't harm the owner and can inflict 1d4 points of electricity damage; with a successful touch attack. It grants a +1 bonus to casting electricity and earth based spells. **(6)** A sliver of frozen fire that inflicts 1d4 points of fire damage with a successful touch attack. Owner is unharmed by the wand and gains a +1 bonus to saves versus fire. **(7)** A translucent wand of condensed sunlight that sheds light in a 15ft radius. This may or may not count as actual sunlight at the Storyteller's discretion. **(8-9)** The petrified skull, spine and tail of a tiny, rare creature; the caster gains a +1 bonus to summoning spells. **(10-11)** A twisted braid of rare wood, bark, and reeds; caster gains the ability to identify any type of plant and understands its properties and uses. **(12-13)** A twisted braid of gold and silver wire wrapped about gems and sachets stuffed with rare herbs and essences; the caster gains a +1 bonus to search rolls for treasure and secret doors. **(14)** A petrified braid from a dwarf's beard; the bearer of the wand is hated and automatically attacked by all dwarves they encounter; fortunately the caster gains a +1 bonus to their armor class and never gets lost when underground. **(15)** A narrow rod of fossilized blood and viscera granting the caster a +2 casting bonus on fear inducing spells, intimidation checks, fortitude saves, and on spells which summon demons or spirits. **(16)** A length of congealed darkness that can create a zone of darkness with a radius of 10ft, twice per day, for up to 1 round per caster level; the caster can see through these shadows without difficulty. **(17)** A small length of ash wood from the heart of a meliai's tree. The wand may be used once per day to heal 2d6 hit points for the caster or a creature touched by the wand. **(18)** A sliver of oak from the heart of a dryad's tree; the wand may be transformed at will for up to 1 round per caster level into a short bow with a +1 magical bonus to attacks and damage; the owner of the wand never gets lost within a forest. **(19)** A length of cold-iron that can transform into a quarter-staff on command for up to 1 minute per caster level; inflicting 1d6 points of damage, and triple damage to elves and faeries. **(20+)** A length of unicorn horn willingly given; granting the caster the ability to regenerate 2d3 hit points and 1 point of spellburn every 3 hours.

Corruption: **Roll 1d8: (1)** The caster forgets the *Wand Magic* spell and may never cast it again even if reading from a scroll; nor will they ever again be able to use a magic wand. Any attempt to do either causes the spell or wand to automatically fail as if the caster had rolled a '1'. **(2)** The caster forgets the *Wand Magic* spell and may never cast it again; even if reading from a scroll, the spell automatically fizzles with no further effects. **(3-7)** The caster can still make wands, but all the spellburn requirements are increased by 20%. **(8+)** The caster may continue to use the *Wand Magic* spell, but their casting die is reduced by one step on the dice chain anytime they use a magic wand for a casting check.

Misfire: The workspace is filled with shrieking and hissing creatures or other calamitous event!! These creatures and forces flail about the room knocking things over, and generally causing mayhem, which may generate other problems as well at the Storyteller's discretion. All creatures and any equipment worth more than 10gp must succeed at a Luck check each round. Failure indicates the item or creature takes 1d6 points of damage and unattended mundane objects don't get a save. Expensive items in the possession of others use their owner's Luck as needed. The event lasts for 1d4 rounds, +1 round per caster level before fading. **Roll 1d10** to determine the type of disturbance**: (1)** Poltergeist , **(2)** Imps on a tirade, **(3)** Vindictive Pixies, **(4)** Troop of Angry monkeys, **(5)** Howling gusts of wind, **(6)** Minor earthquake that only effects the work shop, **(7)** Confused flock of pigeons, **(8)** 1d4 Angry cats chasing a terrified dog, **(9)** 4d6 miniature circus elephants on parade and painted up as clowns, **(10)** School of 2d30 flying salmon careening through the area.

1-4: Spell fails and is forgotten! **Roll 1d6** modified by Luck: **(0 or less)** Greater corruption + Misfire + Patron taint (or Spell corruption if no Patron), **(1-2)** Major corruption and Patron taint (or Spell corruption if no Patron), **(3-4)** Patron taint (or Spell corruption if no Patron), **(5+)** Misfire.

5-16: Spell fails and is forgotten.

17: *Partial Success* – Spell creates a shoddy, unstable wand with only 1d6x 3 charges. The caster must place a first level spell within this wand or it explodes per the rules below. Furthermore, every time this wand is used the owner must succeed at a Luck check or the wand explodes, causing the wand's user and anything within 10ft to suffer 2d4 points of force damage, +1 point per charge left within the wand. The wand costs 3 points of spellburn to create and 1 point for its creator to bind the wand to their service. These wands cannot be stolen and used by others because they explode if they travel more than 15ft from their creators. Spell is forgotten and cannot be memorized for one month.

18-19: The spell creates a wand that may contain one first level spell which may be used once per day. The wand costs 3 points of spellburn to create and 1 point for its creator or a new owner to bind the wand into service.

20-23: The spell creates a wand that may contain one spell of up to second level which may be used once every 12 hours. The wand costs 4 points of spellburn to create and up to 2 points for its creator or a new owner to bind the wand into their service.

24-25: The spell creates a wand that may contain one spell of up to third level which may be used once every 6 hours. When the wand is completed the wand's owner may always use this wand as a focus for casting other spells; granting them a +1 bonus to their spell casting checks so long as they use the wand while casting. The wand costs 5 points of spellburn to create and up to 3 points for its creator or a new owner to bind the wand into their service.

26-28: The spell creates a wand that may contain one spell of up to fourth level which may be used twice per day. When the wand is completed the wand's owner may use this wand as a focus for casting other spells; granting them a +1 bonus to their spell casting checks so long as they use the wand while casting. Additionally, as long as the owner is holding the wand, they are granted a +1 bonus to armor class. The wand costs 5 points of spellburn to create and up to 4 points for its creator or a new owner to bind the wand into their service.

29-33: The spell crates a wand that may contain two spells: one spell of up to third level which may be used once per week as well as a first level spell that may be used once per day. When the wand is completed the wand's owner may use this wand as a focus for casting other spells; granting them a +2 bonus to their spell casting checks so long as they use the wand while casting. Additionally, as long as the owner is holing the wand, they are granted a +1 bonus to their armor class and initiative checks. The wand costs 6 points of spellburn to create and up to 4 points for its creator or a new owner to bind the wand into their service.

34-35: The spell creates a wand that may contain two spells: one spell of up to fourth level which may be used once per week as well as a secondary spell of up to second level that may be used once per day. When the wand is completed the wand's owner may use this wand as a focus for casting other spells; granting them a +2 bonus to their spell casting checks so long as they use the wand while casting. Additionally, so long as the owner is holding the wand, they are granted a +2 bonus to armor class and a +1 bonus to initiative checks. The wand costs 7 points of spellburn to create and up to 6 points for its creator or a new owner to bind the wand into their service.

36-37: The spell creates a wand that may contain two spells: one spell of up to fourth level which may be used twice per week as well as a secondary spell of up to second level that may be used twice per day. When the wand is completed the wand's owner may use this wand as a focus for casting other spells; granting them a +3 bonus to their spell casting checks so long as they use the wand while casting. Additionally, so long as the owner is holding the wand, they are granted a +2 bonus to armor class and initiative checks as well as a +1 bonus to Fortitude saves. The wand costs 7 points of spellburn to create and up to 6 points for its creator or a new owner to bind the wand into their service.

38-39: The spell creates a wand that may contain one fourth level spell that may be used every other day, as well as a secondary spell of second level that may be used twice per day. When the wand is completed the wand's owner may use this wand as a focus for the casting of other spells; granting them a +3 bonus to their spell casting checks so long as they use the wand while casting. Additionally, so long as the owner possesses the wand, they are granted a +2 bonus to armor class and initiative checks as well as a +1 bonus to all save rolls. The wand costs 8 points of spellburn to create and up to 6 points for its creator or a new owner to bind the wand into their service.

40-41: The spell creates a wand that may contain three spells: one spell of up to fourth level that may be used once per month, a secondary spell of up to third level that the caster may use twice per week, as well as a third spell of first level that may be used twice per day. When the wand is completed the caster may use this wand as a focus for casting other spells; granting them a +3 bonus to their spell casting checks so long as they use the wand while casting. Additionally, so long as the owner possesses the wand, they are granted a +3 bonus to armor class and initiative checks as well as a +2 bonus to all save rolls. The wand costs 8 points of spellburn to create and up to 7 points for its creator or a new owner to bind the wand into their service.

42+ The spell creates a wand that may contain three spells: one spell of up to fourth level that may be used twice per month, a secondary spell of up to third level that may be used twice per week as well as a third spell of up to second level that the caster may use thrice per day. When the wand is completed the caster may use this wand as a focus for casting other spells; granting them a +4 bonus to their spell casting checks so long as they use the wand while casting. Additionally, so long as the owner possesses the wand, they are granted a +3 bonus to armor class and initiative checks as well as a +2 bonus to all save rolls. The wand costs 9 points of spellburn to create and up to 9 points for its creator or a new owner to bind the wand into their service.

From the Journal of Daelin, Wizard of the 5th Circle of Benarvyn

My master said making a wand was like baking bread; if you follow the recipe correctly, you will get a wonderful result. Five years of study, 5000 pieces of hard won gold, and four weeks of my life gathering and cutting the herbals. Crushing crystals by hand. Watching a potted concoction boil for days. Drawing sigils on the floors and walls – okay, so maybe the pot boiled over once – and I really don't draw so well. But still, I followed the recipe. What do I have to show for it? A twisted lump of metal, singed eyebrows, a stink that will not wash off, and three monkeys who sit in the corner making rude gestures and flinging… excretory effluent.

I'm not sure where the monkeys came from. They follow me around. Every time I try to talk to them, one of them covers his ears, another his eyes, and the last his mouth; like there is some great sin in trying to make a dagger that will embody a spell. I put the tongs into the fire and pulled out a piece of twisted metal. Can't get rid of it and when I try to use it – monkeys. Just cranky monkeys that keep running up my bar tab. Bad recipe!

Ooops, this is a spell for seventh circle wizards…

Bad wizard … no dagger!

Always read the fine print!

Weakening

Level: 4	**Range:** Varies	**Duration:** Varies	**Casting Time:** 1 round
Reversible	Always fails, but leads to the discovery of the resilience spell.		
Ritual Spell	Yes		
Save	Fortitude save versus the casting check result resists.		

General: With the proclivity for natural, spell, and rune generated resistance to spells and most types of damage it was only a matter of time before wizards and other arcane casters created a spell to lessen or eliminate these kinds of defenses. All attempts to reverse the following spells will fail: *Resistance to Air, Fire, Water,* and *Earth* as well as *Agility, Strength,* and *Stamina*. However, these failures show the caster the path to researching and eventually learning the *Weakening* spell. The *Weakening* spell is like the *Dispel Magic* spell in that neither are affected by a target's spell resistance. Upon a failed save roll versus this spell the caster lowers the victim's natural resistance to damage, energy, and even other spells by the amounts listed by the casting check result. Resistance and ability score enhancements acquired through spells and runes are completely eliminated if the casting check for this *Weakening* spell is superior to the casting check of the spell that is generating the resistance or ability score boosts for the targeted creature(s) and item(s). Natural resistance to damage and spell are just suppressed upon a failed Fortitude save by the target. If the wizard or ritual group casts this spell with sufficient power, even natural resistance to damage, energy, and other spells can be permanently eliminated. In such cases the targeted creature is treated as if they've been afflicted by a greater curse. Lastly, if the target of this spell is a creature with no damage or spell resistance, or any ability boosting spells or powers – the target will suffer the penalties indicated in the spell entry for the listed duration. It is even possible for a normal creature or item to become permanently afflicted by this spell if it is cast with sufficient power.

Manifestation: Targets of the spell are enveloped in, **roll 1d8; (1)** Swarm of strange insects that appears out of nowhere to envelope the area; stinging and damaging anything targeted by this spell for a few heartbeats, then they disappear again… revealing weakened and damaged creatures and structures. **(2-7)** Victims and items targeted by the spell appear to partially melt: their skin and muscles seem to hang loosely from their slightly bent bones, and equipment becomes dented, corroded, and distorted for the duration of the spell. **(8+)** Targets are swathed in shimmering vapors that inflict a -1 penalty to spot and search checks as well as ranged attacs for the duration of the spell. *Roll 1d14 to determine color of the mists: 1= Red, 2=Orange, 3= Yellow, 4= Green, 5= Blue, 6= Indigo, 7= Violet, 8= Black, 9= Gray, 10= White, 11= Gold, 12= Silver, 13= Brown, 14= Roll thrice.*

Corruption: **Roll 1d10: (1)** All of the caster's non-magical possessions are weakened to the point that they crumble and are irretrievably lost; including armor, weapons, gold, gems, and other precious metals and items… leaving the caster clad in nothing but rags. **(2-5)** The caster suffers 1d6 points of Strength and Stamina damage, +1 point per caster level. This damage may not be healed normally with magic or rest, only a quest or divine aid will alleviate the caster of this damage. **(6-9)** One of the caster's allies within 50ft must succeed at a DC20 Fortitude save or they suffer 1d6 points of Strength and Stamina damage. All but one point from each ability score may be healed normally with magic or rest. **(10+)** The caster must succeed at a DC20 Fortitude save or they suffer 2d3 points of Strength damage. Most of this damage can be healed normally with magic or rest; but 2 points are permanently lost.

Misfire: **Roll 1d7: (1)** One random creature no larger than the caster within 80ft must succeed at a DC15 Fortitude save or it becomes vulnerable to a type of energy damage (chosen randomly) for 1d4 rounds. **(2)** One random ally within 40ft of the caster must succeed at a DC15 Fortitude save or they become vulnerable to a type of energy damage (chosen randomly) for 1d4 turns. **(3+)** The caster must succeed at a DC15 Fortitude save or they suffer 1d3 points of Intelligence damage for 1d4 turns.

1-4: Spell fails and is forgotten! **Roll 1d6** modified by Luck: **(0 or less)** Greater corruption + Misfire + Patron taint (or Spell corruption if no Patron), **(1-2)** Major corruption and Patron taint (or Spell corruption if no Patron), **(3-4)** Patron taint (or Spell corruption if no Patron), **(5+)** Misfire.

5-16: Spell fails and is forgotten and cannot be studied for 1d4 days

17: *Partial Success* – Wizard may target one creature no larger than themselves within 30ft. On a failed Fortitude save it is slightly weakened; suffering a -2 penalty to attacks, damages, and save rolls. This effect lasts for one round. and the spell is forgotten.

18-19: Wizard targets one creature no larger than themselves within 40ft. Upon a failed Fortitude save the victim is weakened. The victim's natural resistance to damage, energy, and spells is reduced by 1 point for 1 round/ caster level. Normal creatures and items targeted by this spell suffer a -4 penalty on their attacks, damages, and save rolls for 1d4 rounds.

20-23: Wizard targets one creature no larger than themselves within 60ft. Upon a failed Fortitude save the victim is weakened. The victim is stripped of any spell, damage, or energy resistance as well as any ability score boosts and powers granted by spells and runes whose casting check results are less than 24. The victim's natural resistance to spells, energy, and damage is reduced by 3 points for 1 minute/ caster level. Normal creatures and items targeted by this spell suffer a -4 penalty on their attacks, damages, and save rolls for 1 round/ caster level.

24-25: Wizard targets one creature or item of up to a 10ft cubic volume/ caster level within 100ft. Upon a failed Fortitude save the target is weakened. The target is stripped of any damage or energy resistance as well as any ability score boosts and powers granted by spells and runes whose casting check results are less than 26. Their natural resistance to damage, spell, and energy is reduced by half for 1 minute/ caster level. Normal creatures and items targeted by this spell suffer a -6 penalty on their attacks, damages, and save rolls for 1 minute/ caster level.

26-28: The caster targets one creature or item of up to a 10 foot cube/ caster level within 120ft. Upon a failed fortitude save the target is considerably weakened. The targets are stripped of any damage or energy resistance as well as any ability score boosts and powers granted by spells and runes whose casting check results are less than 29. Their natural resistance to damage, energy, and spells is reduced by half for 1 turn/ caster level. Normal creatures and items targeted by this spell suffer a -6 penalty on their attacks, damages, and save rolls for 1 turn/ caster level.

29-33: The caster targets as many as 2 creatures or items of up to a 10 foot cube/ caster level within 120ft, +10ft/ caster level. Upon a failed Fortitude save the target is considerably weakened. The targets are stripped of any damage or energy resistance as well as any ability score boosts and powers granted by spells and runes whose casting check results are less than 34. Their natural resistance to damage, energy, and spells is completely suppressed for 1 turn/ caster level. Normal creatures and items targeted by this spell suffer a -8 penalty on their attacks, damages, and save rolls for 1 hour/ caster level.

34-35: The caster targets as many as 2 creatures or items of up to a 15 foot cube/ caster level within 120ft, +20ft per caster level. Upon a failed Fortitude save the targets are considerably weakened. The targets are stripped of any damage or energy resistance as well as any ability score boosts and powers granted by spells and runes whose casting check results are less than 36. Their natural resistance to damage, energy, and spells is completely suppressed for 1 hour/ caster level. Normal creatures and items targeted by this spell suffer a -8 penalty on their attacks, damages, and save rolls for 1 day per caster level.

36-37: The caster targets up to 3 creatures or items of up to a 25 foot cube/ caster level within a distance of 120ft, +20ft per caster level. Upon a failed Fortitude save the target is extremely weakened. The targets are stripped of any damage or energy resistance as well as any ability score boosts and powers granted by spells and runes whose casting check results are less than 38. Their natural resistance to damage, energy, and spells is completely suppressed for 1 day/ caster level. Normal creatures and items targeted by this spell suffer a -8 penalty on their attacks, damages, and save rolls for 1 week per caster level.

38-39: The caster targets up to 3 creatures or items of up to a 50 foot cube/ caster level within a distance of 180ft, +30ft per caster level. Upon a failed Fortitude save the target is extremely weakened. The targets are stripped of any damage or energy resistance as well as any ability score boosts and powers granted by spells and runes whose casting check results are less than 40. Their natural resistance to damage, energy, and spells is completely suppressed for 1 week/ caster level. Normal creatures and items targeted by this spell suffer a -10 penalty on their attacks, damages, and save rolls for 1 month/ caster level.

40-41: The caster targets 1 creature or item per caster level so long as it fits within a cube with 1000ft sides and is within 250ft, +50ft per caster level. Upon a failed Fortitude save targets are horribly weakened. They are stripped of any damage or energy resistance as well as any ability score boosts and powers granted by spells and runes with a casting check less than 42. Their natural resistance to damage, energy, and spells is completely suppressed for 1 month/ caster level. Normal creatures and items targeted by this spell suffer a -10 penalty on their attacks, damages, and save rolls for 1 year/ caster level.

42+ The caster targets 1 creature or item per caster level so long as it fits within a cube with 1000ft sides and is within 500ft, +100ft per caster level. On a failed save versus this casting check result the target's spell, rune, and naturally generated resistance are completely eliminated. Furthermore, the victims are stripped of any ability score boosts granted by spells and runes. Normal creatures and items targeted by this spell suffer a permanent -5 penalty on attacks, damages, and save rolls.



Wizard Hovel

Level: 3	**Range:** A point within 60ft	**Duration:** Varies	**Casting Time:** 10 minutes
Reversible	No		
Ritual Spell	Yes, but the master of the ritual is the master of the *Wizard Hovel* created.		
Save	N/A		

General: The spell can function in any type of terrain and renders the site suitable for habitation; trees, earth, stone, et cetera, will bend and alter their shape and spacing to aid in the construction of the hovel. In an underground environment, the spell will construct a room equal in volume to the spell's normal functioning in the nearest convenient location; but only where it will not conflict with existing tunnels, rooms, or caves. If there is insufficient space for the hovel to manifest the casting check fails and always causes a spell mishap. The casting check result will determine the final configuration and duration of the hovel. The caster may choose a lesser result if they wish, but a caster may not have more than one extra-dimensional *Hovel*. They can create as many physical structures as they wish, though only the hovel currently occupied by its creator is empowered as the spell results dictate for the occupied hovel.

Manifestation: The area affected by the spell reorders itself into a shelter for the duration of the spell. Trees, rocks, and soil, build themselves into a domed structure with a slightly elevated floor. There is usually at least a fire pit and a smoke hole; but in the more powerful manifestations, the *Wizard Hovel* can have multiple fireplaces as well as bunk beds, a stocked larder and other luxury accoutrements. **Roll 1d10** to see the manner of the manifestation: **(1-5)** The hovel constructs itself with thousands of invisible hands sculpting the enclosure like soft clay. **(6-7)** Many thousands of tiny devils rise up out of the ground to construct the hovel. They are not happy about it and will forever seek out ways to inconvenience or harm the caster; but they get the job done. **(8-9)** The *Wizard Hovel* appears with a flurry of gnomish heavy construction equipment; the noise attracts 1d4 angry creatures with 2d3 hit dice each. **(10+)** Hundreds of pixies sing the residence into existence; they consider themselves partial owners of the property and visit frequently, often staying for months regardless of whether the wizard agrees or is even in residence.

Corruption: The caster suffers a permanent and cumulative -1 penalty to their AC, Attacks, Damage, and Saves as well as on all checks for inter-personal interactions and save rolls from any of the following creatures: **roll 1d3: (1)** *Invisible Companions, Eternal Champions, Eldrich Hounds* as well as other natural or magical creatures composed of magical force. **(2)** Devils, **(3)** Faeries and elves, **(4)** Gnomes and dwarves. Furthermore, this penalty stacks with any other casting penalties from misfires, or other sources; if the combined total of these penalties reaches -10, the designated creatures will consider the caster a mortal enemy and always attack on sight.

Misfire: The area within 50ft of the caster animates and attacks the caster and any other creatures in range. Trees and other foliage cannot up root themselves, but they lash out with their branches and grasses try to entangle and choke their targets. Even if there is no vegetation, the ground and walls flow into dozens of 10ft tentacles that attack everyone within 50ft of the caster. The effect is mobile and follows the caster wherever they roam until the effect dissipates. All this activity combines to inflict 2d4 points of damage to any creatures that fail a DC13 Reflex save each round. **Roll 1d10** the effect lasts for a number of rounds equal to the caster's level plus the result from one of the following die types: **(1)** 1d16, **(2)** 1d14, **(3)** 1d12, **(4)** 1d10, **(5)** 1d8, **(6)** 1d7, **(7)** 1d6, **(8)** 1d5, **(9)** 1d4, **(10+)** 1d3.

1-3: Spell fails and is forgotten! **Roll 1d6** modified by Luck: **(0 or less)** Greater corruption + Misfire + Patron taint (or Spell corruption if no Patron), **(1)** Major corruption or Spell corruption, **(2-3)** Patron taint (or Spell corruption if no Patron), **(4+)** Misfire.

4-14: Spell fails and is forgotten.

15: *Partial success* – The poor hovel is only a 10ft diameter, or a rectangular shack 10ft x 10ft by 5ft high. There is no fire pit or smoke hole, but there are plenty of cracks and holes in the walls to let the smoke out and the rain, wind, and chill into the hut; which only has 15 hit points. Neither are there any other amenities and its door is a weak, half-rotted affair of weathered planks with no lock. The spell is forgotten and the shack falls apart after 6 hours inflicting 1d4 points of damage to the occupants.

16-19: The spell functions for 8 hours. Forms a domed structure that is 15ft in diameter or a rectangular space 11ft x 15ft x 5ft high with a slightly raised floor. There is a fire pit and a smoke hole as well as a door with stout bolt; break DC10, and the structure has 50 hit points. There are convenient places for some cloaks and a couple of hammocks to be hung, but the space is very cramped. The spell offers no magical bonuses verses abnormal weather beyond that of shelter and a place to build a fire; assuming they already have fuel.

20-23: The spell functions for 10 hours. Forms a domed structure that is 30ft in diameter or a rectangular space 20ft x 25ft by 10ft high with a slightly raised floor. There is a fire pit and a smoke hole as well as a door with stout bolt; break DC11, and the structure has 100 hit points. There are convenient places to hang some cloaks and a few hammocks but the interior space fills up fast and may not hold everyone. The spell offers no magical bonuses verses abnormal weather beyond that of shelter and a place to build a fire; assuming they already have fuel.

24-27: The spell functions for 12 hours. Forms a domed structure that has a 40ft diameter or a rectangular space 35ft x 35ft x 13ft high with a slightly raised floor. There is a fire pit and a smoke hole as well as a door with stout bolt; break DC 12, and the structure has 150 hit points. There are convenient places for everyone to hang cloaks, hammocks and such. The *Hovel* comes with enough wood to keep a fire going for the duration of the spell as well as enough water for cooking and washing via a pipe and spigot rising up out of the floor, but spell provides no tub, utensils, or anything else.

28-31: The spell functions for 10 hours/ caster level. Forms a domed structure that has a 60ft diameter or a rectangular space 55ft x 50ft x 20ft high with a slightly raised ground floor. There is a fireplace with the hooks and pots for cooking as well as a door with stout bolt; break DC14, and a DC10 lock. There are convenient places for everyone to hang cloaks, hammocks and such; however, there is now a second balcony level that has bunk-beds with mattresses to accommodate several medium sized creatures; this level also has shuttered windows that function as arrow ports. The walls, shutters, and door of the structure absorb 9 points of damage from each strike and the structure has 200 hit points. The *Hovel* comes with enough wood to keep a fire going for the duration of the spell as well as enough water for cooking and washing via a pipe and spigot rising up out of the floor. There is a private area with a tub, but no utensils or other amenities.

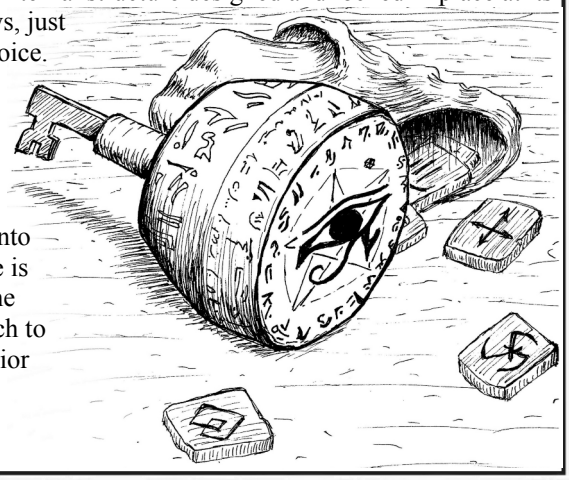
32-35: The spell functions for 12 hours/ caster level. The area affected by the spell is magically hidden from prying eyes. Anyone not named when shelter is built suffer a -7 penalty on any attempt to locate the Hovel. Forms a domed structure that has a 60ft diameter or a rectangular space 55ft x 50ft x 20ft high with a slightly raised ground floor. There is a fireplace and hearth oven with plenty of utensils for cooking as well as dining. The building has a door with stout bolt; break DC16, and a DC12 lock. There are convenient places for everyone to hang cloaks, hammocks and such; however, there is now a second floor in the hovel that has its own fireplace, chimney, and bunk-beds with mattresses to accommodate several medium sized creatures. There are also windows with shutters that may act as arrow ports. The fires are magical, need no tending, and the cellar accessed through the floor has cases of wine and ale along with enough basic rations of dried meat and fruits to feed the occupants for the duration of the spell; but never exceeds the equivalent of 3 meals per day per person. The walls, shutters, and door of the structure will absorb the first 11 points of damage from any attack and the structure has 300 hit points. The interior temperature of the hovel is as comfortable, but offers no further protection from weather than any other building of its type in its current environment.

36-38: The spell functions for 1 day/ caster level. The area affected by the spell is magically hidden from prying eyes for the duration of the spell. Anyone not named when it is built suffers a -8 penalty on any attempt to locate the hovel. Forms a domed structure that has a 60ft radius or a rectangular space 55ft x 50ft x 20ft high with a slightly raised ground floor. There is a fireplace and hearth oven and plenty of utensils for cooking and dining as well as a door with stout bolt; break DC18, and a DC14 lock. There are convenient places for everyone to hang cloaks, hammocks and such as well as a second floor with fireplace and chimney of its own as well as an array of beds, bunk-beds, and lockable trunks for creatures of up to size large. There are also windows with shutters on this level that may act as arrow ports. The fires are magical and need no tending. In the cellar accessed through the floor there are enough cases of wine and ale along with gourmet rations of dried meat and fruits to feed the occupants for the duration of the spell; but never exceeds the equivalent of 3 meals per person per day. The walls, shutters, and door of the structure will absorb the first 13 points of damage from any attack and have 400 hit points. The interior of the hovel is magically maintained at a comfortable 70 degrees if the outside temperature is between 0F and 100F degrees. The interior temperature declines or elevates by a ratio of 1 degree of internal temperature for every 5 degrees of external temperature over or under these limits.

39-40: The spell functions for 1 week/ caster level. The area affected by the spell is magically hidden from prying eyes for the duration of the spell. Anyone not named when it was built suffers a -9 penalty on any attempt to locate the hovel. Forms a domed structure that is 80ft in diameter or a rectangular space 70ft x 60ft x 30ft high with multiple rooms on three floors. All rooms have closets, windows with shutters that may act as arrow ports and access to central air/heating; room doors have a break DC of 18 and DC13 locks. The interior can be arranged only when the spell is cast and has gnomish plumbing for the kitchen and bathroom, but this building is still part of the Material Plane. The hovel is staffed like a hotel by invisible companions, pixies, gnomes, or devils according to the manifestation result, but they insist on being paid 50gp per week for anyone other than the caster. There is a fireplace and hearth oven and plenty of utensils for cooking and dining; but the occupants need not bother, as it will be done for paying guests. The fires are magical and need no tending. In a cellar accessed through the floor there are cases of fine quality wine and ale along with enough gourmet rations of dried meat and fruits that a grand feasts can be arranged. The food replenishes itself for the duration of the spell, but never exceeds the equivalent of 4 meals per day per person. The walls, shutters, and main door of the structure will absorb the first 15 points of damage from any attack and the building has 500 hit points. The interior temperature of the hovel is magically maintained at a comfortable 70 degrees if the outside temperature is between -25F and 125F degrees. The interior temperature declines or elevates by a ratio of 1 degree of internal temperature for every 10 degrees of external temperature over or under these limits.

40-41: As a result of 39-40, except *Wizard Hovel* is permanent.

42+ As a result of 39-40; but the permanent space is created on the Material Plane. The Wizard Hovel has now become a permanent extra-dimensional space with an internal structure designed and locked in place at its creation. Additionally, the space no longer has real windows, just magical screens that project a lovely view of the guest's choice. As long as no living creatures are in the Hovel, the wizard can close the door and detach the elaborately carved and bejeweled doorknob. The next time shelter is needed the wizard draws a door and attaches the doorknob. This creates a door with all of the stealth and durability of the main door described by the spell entry that will then open into the hovel; replenished and ready to go. In areas where there is nowhere to draw the door, any large rock or tree, or even the ground will suffice, but there must be something upon which to attach the doorknob or the spell will not function. The interior temperature is always a comfortable temperature of the caster's choice and occupies a space 120ft in diameter or a rectangular space 100ft x 150ft x 30ft.

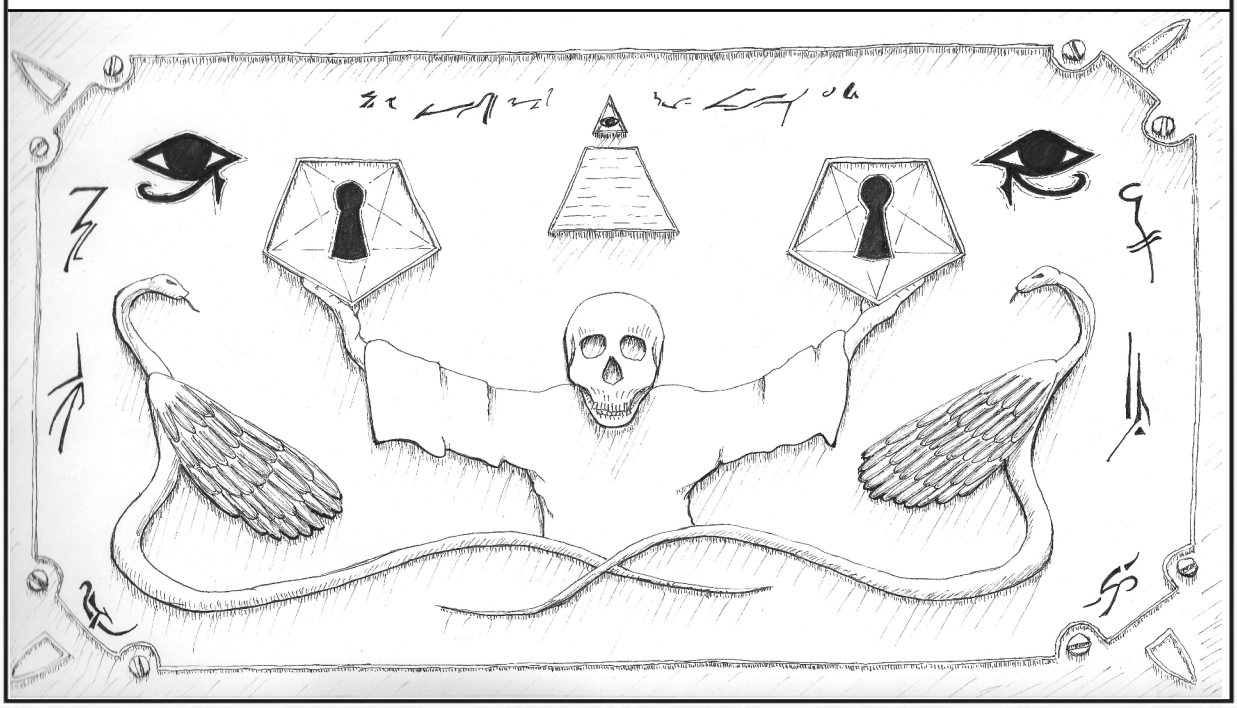


Wizard Lock

Level: 2	**Range:** Varies	**Duration:** See text below.	**Casting Time:** 1 round
Reversible	Yes, see *Knock* spell, DCC Core Rules		
Ritual Spell	No		
Save	None; or Willpower save versus the casting check result negates.		

General: Once an item is locked, the spell ceases to have any effect on the item unless the spell description says otherwise. Wizard locked items are treated normally by those who interact with them unless the caster gets a casting result of 20+; then the item must be destroyed, or forced open after the *Wizard Lock* is nullified by a superior use of a *Knock* or *Dispel Magic* spell. Anti-magic effects will cancel the magic forcing the locked, closed, or fastened object or portal to stay closed, but the mundane aspects of the closure as well as any other interactions between the anti-magic field and any portals and items must still be dealt with. Passwords to wizard locked items must be whispered aloud, but a secret mark may be hidden as a tattoo, embroidery, lacework, blade filigree, etc. Anyone bearing the mark is granted access, or allowed to open the wizard locked item or portal. The caster of the locking spell may end the spell at any time with a thought, as long as they are on the same plane and within 1 mile of the locked item(s).

Manifestation: **Roll 1d10: (1-2)** A wave of ethereal fog rushes out from the casters feet and spirits within the mist act to close and lock the affected items. For results of 20+ the effected items become enshrouded in fog and invisible creatures act to inhibit attempts to open the item or portal. **(3-4)** An invisible force acts upon the affected items; however, a result of 20+ seems to leave items tarnished and feel colder than normal when touched. **(5-9)** All of the effected items glow as brightly as a torch with arcane light for 1 round per caster level of the wizard who created the locking spell: *roll 1d8 to determine the light's color: 1= Red, 2= Orange, 3= Yellow, 4= Green, 5= Blue, 6= Indigo, 7= Violet, 8= Roll twice; and it pulses between the two colors.* Furthermore, this glowing effect is also triggered for the same duration every time the item is opened or whenever something tries to open the item and fails. **(10+)** When the spell is cast all targets have a small supernatural critter appear next to them which closes and locks the affected items. With spell results of 20+ these beings will reappear anytime someone tries to open or unlock the item; challenging them to give the password, or surreptitiously scanning for the secret mark. They will also help to defend the item and will report any thefts to the caster. *Roll 1d4 once when spell is learned, the type of creature will always be the same type: 1= Sprite, 2= Demon, 3= Angelic being, 4= Imp.*



Corruption: **Roll 1d6: (1)** Spell functions as if a result of 20 had been rolled, but it only affects the items owned by one of the caster's allies within 20ft; unfortunately no one knows the password. **(2)** All of the buckles, snaps, ties, corks, and other fasteners within 20ft of the caster come undone at the same time. The caster and any other affected creatures must succeed at a DC15 Reflex save or they are tripped and fall to the ground; possibly provoking further damage at the Storyteller's discretion. They must also succeed at a Luck check for each item that was opened to see if it was ruined or its contents lost. **(3)** The caster is now suffering from a minor curse that renders them the center of a zone with a 10ft radius in which nothing may be locked, tied or bound; grants a +1 bonus to escapes and save rolls, and wreaks havoc with traps and doors, etc. This effect forces the caster to get creative about their clothing and equipment or they must go about naked until the curse is lifted. On the bright side, the caster may not be bound or held by mundane means, but Luck checks must be made for each item that was opened to see if it was ruined or its contents lost. **(4+)** All of the buckles, snaps, ties, corks, and other fasteners within a 10ft radius synch down painfully at the same time. Affected creatures must succeed at a DC15 Reflex save or they are tripped and fall to the ground; possibly provoking further damage at the Storyteller's discretion. These items are secured with DC25 wizard locks that no one knows the password for and are painfully constrictive, reducing the victim's movement and action dice by half.

Misfire: All of the buckles, snaps, ties, corks, and other fasteners within range of the caster are welded or glued shut by mischievous invisible pixies. Creatures attempting to open any of these items must succeed at a Luck check; success means the item is opened, but failure indicates the items are ruined and its contents are lost. This effect is nullified by some of the corruptions listed above, but otherwise to determine how far from the bumbling caster this instantaneous effect extends **roll 1d7: (1)** 60ft, **(2)** 50ft, **(3)** 40ft, **(4)** 30ft, **(5)** 20ft, **(6+)** 10ft.

1-2: Spell fails and is forgotten! **Roll 1d6** modified by Luck: **(0 or less)** Greater corruption + Misfire + Patron taint (or Spell corruption if no Patron), **(1)** Major corruption, **(2)** Patron taint (or Spell corruption if no Patron), **(3+)** Misfire. If results of misfire and spell corruption are similar then use the more severe penalties presented.

3-12: Spell fails and is forgotten.

13: *Partial success* – Targeting one unlocked chest, open door, unbolted gate, untied rope, or other object or portal within 10ft that is no larger than a cube with 3ft sides; the caster causes it to magically close or fasten. If item or object is normally locked or closed by physical or mundane means, the targeted object automatically locks or fastens – unless the object is of supra-normal complexity. If item or object is normally only unlocked via magical means, this spell has no effect. Spell is forgotten.

14-15: Targets one unlocked chest, open door, unbolted gate, untied rope, or other object or portal within 20ft that can be seen by the caster. If the item or object is normally locked or closed by physical or mundane means, the targeted object automatically locks or fastens itself – unless the object is of enormous size or supra-normal complexity. If item or object is normally unlocked via magical means, the spell has no effect.

16-19: Targets one unlocked chest, open door, unbolted gate, untied rope, or other object or portal within 30ft that can be seen by the caster. If the item or object is normally locked or closed by physical or mundane means, the targeted object automatically locks or fastens itself. Even objects of enormous size (e.g., the gates of a cloud giant's castle) or supra-normal complexity are closed and locked, provided their unlocking mechanism is of a strictly physical and non-magical nature.

20-21: Targets one unlocked chest, open door, unbolted gate, untied rope, or other object or portal within 40ft that can be seen by the caster. If item or object is normally locked or closed by physical or mundane means, the targeted object automatically locks or fastens. Even objects of enormous size (e.g., the gates of a cloud giant's castle) or supra-normal complexity are closed and locked, provided their unlocking mechanism is of a strictly physical nature. Items locked or fastened by this spell will only open for the caster of its locking spell or those who know its password, unless the spell is overcome by a *Knock* or *Dispel Magic* spell with a greater casting check result.

22-25: The caster creates a secure zone that potentially affects any unlocked or unfastened items and objects within 30ft of the caster. The caster gains instant awareness of all such objects within range (including secret doors, if they are unlocked or have no locks) and may choose instantaneously which one of these items or portals to lock. This includes unlocked chests, open doors, unbolted gates, untied ropes, and other objects, normal portals and the caster may now use this spell upon extra-dimensional portals and magical locks. Even objects of enormous size (e.g., the gates of a cloud giant's castle) or supra-normal complexity are opened. Objects normally locked via a physical nature are automatically locked, and items locked or fastened in this manner will only open for the caster and any who know the password, unless it is overcome by a *Knock* or *Dispel Magic* with a greater casting check result.

26-29: The caster creates a secure zone that potentially affects *all* unlocked or unfastened objects within 60ft, *or* the caster can target a single target within 90ft. If the latter, the spell affects belts, buttons, snaps, shoelaces, thongs closing sacks, cork stoppers in potions, and so forth. A creature targeted with this effect receives no save, and typically finds itself suddenly stumbling as its clothes bind to the loose cords and such around it; then it falls to the ground taking 1d6 points of falling damage for every 20ft of their forward motion. With the area effect version of this spell; the caster gains instant awareness of all unlocked portals within range (including secret doors, if they are unlocked or have no locks), and may choose instantaneously which are locked. This includes unlocked chests, open doors, unbolted gates, untied ropes, other objects, and even extra-dimensional portals and magical locks. Even objects of enormous size (e.g., the gates of a cloud giant's castle) or supra-normal complexity are opened. Objects normally locked via a physical nature are automatically locked, and items locked or fastened via this *Wizard Lock* spell will only open for the caster and any who know the password or bear a specific secret mark to act as a key to the locking spell. Items locked with this spell are overcome by a *Knock* or *Dispel Magic* spell with a greater casting check result.

30-31: The caster instantly becomes aware of all chests, cords, ties, windows, portals, doors, and gates within 120ft, including those that are invisible or extra-planar. All such portals are immediately closed and locked, tied, or secured with magical force. Items locked or fastened via this *Wizard Lock* spell will only open for the caster and any who know the password or bear a specific secret mark to act as a key to this locking spell. Items locked with this spell are overcome by a *Knock* or *Dispel Magic* spell with a greater casting check result. Additionally, the caster can target one portal within range that is locked permanently. Regardless of its size, this door, gate, or window is instantly locked, disallowing passage permanently: unless the portal is destroyed, or a *Remove Curse* or *Knock* spell with a superior casting check result will open this portal for only 1d3 rounds, +1 round/ caster level of the wizard or creature trying to breach the portal. Furthermore, this permanently sealed item is granted damage resistance of 10 points per round that is only overcome by Star-metal and spells cast by clerics of at least 5th level.

32-33: As a result of 31, but the range is 200ft. Additionally, the caster can create up to three sealed portals within range. Furthermore, these sealed portals are granted damage resistance of 15 points per round that is only overcome by Star-metal and spells cast by clerics of at least 7th level.

34+ In a staggering display of power, the caster causes all portals within 1 mile to slam closed in a violent burst. This includes windows and shutters, cellar stairs and attic trapdoors, oven doors and city gates, as well as normal doors and portals. Objects are affected regardless of size, complexity, or magic protection; even secret, invisible, and extra-planar doors suddenly close if they are open, even tapestries and rugs glue themselves to the walls and floors to bar access to concealed passages. Moreover, fasteners and stoppers are tightened such that wine bottles break before the corks give out, lids slam onto dinner pots and cauldrons which may cause them to explode unless removed from sources of heat, shoelaces tighten their laces painfully, snaps weld closed, belts synch down, buckles weld themselves closed, and cords tie themselves, and so on. The caster can vary the impact range and intensity such that the effects imposes a penalty to attacks and damages, AC, saves, skill, and casting checks that ranges from -2 to -8. Additionally, the caster may set a movement penalty for all non-allies within the affected area from -5ft to -30ft per round depending upon the degree of entanglements.

Wizard's Tower

Level: 5	**Range:** Designated location	**Duration:** Permanent	**Casting Time:** 5 days: caster may sleep and attend to their needs, but can do nothing else. Plus construction time…
Reversible	No		
Ritual Spell	Yes, but the tower belongs to the master of the ritual.		
Save	N/A		

General: This spell allows a wizard to magically construct a fortified tower or small castle; however, the wizard must provide all of the materials needed to fulfill the desired elements of the tower's design. These costs are in addition to the spell's casting cost of 5,000gp and the master of the tower must commit 1 point of spellburn for every 4 points of a successful casting check. These costs are needed to bribe/pay the alien, spectral, faerie, gnome, or demonic workers that build the tower. Each spell result will list the time required for construction of the tower as well as the additional construction costs required to complete the spell. The caster may spend additional gold and commit more acts of spellburn during the tower's construction to incorporate runes and spells into the building's structure. These incorporated spells and runes are bound into the tower at construction regardless of their casting check result, manifestation, and mercurial magic effects are fixed at this point and may not be changed later. Using one of these embedded spells spells counts as an action, but the caster may continue act normally with their remaining action dice. Combat spells or runes may be activated once per day per 2 caster levels of the master of the tower; any other spells imbued within the structure that are not continuously active, may be used 1 per day per 3 caster levels of the master of the tower. These incorporated spells and runes are fully functional so long as 20% of the structure's hit points remain. These embedded spells suffer no chance of spell failure or misfire, however, when the creator of the tower is attempting to embed spells into the tower's structure, any results from misfired or corrupted spells are also embedded within the tower. From that point onward, any attempt to cast those spells within or near the tower will cause those spells to automatically fail and the caster suffers the corruption or misfire that was embedded within the tower's structure.

Some of the materials cost and the supply of the building's materials can be offset by choosing the right location. If the tower is to be made of stone, then choosing a swamp is a bad idea; likewise, it is the filthy rich and devilishly clever wizard who can build a tower from kelp in the middle of a desert. The spell will draw on local resources for things like stone, glass, and timber for normal constructions; but it will also construct walls of ice, crystal, clay, and whatever else is around if the caster doesn't provide the needed materials, but is still able to pay the workers. The Storyteller will determine any discount on the price for additional construction materials provided by the area around the tower, but in general it costs 15gp per 100 square feet of floor plan created by the spell for basic quality work. The caster can spend more if they have it, and luxury accommodations cost at least 5 times the basic rate. The basic cost listed in each casting check result covers the costs of basic supplies like linens, tools, and lab equipment, et cetera for the largest size building the casting result can create; but assumes that most of the stone, timber, and such are already provided by the caster or the general area for the spell to draw upon. The wizard need not spend this entire amount and may choose to create a smaller building than what is allowed if desired. If the basic materials such as stone and timber (or other desired materials) for constructing a tower are not made available; the basic cost for the tower is doubled. The caster has until the completion of the tower to come up with the funds and materials for the tower or the workforce gets angry; exacting payment with various schemes depending upon the work force. They can also resort to violence, using blood as their currency of choice.

This spell doesn't change the side effects of the construction materials, so walls of ice will still melt, and are frightfully cold and icy floors will be a serious hazard; as would falling and hitting walls formed of bones or coral. The caster must use spells, design features, or other means to mitigate these and other such unanticipated issues that may derive from the construction process. The floors may be arranged however the caster wishes and all interior spaces are shaped according to the caster's designs, but the separate floors of each tower must be contiguous with each other such that a creature can travel from floor to floor without having to leave the structure. Regardless of the materials used, these towers are magically strengthened to withstand damage and will have a total number of hit points equal to the casting check result times 100 and can ignore the first 5 points of damage from any attack unless spell entry states otherwise.

The height (or depth) for each story of the tower is fixed at 10ft, with an interior having 9ft ceilings. For casters larger than medium size, multiply the building costs by 2 for each size category greater than medium and adjust the height of the stories appropriately. The caster may choose to place all stories above or below ground, or any combination of the two; as long as all other requirements are met. The Storyteller has the final say over which structures are allowable and common sense should prevail unless lots of magic is involved. A wizard or other arcane caster may construct as many towers as they can afford, and even cluster them together with additional walls and buildings to create larger castles or even a palace. However, in such cases the towers are still considered independent structures and it is possible for there to be several masters within truly large conglomerations of structures. Before the master of a wizard tower dies, they must designate a successor, or mastery of the tower defaults to their oldest surviving relative. If none exist or lay claim, the tower is reclaimed by its builders until they can be defeated, or bought out by someone else.

The master of the tower can exercise certain powers and abilities within and around the tower. Depending on casting check result, the master of the tower may be granted control of the tower's physical structure (doors, locks, etc.) and powers like clairvoyance, clairaudience, even image projection. These powers have no daily use limits or duration, but using them requires the total concentration of the caster for the time the powers and abilities are being used. Furthermore, the observing points are chosen by the caster and they can only see, hear, and converse normally with creatures at that local using the wizard's normal abilities.

Manifestation: Roll 1d5: (1) The caster uses 2,500gp worth of diamond and sapphire dust to draw an elaborate casting circle 50ft in diameter strewn with arcane runes and alien sigils. The rest of the gold (2,500gp) and any necessary materials for the abode are placed in the center of the circle. At the end of 5 days the wizard makes a casting check; if successful, the sky will erupt with thunder as a strange metal ship descends onto the ground near the circle. It disgorges 200; 3HD aliens that are 3-eyed spheres of 3ft diameter. They have 3 arms and 3 legs projecting at odd angles and with little regard for symmetry. One out of every 20 seems to be a foreman carrying a strange looking toolbox. The aliens hook the caster up to an evil-looking machine that painfully spellburns the necessary points for the spell; take the gold, inhale the casting circle, and then get to work as directed by the design and casting check result. When completed, and in addition to its other powers, the residence continually projects a force barrier out to 20ft beyond its perimeter that encompasses the entire structure and sub-structure. This barrier prevents entry to anyone save those with permission. The interior environment is comfortable and is always fresh and free of toxins and contamination. This defense also reduces the damage dice of all successful incoming attacks by two steps on the dice chain; but it can only absorb 300 points of damage before it fails, requiring 4d6 hours and 2 points of spellburn to re-establish. **(2)** The caster mixes 5,000gp worth of powdered rubies with their blood to inscribe a 50ft diameter summoning circle in the earth around the needed materials. Creating this circle satisfies the eventual spellburn requirements for the casting check results. If successful, 200 half-sized and blue-skinned versions of the caster step out of the fiery portal at the center of the circle. These demons that arrive at the end of the 5 day summoning ritual have 3HD, no casting ability, and count as third level warriors for hit points, attacks, saves, and they have access to *Mighty Deeds* if the Storyteller allows. They have the knowledge and skills needed to construct the tower or castle and will do so using an increment of time one step less than that listed on the spell table; *i.e. months become weeks, days become hours, etc.* When finished, all but one of these demons remains as loyal staff and defenders of the abode. The last one turns to look at the caster with mischief in its eyes, winks, and with an evil grin steps through the fiery portal whence it came. **(3)** The caster uses 5,000gp to purchase rare and valuable stone which is carved into 200 miniature tombstones. These grave markers are set in rows; filling the intended footprint of the tower or castle to be created. At the end of 5 days the caster makes a casting check; if successful, 200 ghostly spirits of dead workers are call forth from their 'graves'. Each spirit has 3HD and all the powers of a normal ghost, but they have tools instead of weapons. They each fly through the caster; by the time all have done this, the caster has spellburned the necessary points as well as instructed the ghosts about what it is that they are building. Their grave markers are incorporated into the foundation of the structure and these spirits will serve as loyal staff and defenders of the residence. **(4)** The caster uses 5,000gp to cater enough fine wine and food to host a lavish party as well as create a 50ft casting circle; weaving the circle and its symbols out of the highest quality flower petals and sprigs of lavender, sage, rosemary, and thyme. The caster rolls the casting check at the end of 5 days of chanting and performing cleansing rites. If successful, on the next midnight after the casting time ends, 200 faeries arrive to party for the rest of the night. The caster must

attend this celebration and is guaranteed safe return to the mortal world in the morning , but wakes with a terrible headache. They are in a tree and their clothes are on backwards as well as inside out. The caster has already committed the necessary spellburn and somehow transmitted the needed information to the work crew, but cannot seem to remember either event. The faeries eat the casting circle for breakfast and get to work. When completed and in addition to its other powers, this abode will blend into it surroundings such that a DC18 Spot or Search check is required to notice its existence. The caster is immune to this effect and may grant or revoke this immunity for up to 2 creatures per caster level. **(5)** The caster uses 5,000gp to fabricate the finest tools, all set to a gnome's proportions and places them in specific locations within a casting circle that has been inscribed into the ground with a platinum dagger. The caster draws a door in the earth at the center of the 50ft diameter casting circle. After chanting and prancing around the circle for 5 days the door in the middle opens like a trapdoor allowing 200 gnomes of 3HD climb out. They divvy up the cash, grab their tool of choice, and one of them places a strange and ominous helmet upon the caster's head. During the construction of the tower, the helmet painfully spellburns the necessary points from the caster; who may not cast any spells. Neither can the wizard do anything more than tend to their physical needs and direct the gnome work crews. When the job is finished the gnomes take the helmet off the caster and disappear through the trapdoor; keeping the tools, but enemy spell casters suffer a -3 casting check penalty when inside or within 100ft of the tower.

Corruption: The work force arrives and takes the 5,000gp and leaves behind a troop of …
Roll 1d6: (1) 4d10 workers, +1 foreman to hunt down and kill the caster and his or her allies. **(2)** 4d8 workers, +1 foreman to hunt down and kill the caster and his or her allies; but they give up after 3d6 months of effort. **(3)** 4d7 workers, +1 foreman to hunt down and kill the caster and his or her allies; but they give up after 3d5 weeks of effort. **(4)** 4d6 workers, +1 foreman to hunt down and kill the caster and his or her allies; but they give up after 3d4 days of effort. **(5)** 4d5 workers, +1 foreman to hunt down and kill the caster and his or her allies; but they give up after 3d4 hours of effort. **(6+)** 4d4 workers, +1 foreman to hunt down and kill the caster and his or her allies; but they give up after 3d3 turns of effort.

Misfire: Roll 1d8: (1) Caster becomes claustrophobic and now has a -4 penalty on all skill and casting checks as well as attacks when they are underground or in an enclosed space of any kind for the next 1d6 months. **(2)** Any walls or structural features within 25ft of the caster will suffer a -3 on any saves versus damage and collapse for the next 1d6 weeks. **(3)** Caster becomes claustrophobic and suffers a -3 on all casting and skill checks when they are underground or in any enclosed space without windows for the next 1d6 days. **(4)** Any walls or structural features within 15ft of the caster will suffer a -2 on any saves versus damage and collapse for the next 1d6 hours. **(5)** Caster becomes claustrophobic and suffers a -2 on all casting checks when underground for the next 1d6 turns. **(6+)** Any walls or structural features within 10ft of the caster will suffer a -1 on any saves versus damage and collapse for the next 1d6 rounds.

1-5: Spell fails and is forgotten! **Roll 1d6** modified by Luck: **(1 or less)** Greater corruption + Misfire + Patron taint (or Spell corruption if no Patron), **(2-3)** Major corruption and Patron taint (or Spell corruption if no Patron), **(4-5)** Patron taint (or Spell corruption if no patron), **(6)** Misfire.

6-18: Spell fails and is forgotten.

19: *Partial Success* – Spell instantly creates a small privy at the location where the tower was supposed to be. This fully functional outhouse is created as a miniature replica of the intended tower design; it is large enough for 1 occupant of the caster's size, and comfortable in all weather. This commode cannot be moved, damaged, or altered by any means short of divine intervention. Fortunately, the magic that creates this latrine ensures that it will never need cleaning and will not overflow nor suffer from ill odors because one member of the construction crew remains in perpetuity as caretaker... The spell still requires 4 points of spellburn; is forgotten, and cannot be memorized for one year.

20-21: Spell summons the work force and construction begins. The tower will be a modest affair with a floor plan that fits within a 100 foot square and is no more than 4 stories. The caster may invest 1 non-combat spell or rune into the tower's construction and it affects every room on every floor. Additional construction costs: *basic* = 6,000gp; *luxury* = at least 30,000gp; construction time is the casting check result in months and requires at least 5 points of spellburn.

22-24: Spell summons the work force and construction begins. The tower will be a modest affair with a floor plan that fits within a 110 foot square and is no more than 5 stories. The caster may invest 2 non-combat spells or runes, or 1 of each into the tower's construction; they affect every room on every floor, but the master of the tower can turn them on or off for any given floor of the dwelling. Additional construction costs: *basic* = 9,075gp; *luxury* = at least 45,375gp; construction time is the casting check in weeks and requires at least 6 points of spellburn.

25-27: Spell summons the work force and construction begins. The tower will be an impressive residence with a floor plan that fits within a 120 foot square and is no more than 6 stories. The caster may invest 2 non- combat spells or runes, or 1 of each into the tower's construction; they affect every room on every floor. The master of the tower can turn them on or off for any given floor or individual room. Additional construction costs: *basic* = 12,960gp; *luxury* = at least 69,800gp; construction time is the casting check in weeks and requires at least 6 points of spellburn.

28-30: Spell summons the work force and construction begins. The tower will be an impressive affair with a floor plan that fits within a 130 foot square and is no more than 7 stories. The caster may invest 2 spells or runes, or 1 of each into the tower's construction and they affect every room on every floor. The caster can turn them on or off for any given floor or individual room or an even smaller space, such as a closet or cupboard within a room. Additional construction costs: *basic* = 17,745gp; *luxury* = at least 88,725gp; construction time is the casting check in days and requires at least 7 points of spellburn.

31-33: Spell summons the work force and construction begins. The tower will be an impressive abode with a floor plan that fits within a 140 foot square and is no more than 8 stories. The caster may invest up to 3 spells or runes, or any combination of each into the tower's construction. They can affect every room on every floor, or only specific floors, rooms, or sections of rooms like closets as set by the caster's designs for the structure. The master of the tower can turn them on or off for any given floor or individual room or an even smaller space such as a closet or cupboard within a room. Additional construction costs: *basic* = 23,520gp; *luxury* = at least 117,600gp; construction time is casting check in days and requires at least 8 points of spellburn.

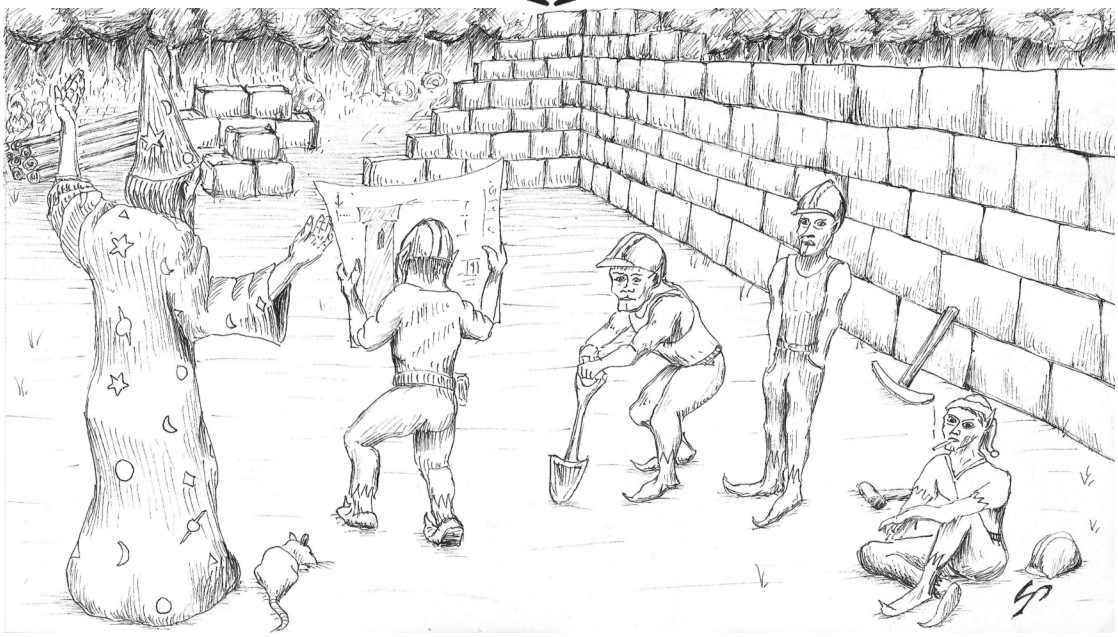
34-37: Spell summons the work force and construction begins. The tower will be a truly massive structure with a floor plan that fits within a 150 foot square and is no more than 9 stories. The caster may invest up to 3 spells or runes, or any combination of each into the tower's construction and they can affect every room on every floor, or only specific floors, rooms or sections of rooms as set by the caster's designs for the structure. The caster can turn them on or off for any given floor or individual room or an even smaller space such as a closet or cupboard within a room. Furthermore, if the master is within the tower they can mentally open, close, operate, lock or unlock any doors, windows, gates, winches, and such that are part of the tower's structure; though they must be able to see the object. The master has no control over chests, barrels, desk drawers and such that are part of furnishings brought into the tower. Additional construction costs: *basic* = 30,375gp; *luxury* = at least 151,875gp; construction time is the casting check in hours and requires at least 9 points of spellburn.

38-39: Spell summons the work force and construction begins. The tower will be a truly massive structure with a floor plan that fits within a 200 foot square and is no more than 10 stories. The caster may invest up to 3 spells or runes, or any combination of each into the tower's construction. They can affect every room on every floor, or only specific floors, rooms or sections of rooms as set by the caster's designs for the structure. The master of the tower can turn them on or off for any given floor or individual room or an even smaller space such as a closet or cupboard within a room. As long as the master is in their tower they can see and hear the events from any chosen point within a half mile of the tower as well as within any room or space which is part of the tower using their normal senses. The master of the tower can mentally open, close, lock or unlock (if possible), any doors, windows, gates, winches, and such that are part of the tower's construction. The caster has no control over chests, barrels, desk drawers and such that are part of furnishings brought into the tower. Additional construction costs: *basic* = 60,000gp; *luxury* = at least 300,000gp; construction time is the casting check result in hours and requires at least 9 points of spellburn.

40-41: Spell summons the work force and construction begins. The tower will be a truly massive structure with a floor plan that fits within a 250 foot square and is no more than 11 stories. The caster may invest up to 4 spells or runes, or any combination of each into the tower's construction. They can affect every room on every floor, or only specific floors, rooms or sections of rooms as set by the caster's designs for the structure. The master of the tower can turn them on or off for any given floor or individual room or an even smaller space such as a closet or cupboard within a room. As long as the master is within 10 miles of, and on the same Plane as their residence, they can see and hear the events from any chosen point within 1 mile of the tower as well as within any room or space part of the tower using their normal senses. Additionally, they can mentally open, close, lock or unlock (if possible), any doors, windows, gates, winches, and such non-magical items that are part of the tower's construction. The master now has control over the locks, lids, and doors of chests, barrels, desk drawers and such that are part of furnishings brought into the tower so long as the objects are the property of the tower's master. Additional construction costs: *basic* = 103,125gp; *luxury* = at least 515,625gp; construction time is casting check in turns and requires at least 10 points of spellburn.

42-43: Spell summons the work force and construction begins. The tower will be a truly heroic structure with a floor plan that fits within a 2300 foot square and is no more than 12 stories. The caster may invest 4 spells or runes, or any combination of each into the tower's construction. They can affect every room on every floor, or only specific floors, rooms or sections of rooms as set by the caster's designs for the structure. The master of the tower can turn them on or off for any given floor or individual room or an even smaller space such as a closet or cupboard within a room. The master may see and hear the events of any room or space inside of or from any point chosen within 5 miles of their tower with their normal senses if the master is on the same Plane as their residence. The master of the tower can mentally open, close, lock or unlock (if possible), any doors, windows, gates, winches, and such that are part of the tower's structure. They even have control over the locks, lids, and doors of chests, barrels, desk drawers and such that are part of furnishings brought into the tower as long as the objects are non-magical. Additional construction costs: basic= 162,000gp; luxury= at least 810,000gp; construction time is the casting check in minutes and requires at least 10 points of spellburn.

44+ Spell summons the work force and construction begins upon a tower of which legends and stories will be told for generations. It will be a colossal structure with a floor plan that fits within a 350 foot square and is no more than 13 stories. The caster may invest 5 spells or runes, or any combination of each into the tower's construction. They can affect every room on every floor, or only specific floors, rooms or sections of rooms as set by the caster's designs for the structure. The caster can turn them on or off for any given floor or individual room or an even smaller space such as a closet or cupboard within a room. The caster may see and hear the events of any room or space within the tower or the 50 miles surrounding it with their normal senses; plus the ability to see invisible objects and creatures within 30ft of the observing location if the master of the tower is anywhere on the same Plane as the tower. Additionally, the caster can mentally open, close, lock or unlock (if possible), any chests, doors, drawers, windows, gates, winches, and such that are part of the towers construction or brought within its walls. Furthermore, the caster may create a simulacrum of themselves out of light and magical force with an hour of total concentration. This simulacrum has the normal physical and spell casting abilities as well as hit points of the caster and may physically interact with the world until it is destroyed, abandoned or moves farther than 50 miles from the tower. However, the simulacrum cannot be healed; but it can be *Mended* with magic. While this simulacrum is active the caster has no awareness of, or control over their natural body. Additional construction costs: *basic* = 238,875gp; *luxury* = at least 1,194,375gp; construction time is the casting check result in rounds and requires at least 11 points of spellburn.



The building crews - Use these entries if the builders are unpaid, spell misfires, or defending the tower.

Gnomes – These fey humanoids fight to capture the wizard who summoned them and have a move rate of 10ft/ round and use a d20 as an action die. They have an AC of 15 due to small stature and armor and 10 hit points each. The worker gnomes each use random tool as a melee weapon that causes 1d5 points of damage. *Roll 1d7 with its first attack: (1) Slashing, (2) Piercing, (3) Bludgeoning, (4) Acid, (5) Cold, (6) Electricity, (7) Fire, (7) Sonic.* Gnomes have the following save roll bonuses Fort: +3, Reflex -1, Will +2. These gnomes only take half damage from normal metal weapons, but star-metal weapons inflict double damage. **Gnomish Foreman** – has an AC of 17, 15hp, and causes 1d10 damage, and have the following save roll bonuses Fort: +4, Reflex +0, Will +3. (May roll on Critical Table F if using Critters, Creatures, & Denizens.)

If they are victorious: they put the strange helmet onto the caster's head again, flip a switch and watch as the helmet begins to crackle with electricity. The caster must succeed at a DC25 fortitude save or they are permanently turned to stone and added to the gnome's collection of garden statuary. If the caster somehow succeeds, they still suffer 1d6 points of Intelligence, Strength and Stamina damage before the gnomes flip the switch again…

Faeries – These fey humanoids fight to capture the wizard who summoned them and have a move rate of 10ft/ round on land, but they have fly speeds of 50ft/ round and can hover indefinitely. They can become invisible or visible at will and use a d24 as an action die. They have an AC of 15 due to small stature and flight ability when they can be seen and each has 5 hit points. The worker faeries each use random tool as a melee weapon that causes 1d5 points of ability score damage. *Roll 1d5 with its first attack: (1) Strength, (2) Agility, (3) Stamina, (4) Intelligence, (5) Personality.* Faeries have the following save roll bonuses Fort: -1, Reflex +3, Will +2. They only take half damage from normal metal weapons, but star-metal and iron weapons inflict double damage to these gnomes. **Fey Foreman** – has an AC of 17, 15hp, and causes 1d10 damage, and have the following save roll bonuses Fort: +0, Reflex +4, Will +3. (May roll on Critical Table 'F' if using Critters, Creatures, & Denizens.)

If they are victorious: They simply snap their fingers and upon a failed DC25 willpower save the caster is transported into the Realm of the Faeries to become their latest pet. The wizard is blissful and content the rest of their days… as a dog, or favored cat and are never again seen by mortal eyes. If the caster somehow succeeds, they still suffer 1d4 points of Intelligence and Personality damage before the faeries try again…

Demons – *Type I* demonic workers are made by writing up the caster's statistics as if they were a 3rd level, blue skinned warrior with short black horns randomly twisting out at odd angles from the sides of their heads. They are each girded with +1 chainmail armor, +1 small steel round shield, and are armed with a crossbow that always has a +2 bolt primed for launch, as well as a +2 short sword. They only take half damage from non-magical weapons, have 3 points of spell resistance, and once per day each of them can create a 20ft diameter zone of darkness within 50ft that lasts for one turn. **Demonic Forman** – add 2 points to the physical ability scores and all equipment is considered a +3 magic item. Victory is achieved only by the death of the wizard who created them and all of his or her allies; bringing these demons the freedom they desire.

Alien Construction Workers

Type	Alien Laborer	Alien Foreman
Size	Small	Small
Reach	5ft	5ft
STRength	16/ +2	9
AGILity	13/ +1	9
STAMina	16/ +2	16/ +2
INTelligence	9	16/ +2
PERsonality	9	16/ +2
LUCK	9	9
Action Die	1d20	1d24
Lift	80lbs	45lbs
Drag	160lbs	90lbs
Carry	80lbs	45lbs
Speed (Land)	20ft	20ft
Run	130ft/rd, 120min	70ft/rd, 120min
Sprint	230ft	125ft
Speed (Fly)	No	60ft up to 8hrs/ day
Acceleration	No	20ft
Deceleration	No	40ft
Glide	No	No
Hover	No	10+1d6 rounds
Initiative	+1	+0
AC (Thick skin; +3)	14	13 (+2 in flight)
HD	3d10+6	3d8+6
Attack Die		
(Melee)	1d20+3	1d24+1
	2@1d16+3	2@1d20+1
(Ranged*)	1d20+4	1d24+3
(Auto-Punch)	Special	
(Cutting Tool)	1d6+2	
(Force Hammer)	1d4+3/ 2d6+3	
(Nail Gun) (20/ 30/ 35ft)	Variable	
(Plasma Sword)		Special
(Melding Ray) (20/ 30/ 35ft)		2d8 electricity damage
Crit Die & Table	1d8/ III	1d10/ III
Fortitude	+4	+4
Reflex	+3	+2
Willpower	+2	+4

Alignment: Neutral

General Information:
These spherical aliens are as described in the Manifestation entry, but despite their seemingly haphazard limb arrangement they move with power and grace. Their legs are always on the lower half of their bodies and their arms generally sprout from top of their bodies and about their waists. These aliens generally deploy one tool at a time using two hands; and use the third hand to manipulate the object to which the tool is applied.

Attack Profile:
These denizens of the outer void prefer strategic combat and rarely run or sprint, though they can use these actions a total of 2 x per day. When angered or attacked these creatures form up into squads of 20 laborers, each squad led by a foreman. On an individual level, their ranged combat ability is limited. However, they can call down a plasma strike from orbit once every 2d3 hours.

Orbital Strike – This attack only has a 75% chance of striking within 1d5x 5ft from the designated target; otherwise the beam strikes too far away to harm anyone in the current combat. The beam affects an area with a 40ft radius; causing 5d12 damage. Creatures in the area are entitled to a DC20 Fortitude save for half damage. This counts as both fire and electricity damage for resisting this devastation.

Special Powers:
Each of their three eyes is generally placed near the top of their body and spaced 120° apart granting them binocular vision in all directions; they have infravision and low-light vision out to 100ft. They also have a bonus to attacks factored into the table entry. Their tools are of strange design and seem to require neither magic nor any other known form of energy to power their abilities; yet they never run out of power. As such they are not vulnerable to *Dispel Magic*, or anti-magic effects. *If stolen by characters, these tools require at least 1d3 months of study after which the owner must succeed at a DC18 Intelligence check or* ***the device explodes*** *as an orbital strike. Fumbles with these tools means the user must succeed at a Luck check or* ***the device explodes*** *as an orbital strike.*

Immunities & Vulnerabilities:
These creatures have few blind spots and it requires a successful DC17 Stealth check to surprise them. Their eye placement and special awareness grant them a +2 bonus on ranged attacks; factored into the table above. Unfortunately, they suffer a -4 penalty on all saves versus gaze attacks, evil eye, and other light or vision based attacks; not factored into the table above. They must eat, sleep, and breathe; but their enviro-suit cancels out any foreign contaminants and takes care of their other needs. If exposed to a new food, water, or atmosphere, the alien must succeed at a Luck check or die from the poisonous materials or fumes.

Alien Tool Chest:

The Laborers will each have any two weapons listed in their entry; the Foremen each have an anti-gravity pack, a Plasma Sword, and a Melding Gun, though others may have anti-gravity packs as well if the job requires.

Anti-gravity Pack – This backpack device can fit up to a medium sized creature and can lift a maximum of 1000lbs, though it is encumbered and its speed drops to 30ft/ round anytime it is carrying more than 500lbs. It can hover for 11 rounds, but every round after that causes the device to heat up. A Luck check is required each round starting on the 12th round of hovering; there is a cumulative +1 penalty for these checks with each additional round of hovering. Failure means the device explodes as if hit with an orbital strike. The pack may carry its load for up to 8 hours a day before its motor cuts out for safety purposes…

Auto-punch – This tool looks like a crossbow stock without the 'bow' and is small enough to be used one handed. The red beam it creates causes everything inside the beam's diameter to vanish as its molecules break down. It may be used once every 1d4 rounds, and ignores the damage and energy reduction values of the targets. There is no attack roll for this weapon, targets get a DC 15 Reflex save to avoid being damaged and non-living mater as well as unattended items caught in the beam do not get a save.

- The smallest setting punches a hole that is less than a hairs width up to 1 inch in diameter. The length of the beam can be up to 50ft. As a weapon this is a straight line that causes 1d6 points of damage to everything on that line; but, living creatures suffer an automatic critical hit.
- The next setting creates a 1 to 10 inch diameter hole that is up to 15ft deep. As a weapon this causes 3d6 points of damage to everything in the path of the beam. All living creatures suffer an automatic critical strike but increase the attacker's critical die by 2 steps on the dice chain.
- The largest setting creates a hole 24 inches in diameter that it is only 5ft deep. Living creatures hit by this weapon are slain upon a failed DC20 Reflex save; all else caught in this area takes 4d10 damage.

Cutter – This 2-handed tool has a spinning blade with nearly invisible teeth. The various knobs and dials on its handle allow the user to increase or decrease the diameter of the circular blade from 4 to 18 inches with one round of effort. The blade can also be set to a longer, sword-like shape that is 24 inches long and 3 inches wide. This cutter ignores up to 10 points of damage reduction and armor value of the target.

Hammer, Force – This seems to be a normal hammer, but made of strange materials. There is a dial at the butt of the heft that controls the size of the hammer. The first setting is a 1-handed hammer; the other setting causes it to become a 2-handed sledgehammer. In either mode the head has a field of force that causes an additional 3 points of force damage and the hammer always ignores 5 points of the target's damage resistance.

Melding Gun – Most dangerous within short range, this weapon fires a conical beam to the specified range and affects everything within a roughly circular area equal to half the range setting. In addition to the listed damage the yellow beam of this weapon provokes the need for a DC16 Fortitude save. Failure indicates the affected items have become molecularly bonded to everything they are in physical contact with; the ground, weapons, equipment and armor, etc. This can have any number of possible side effects depending upon the situation and the Storyteller will need to adjudicate. It causes an additional 2d10 points of damage for each affected creature to tear itself free from their bondage. If the target possesses any natural or magical ability to avoid entanglements, or other such magic it remains effective versus this tool.

Nail Gun – This tool resembles an Auto-punch, except that there is a large projection off the top near the handle grip. There is a slot on top of this dorsal projection. The user can feed any kind of metal into the slot and the nail gun will create nails between the sizes of half- inch long needles and 8 inch long by half-inch diameter spikes. There are several dials on the tool that allow for its operation and the selection of the nail sizes must be set prior to use and takes one full round. There is one 'damage' setting for each die type from 1 point up to 1d12; these have the range categories listed in the table entry. The *8" spike* setting has a maximum range of 5ft and ignores up to heavy armor and 3 points of damage resistance causing 1d14 damage; the tiny needle-like nails on the first two settings (those causing 1pt and 1d3 points) cannot penetrate armor with an AC greater than three.

Plasma Sword – Un-powered, it resembles the hilt and quillion of a dagger or short sword. The pommel acts as a control dial for the different settings: Dagger (2d3), Short Sword (3d4), Long Sword (4d5), and Two handed Sword (5d6). These swords are feather light granting a +1 initiative bonus and ignore all damage and energy reduction other than for electricity, but the user cannot apply any bonuses from Agility or Strength to the weapon's damage results. These swords can be used for up to 5 minutes (30 rounds) regardless of the setting before it requires 4d6 hours to recharge.

Ghostly Builders

Type	Undead
Size	Small
Reach	30ft telekinesis
STRength	18/ +3
AGILity	13/ +1
STAMina	-
INTelligence	13/ +1
PERsonality	13/ +1
LUCK	-
Action Die	1d24
Lift	180lbs
Carry	180lbs
Drag	360lbs
Speed (Fly)	90ft
Acceleration	Instant
Deceleration	Instant
Glide	No
Hover	Infinite
Initiative	+1
AC (50% Miss)	10
HD	3d10
Attack Die	1d12
(Melee)	1d12+3
(Deranged Howl)	DC13/ 1d6 INT
(Rending Touch)	1d6+1 force
(Fear DC/ Duration)	DC13/ 1d6 rounds
Crit Die & Table	1d8/ U
Fortitude	Immune
Reflex	+3
Willpower	+3/ +5 vs. Turning

Alignment: Lawful

General Information:
These are the spirits of long dead workers who died in accidents at their job sites. They appear as transparent humanoids, but are indistinct from the waist down. When they are summoned to the work site to build the tower for the caster, they must use the tools and materials supplied for them. These spirits have all the knowledge they require for this job. They have no need of rest or nourishment; working continuously until the project is completed in 75% of the normal time. When the dwelling is finished they continue to haunt the building; acting silently as both servants and guards for their master.

Attack Profile:
These are not the mightiest of specters, but there are 200 of them and they cannot be fully banished or destroyed easily. They typically lead by howling at their opponents as well as grabbing and throwing things with telekinesis until they can close to melee range. Getting close allows them to use their aura of fear, and rending touch abilities. Unfortunately their attacks and powers, other than telekinesis, have no effect upon inanimate objects and other undead creatures.

Special Powers:
Craftsman – When acting as servants, their skill base allows them to grant the caster a +4 bonus on crafting and skill checks while in residence.

Deranged Howl – this sonic attack has an effective range of 80ft and victims who can hear this chaotic scream must succeed at a Willpower save or suffer 1d6 points of Intelligence damage that heals normally.

Fear Aura – All within 20ft of these spirits must succeed at a DC13 willpower save or become paralyzed with fear for 1d6 rounds; this DC and duration is increased by 1 for every 5 ghostly auras affecting the victim. During this time the victim loses any ability to defend themselves and their AC is reduced to 8.

Loyalty – these spirits are absolutely loyal to the master of the tower. Furthermore, the master of the tower may summon one of these spirits per 2 caster levels to their current location for up to 1 hour per caster level. The caster may do this once per day as long as they are on the same Plane as their tower.

Rending Touch – This attack requires only that the ghost touch their opponent as they attempt to tear the victim's soul out of their body. The ghost ignores any non-magical armor, but the *Magic Shield* spell and other such magic offer normal protection against this type of attack.

Immunities & Vulnerabilities:
These ghosts have a +2 bonus to their willpower checks to resist being turned or destroyed clerics. Furthermore, if the turning attempt destroys one of these spirits, they are only lost for 1d4 days. Only the total destruction of the tower they constructed will send them back to the land of the dead.

These spirits are much less powerful in the daytime hours and all damages are reduced by one step on the dice chain. They lose their resistance to turning and all DC's for their abilities are lowered by 2 points. Any of these spirits turned or destroyed during the day are lost for 1 week.

If unpaid or if spell misfires - the ghosts stop at nothing to kill the caster who summoned them from their rest to build the tower. If they succeed the caster is turned into a ghost with half their former hit dice; doomed to haunt the building site until the end of time or they are destroyed by a cleric.

Greater Rituals

Tattooing

Level: 6	**Range:** Personal	**Duration:** See Text	**Casting Time:** 6 days, +1day/ level of the spells or Runes to be tattooed… plus healing time.
Reversible	No		
Ritual Spell	Ritual Spell only… Greater rituals require at least 6 participants, one of which must be of At least 9th level who leads the ritual and is the only one that needs any actual knowledge of tattooing. The other participants in the ritual (other than the one being tattooed) must be at least 5th level. The recipient of the tattoo must have hit dice or levels equal to the wizard level needed to cast or use the spell or rune that is being tattooed into their flesh.		
Save	None versus the tattooing ritual.		

General: By means of this ritual a wizard or other caster of arcane magic can have one or more spells that they know bonded directly to their flesh. This is a painful and costly affair, but it offers many benefits to those willing to take the risks. An arcane caster may bond 1 level's worth of tattoo for every 2 wizard levels they have. The recipient of the tattoo takes one point of damage per level of the spells or runic alphabet being tattooed and they must commit 1 point spellburn (their choice) for each level of the spell to be grafted to their flesh and the points do not need to come from the same ability score. These points do heal back; but it takes twice as long and as normal and no magic may be applied to speed up the process or the tattoo's powers are ruined. *Example:* a 4th level wizard can have one 2nd level spell, two 1st level spells, or 2 runes from the Mortal runic alphabet, or one 1st level spell and a rune from the Mortal alphabet tattooed into their flesh. Regardless of the combination of spells and runes; 2 points of damage and spellburn as well as 4 full days of rest are required to heal. If the recipient of the tattoos is adventuring or fairly active, then it takes 8 days to heal. Most importantly, during this time they can receive no magical healing or the tattoos are ruined.

The master of the ritual may inscribe spell tattoos or runes of power onto only one creature per ritual unless the casting check result states otherwise. The master of this greater ritual must know all of the runic alphabets and spells that are to be inscribed by this ritual and the maximum number of wizards that may participate in the greater ritual is still governed by the ritual magic rules in the DCC Core Rules. All other participants only need to know their part within the *Tattooing* ritual, but need not know any of the spells or runes to be carved into the recipient. It costs 500gp per level of the spell or runic alphabet to be tattooed, plus any of the associated costs of the spells and runes; see the descriptions of the individual alphabets and spells for more details on their costs. The ritual allows minimal time for the necessities of life and there is enough time that the participants won't starve and there is time enough for them to memorize their spells; but the participants are essentially helpless.

Using an enchanted tattoo is analogous to using a wand or potion; the user must have at least one action die available and be free to indicate the target or action of the spell unless it is personal or continuously active. Runes are usually activated by reading them or passing near enough to them even as tattoo; so they must (but not always) be seen in order to be effective. This means the tattooed creature must be careful with their selection of armor unless the rune only effects its barer. Generally, tattooed creatures are limited to no armor, or to light armor types which can be modified (-2 AC) to allow the tattoos to be visible unless the Storyteller says otherwise. Fortunately, the spellburn and healing time means that that the benefits of spell and runic tattoos are repaired with normal and magical healing because the spellburn anchors the tattoo's power to the creature's soul. The tattoo remains as long as the creature is alive and possibly even after death…

If it is subjected to an anti-magic field or *Dispel Magic* spell of sufficient power, the tattoo is nullified for the spell's duration or as long as it remains within the influence of the anti-magic effect. The enchanted tattoo will return to normal functioning when the dispelling or anti-magic field effects wear off or the creature leaves the zone of their effects.

If the master of the ritual fails the tertiary casting check for the desired spell or rune they must immediately succeed at Luck check to try again, or the entire ritual misfires. If the ritual fails then all the materials are lost and they must start over again. Some results allow the placement of more than one tattoo; but these are not mandatory, and the recipients are free to refuse these additional tattoos. When a creature receives multiple tattoos during the same ritual, the ritual's duration and healing costs are increased by a number of days equal to the level of the additional spell or rune. If a tattooing ritual results in misfire or corruption; the ritual master rolls for their misfire or corruption result, but everyone in the ritual suffers the result.

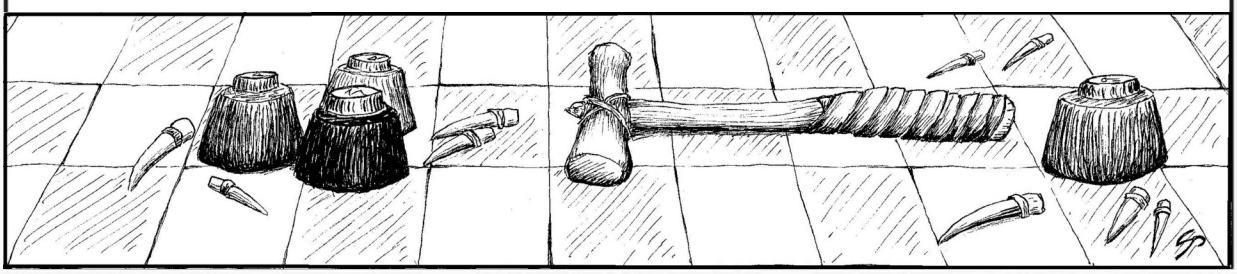
There are three general uses for this spell:

1) *Bonding a Spell* – The caster gains a +2 bonus on casting checks for the tattooed spell; this bonus stacks with other casting bonuses the recipient may already have for the tattooed spell, but any given spell or rune may only be bonded once. Any time the wizard fails a casting check with the bonded spell they may retain knowledge of the spell if they can succeed at an Intelligence check with a DC equal to the minimum casting check needed for normally casting the spell. The wizard may either apply their +2 casting bonus from the tattoo or their Luck modifier, whichever is greater, whenever they need to check make a spell misfire or corruption check for any of their tattooed spells. Lastly, for each spell to be bonded the caster must also know the spell; but they roll a new mercurial magic effect the first time they cast the spell with their new tattoo because they have substantially changed themselves and the way the spell's energies move through their bodies. The bonded spell permanently occupies one of the wizard's daily available spell slots even if it is temporarily inaccessible; this prevents a wizard from 'forgetting the tattooed spell and replacing it with another learned spell. The caster need not have access to a scroll or spellbook to to study from in order to regain the knowledge of any of their tattooed spells if 'forgotten' as a result of spell failure or similar effect.

2) *Bonding a Rune* – Follows the same procedure and has the same accessibility and limits as bonding a spell with a tattoo. However, the recipient need not know the runic alphabet to gain benefits from the inscribed runes. When tattooing the rune, the master of the *Tattooing* ritual must follow the rules set out in the rune's spell description as well, but the use of the *Tattooing* ritual lowers the penalty for making a permanent rune by 4, and the listing of runes available in the spell table entries account for this reduction in casting penalty. During the tattooing ritual the master of the ritual makes the casting check for the chosen runic alphabet and may inscribe the most powerful rune, or any of the other lesser runes available.

Each rune has its own powers and rules described in the rune's entry and a tattooed rune won't fade or deactivate when breached or avoided, it just doesn't affect the individuals who are successful with their saves unless the rune's description says otherwise. These runes are permanent when included within the Game of Antonyms. Runes that are triggered by proximity create a mobile zone of effect centered on the tattooed creature; and runes that are only triggered by line of sight must still be seen to be activated. This can be problematic in towns and cities if the rune is triggered when someone or something passes too close or if the rune is not properly hidden from view.

3) Optional – If the Storyteller allows, runes and spells that only affect an individual like *Strength, Fire Resistance, ESP,* or *Fly* as well as many of the available runes like *Sharpness, Freedom,* or *Speed* may be tattooed upon non-spell casters or any critter with an Intelligence score of at least 6. The Storyteller has the final say on which spells and runes are available; but such creatures are limited to 1 tattoo per 5 hit dice or character levels. In either case when the recipient activates the enchanted tattoo the effect uses the casting check and mercurial magic effects that were generated the time the tattoo was created. Unless the spell or tattoo has a continuous effect or its description states otherwise the spell's effects, duration, and other particulars are determined by using the hit dice of the creature with the inscribed tattoo and are also fixed when the tattoo is created. If the enchanted tattoo has an instant effect, or specific duration then it may be activated once per day per 3 levels or hit dice of the tattoo's recipient.



Manifestation (Ritual): Roll 1d8: (1-3) Apparitions form around the caster and the ritual participants, pulsing with an arcane wyr-light; howling and screeching as the tattoos are inscribed. For chaotic casters these spirits have a demon-like appearance, for lawful casters they take on a more clock-work appearance, and for neutral casters these apparitions seem to be amorphous blobs of gray tentacles. **(4-7)** The participants are encircled and encapsulated by sparks whirling about their bodies; *roll 1d14 to determine color of the sparks: 1= Red, 2=Orange, 3= Yellow, 4= Green, 5= Blue, 6= Indigo, 7= Violet, 8= Black, 9= Gray, 10= White, 11= Gold, 12= Silver, 13= Roll twice, 14= Roll thrice.* **(8+)** For the duration of the spell, the air is filled with music of some kind: *roll 1d5 to determine the type: 1= Celestial harp music, 2= Cacophonous and harsh demonic chords on strange alien instruments, 3= Folk songs composed of random animal noises, 4= Harmonious celestial choir, 5= Diabolic chanting that incorporates the shrieking of damned souls.*

Manifestation (Tattoo): Roll 1d24: (1-3) The tattoo looks like stylized serpents and it occasionally writhes and moves of its own volition. **(4-7)** The tattoo appears as a series of interwoven lines and it glows with an odd light that is about as bright as a candle; *roll 1d8 to determine the color: 1=Red, 2= Orange, 3= Yellow, 4= Green, 5= Blue, 6= Indigo, 7= Violet, 8= Roll twice.* **(8)** The tattoo appears to be made from patterns of inlaid emeralds, **(9)** The tattoo appears to be made from patterns of inlaid rubies, **(10)** The tattoo appears to be made from patterns of inlaid sapphires, **(11)** The tattoo appears to be made from patterns of inlaid topaz, **(12)** The tattoo appears to be made from patterns of inlaid amethyst, **(13)** The tattoo appears to be made from patterns of inlaid diamond, **(14)** The tattoo appears to be made from patterns of inlaid mother of pearl, **(15)** The tattoo appears to be made from patterns of inlaid onyx, **(16)** The tattoo appears to be made from patterns of inlaid copper, **(17)** The tattoo appears to be made from patterns of inlaid gold, **(18)** The tattoo appears to be made from patterns of inlaid silver, **(19)** The tattoo appears to be made from patterns of inlaid platinum, **(20)** The tattoo appears to be made from patterns of inlaid dragon's scales. **(21)** tattoo appears to be made of living vines. **(22)** Tattoo appears to be made of congealed purple smoke. **(23)** Recipient's flesh never fully heals, permanently losing 1 hit point and the tatto appears to be a weeping open wound. **(24+)** Roll again twice, ignoring results of 24.

Corruption: The master of the ritual is nearly finished with the tattoo when they sneeze, the unfinished tattoo comes to life, rips itself from its host and starts attacking anyone standing between it and freedom. The recipient of the tattoo takes 3d4 slashing damage as the tattoo creature tears itself free and begins its run for freedom. Ritual participants who fail a DC15 Reflex save are viciously mauled for 2d4 points of damage during the critter's great escape. When the tattoo matures in 2d3 days it will begin to hunt down and kill any of the surviving members of the ritual; see Feral Tattoo entry on page 250 for further details.

Misfire: Roll 1d10: (1-3) The master of the ritual jabs themselves with the needle and must succeed at a Fortitude save versus a DC of 12, +1 per level of the spell or runic alphabet upon which they were working. Failure means the victim takes 1d4 Strength and Stamina damage per day until they can receive magical healing with a result of 22+; a *Remove Curse* spell will allow an additional save or possibly remove the poison if the results warrant. **(4-6)** The master of the ritual is nearly finished with the tattoo when they cough, causing 1d4 points of damage, +1 point per caster level or hit die of the tattoo's inscriber to the recipient of the tattoo; additionally, the tattooing implement goes whizzing about the area possibly injuring others similarly on a failed DC13 Reflex. **(7-9)** The master of the ritual slips, causing them to accidentally tattoo their own hand; the accidental tattoo causes a permanent -1 on all casting, concentration, and skill checks as well as automatically replacing an existing spell or runic tattoo the caster may already have. The randomly determined tattoo or rune is ruined and cannot function. The participants in the ritual are similarly afflicted if they fail at a DC15 Fortitude save. **(10+)** The inscriber transposes a few marks in the tattoo causing it to form a long forgotten sigil to a forgotten deity. The master of the ritual is stunned for 1d4 turns, and suffers 1d4 points of Personality damage as do any others in the ritual who fail a DC15 Willpower save after viewing the strange symbol.

1-6: Spell fails and is forgotten! **Roll 1d6** modified by Luck: **(0 or less)** Greater corruption + Misfire + Patron taint (or Spell corruption if no Patron), **(1)** Major corruption, **(2)** Patron taint (or Spell corruption if no Patron), **(3+)** Misfire.

7-20: Spell fails and is forgotten.

21: *Partial Success* – Temporary tattoo… The duration of the tattoo is kept secret, though the recipient will instinctively know that the tattoo will eventually fade. The ability to cast this greater ritual is forgotten And cannot be memorized for 1 week.

- If the recipient is a caster, they are granted a temporary mark that grants them a +1 bonus to their casting checks for 1d3 weeks, +1 day per caster level of the inscriber of the tattoo.
- Non-casting creatures are granted a temporary mark that grants a +2 bonus to damage results on both melee and ranged attacks for 1d3 days, +1 day per caster level of the inscriber of the tattoo.

22-23: The spell functions as listed in the general entry; except that only a spell caster may be marked with this result. The ritual master can permanently inscribe runes onto the subject from the following lists: **Mortal:** *Alarm*, *Confusion (mortal), Message, Trap, Block, Enthrall, Freedom,* and *Immobility*. **Fey:** *Confusion (fey), Eloquence, Pain, Blind, Deafen, Lesser Healing, Rebuff,* and *Sharpness.*

24-26: The spell functions as listed in the general entry; the ritual master may permanently inscribe runes onto the subject from the following or any previous lists: **Mortal:** *Prevarication,* and *Veracity.* **Fey:** *Containment.*

27-29: The spell functions as listed in the general entry; the ritual master may permanently inscribe runes onto the subject from the following or any previous lists: **Mortal:** *Forgetfulness,* and *Recollection*. **Fey:** *Safety, Slow,* and *Speed.*

30-32: The spell functions as listed in the general entry; the ritual master may permanently inscribe runes onto the subject from the following or any previous lists: **Mortal:** *Alertness, Sleep, Agility,* and *Curse*. **Fey:** *Anchor,* and *Repulse*.

33-35: The spell functions as listed in the general entry except that two tattoos may be inscribed upon the same creature with this ritual they may both be spells or runes or a combination of the two. The ritual master may permanently inscribe runes onto the subject from the following or any previous lists: **Mortal:** *Stamina,* and *Strength.* **Fey:** *Absorb Energy,* and *Lightning Rod*.

36-39: The spell functions as listed in the general entry except that two tattoos may be inscribed upon the same creature with this ritual. They may both be spells or runes or a combination of the two. The ritual master may permanently inscribe runes from the following or any previous lists into the subject: **Mortal:** *Any rune from the mortal alphabet.* **Fey:** *No new runes at this level*.

40-41: The spell functions as listed in the general entry except that three tattoos may be inscribed upon the same creature with this ritual these tattoos can be of any combination of runes and spells. The ritual master may permanently inscribe runes onto the subject from the following or any previous lists: **Mortal:** *Any rune from the mortal alphabet.* **Fey:** *Greater Healing, Greater Spell Resistance,* and *Preservation*.

42+ The spell functions as listed in the general entry except that all participants in the ritual may choose to receive the same three tattoos inscribed upon the subject of this ritual. These secondary tattoos form on the skin of those who are willing as the originals are drawn onto the subject of the ritual. Those willing to receive these tattoos are subject to the same healing penalties and spellburn requirements to gain the benefits of these tattoos. The ritual master may permanently inscribe runes from the following or any previous lists into the subject: **Mortal:** *Any listed rune.* **Fey:** *Any listed fey rune except the Chaos rune which cannot be bound or made permanent in any way.*

Feral Tattoo

Type	Magic creature
Size	Small
Reach	5ft
STRength	10
AGILity	13/ +1
STAMina	10
INTelligence	13/ +1
PERsonality	6/ -1
LUCK	9
Action Die	1d20
Lift	10lbs
Drag	50lbs
Carry	30lbs
Speed (Land)	30ft
Run	100ft/ 80min
Sprint	220ft
Initiative	+1
AC	14
HD	2d3 (+1/ level of spell that created it)
Attack Die	1d20
(Claw)	2d4
Crit Die & Table	1d8/ M
Fortitude	+1
Reflex	+2
Willpower	+0

Alignment: Chaotic

General Information:

These hideous critters are composed of tattered chunks of skin and muscle torn from the creature who was the intended recipient of the enchanted tattoo. These critters mature quickly over the course of the next 2d3 days into a carnivore that is roughly shaped like a quadruped, but with a face like the creature from which it spawned. These creatures will have bizarre physiology and morphology. As such they will have abilities matching the rune or spell which spawned the feral tattoo. It can have climb, fly, burrowing, and swimming speeds if the spell or rune crating them might allow for it. The *Water Breathing* spell, for example, might spawn a critter with both land and swim speeds, while a feral tattoo spawned from the *Fly* spell would definitely have some kind of flight ability. The Storyteller will need to adjudicate the abilities of these creatures, as they are so highly mutable.

Attack Profile:

Patient hunters, feral tattoos spend most of their lives tracking down and killing the members of the casting circle that spawned its tortured existence. They are intelligent and will use such tactics as they can based upon the types of creatures it has possesses. On their own they are fragile creatures and prefer to ambush their prey.

Special Attacks:

Arcane Blood – The feral tattoo embodies the power of the spell or rune that spawned this creature, and they may use this spell at its minimum level of success once per day. Runes function normally as listed in the rune's description for their permanent versions. For example: if the tattoo was for a *Fireball* spell, then the feral tattoo can launch a fireball once per day, it has a range of 100ft, 20ft radius effect, and inflicts 3d6 fire damage. It would have a Reflex save DC of 16 for half damage.

Special Powers:

Possession – any creature touched by the feral tattoo must succeed at a DC15 Willpower check or the tattoo transfers to their skin and takes over their minds. The feral tattoo has complete command of the host and all of its powers, saves, knowledge, and abilities while retaining all of its own powers. However the possessed creature gets a new save (with a +2 bonus) anytime the tattoo commands it to do something out of character or suicidal. The host gets an another willpower save every 24 hours, but if they fail three saves in a row, they are permanently slaved to whims of the feral tattoo.

Immunities & Vulnerabilities:

Arcane immunity – The feral tattoo is immune to the spell or runic powers it is patterned after, and gains a bonus against similar damages and spells and runic powers. The bonus is equal to the level of the spell or runic alphabet that birthed the feral tattoo. So, in the previous example, the tattoo would be immune to *Fireball* spells and gain a +3 bonus against fire and fire based attacks.

Arcane Vulnerability – The feral tattoo always fails its save versus the revered form of the spell that created it, and a penalty to resist any energy or damage from similar spells. The penalty is equal to the level of spell or runic alphabet that created the feral tattoo. Feral count as permanent runes for the purposes of the Game of Antonyms The permanent version of the antonym of a rune that created the feral creature slays it instantly upon contact as the two runes cancel each other's powers. For example: if the feral tattoo was created by the *Chill Touch* spell, then it would always fail saves versus the *Flaming Hands* spell, and it would have a -1 penalty on all saves versus fire or heat based attacks.

Homicidal Compulsion – Born with a bloodlust that can only be assuaged by the death of those who caused it to be created. It will single-mindedly hunt down all members of the ritual after it matures and requires a successful DC15 Willpower save to resist the urge to kill these individuals when necessary. The feral tattoo is smart enough to utilize complex strategies, but if it accomplishes its goal then it may spend the rest of its days as it chooses.

Rites

Pocket Reality

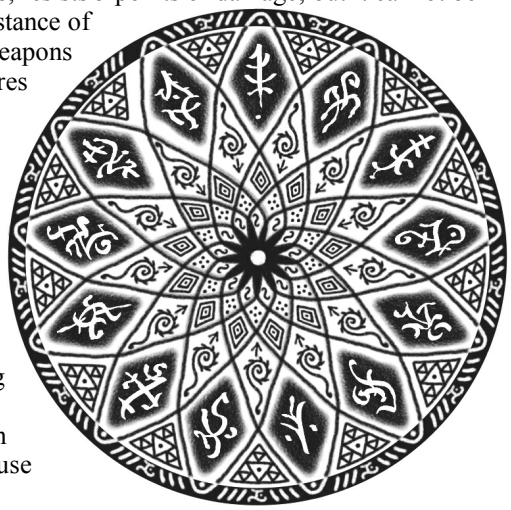
Level: 7	**Range:** Designated point within 10ft of the master of the rite and within the casting diagram.	**Duration:** Permanent, unless primary portal to this realm is destroyed	**Casting Time:** Minimum of 14 days; casters have time to eat and sleep, but must spend the rest of the time conducting the rite. Must be on the Ethereal Plane to cast.

Reversible	No
Ritual Spell	Ritual casting only. Requires 2 days of casting per participant with at least 7 participants; all of whom must be at least 6th level and one is the master of the rite and at least 9th level who becomes the master of the pocket of reality created.
Save	N/A

General: This powerful Rite allows the participants to create a number of permanent refuges of varying sizes and internal principles. All results are permanent and will have at least one entrance on the Ethereal Plane, which is always the first gate created by the spell. All else is subject to the whims of the participants in the rite, their funds available, and willingness to spellburn. If this primary portal is ever destroyed, the *Pocket Reality* will begin to collapse upon itself. (See Table 1-30 on page 266)

The participants in this rite usually spend months or even years planning these dimensional retreats with great precision before they conduct the actual rite that sets it all in motion. This time is full of quests to acquire enough funds as well as any rare ingredients they might need. Once the rite begins, they must see it through to the full casting time for the rite and any interruption of more than 3 hours is sufficient to derail the project. At the end of the last day of casting, the master of the rite makes the casting checks for the *Pocket Reality* rite as well as any tertiary spell checks that may be necessary with all relevant penalties and bonuses as they would for any other ritual casting; see DCC Core Rules. Any spellburn costs are paid at this time and must come from the master of the rite unless the rules for *Arcane Gestalt* are in use; see Deeper Mystery #3, p. 9 for details. Spellburn required by any additional spells or runes encoded into the fabric of this new dimension may be assigned to other participants. Failure to cast any of these tertiary spells does not end the rite, it just means those spells cannot be integrated into the new pocket of reality. With success, the primary portal appears where designated and the newly created pocket of reality will slowly expand beyond the new door within its own unseen dimension. The portal remains firmly closed until the space behind it has completed its expansion and creation cycle; if the portal is forced open (DC 35 Strength check) or destroyed before the creation cycle is completed the rite fails and all participants must roll on the spell misfire tables for *Pocket Reality*.

The casting check entries below list the maximum number of additional days after the end of the rite that it will take for the space to unfold; during this incubation period the portal must be defended. The more participants in the rite the faster the reality forms; and each casting check result will cover the rate at which the reality unfolds itself. The primary portal has 200 hit points; resists 5 points of damage, but it cannot be mended until after its creation is completed. The damage resistance of this primary portal is overcome by spell damage, enchanted weapons with at least a +1 attack bonus, or the natural attacks of creatures with at least 5 hit lice or levels. Portals are fixed in their Location unless the casting result states otherwise. If this primary portal is destroyed or the door opened prematurely; the evolving reality is lost. Anytime a *Pocket Reality* is prevented from forming, it explodes for 10d14 damage out to a radius of 100ft per caster level of the master of the rite. A successful DC20 Fortitude save reduces the damage by half. The loss of tertiary portals won't jeopardize the existence of any *Pocket Reality* and these portals simply seal off after they are destroyed; preventing anything from entering via that portal's destruction. Furthermore, all of these portals have a dual existence in the new pocket of reality as well as on their destination Plane and they can be damaged as well as cause damage from both locations.



The casting check result for the *Pocket Reality* rite always defaults to the monetary value the rite's participants have on hand for the ritual. So, if they only have 3,000gp each and the casting check result is a 35; requiring 5,000gp each, the casters must take a result of 32 because this is the maximum casting check result allowed for casters with only 3,000gp per wizard. The creators of this new bubble of reality are its initial occupants and the master of the rite becomes the master of the dimensional space created. The master of this new pocket of reality is the ultimate authority within this hidden realm and has many abilities that are defined by the casting check entries. This master commands the loyalty of any creatures created by the *Pocket Reality* spell as well as all of the features and functions of this new space until the their death; or until they willingly surrender control to another arcane caster of at least 9th level. All transfers of power between these the wizards who participated in the rite and any of their inheritors are subject to any rules created by the rite's original participants, because these rules are encoded into the fabric of this tiny reality. These rules as well as any other properties of this *Pocket Reality* are fixed at its creation and cannot be changed afterwards unless noted otherwise by the casting check.

Generic building materials & other construction guidelines:

- Metal walls have 100hp/ cubic foot & metal doors have 40hp
- Stone and gem walls have 50hp/ cubic foot & stone and gem doors have 25hp
- Packed earth walls have 20hp/ cubic foot
- Wooden walls have 15hp/ cubic foot & wood doors have 10hp
- All other walls have 10hp/ cubic foot & doors have a minimum of 5hp.
- The total number of creatures and humanoids supported by this new dimension is equal to ten times the total number of hit dice of the participants in the rite; minimum of 510 creatures of the same size as the master of the rite unless the spell entry says otherwise. This is to represent the 'biosphere' of the place and dictates how many critters and humanoids can safely reside permanently within the *Pocket Reality;* non-intelligent plant life, constructs, living statues, undead creatures as well as anything that doesn't require food, water, and air are excluded from this calculation.
  (1 med. Size creature = 2 small, 4 tiny, & 10 of anything smaller.)
- When encoding spells into the fabric of the new dimension their casting check results are fixed at creation regardless of their success or failure. Use these fixed results any time these spells are cast within the new reality along with the encoded mercurial magic and manifestation effects. If anyone tries to cast a spell that failed to become encoded within the dimensional space, it fails automatically and the caster may also have to suffer any encoded misfires and/or corruptions. It is not possible to encode item creation spells into the fabric of these pocket dimensions.
- Whenever a casting check result indicates that the space can be divided into exterior and interior environments the following rules apply: These external conditions include those found in any normal environments with which the participants of the rite are familiar. Any vegetation, humanoids, and animals will need to be imported into this space unless the casting check result indicates otherwise. These environmental emulations can include the rain, humidity, heat, cold, snow, and the mud of a swamp or jungle, etc. The effect is powerful enough to emulate the random storms of a tropical sea coast, a gentle summer rain, or the bitterly cold storms of the arctic tundra. Regardless of the exterior environment, the interior compartments are unaffected unless the barriers and walls separating the exterior and interior spaces are breached, destroyed, or as built by the designers of the space. These external and internal spaces obey all natural laws except where the casting check entry states otherwise.

Manifestation: Upon successful completion of the *Pocket Reality* rite, the primary portal itself will have the appearance that the participants have designed; but as the last syllables of the spell are uttered and the last gestures completed: **roll 1d5; (1)** The door seems to inflate slowly over the course of ten minutes; after the primary portal has fully formed, any member of the rite can command the gateway to create a *Gust of Wind* spell (see DCC Core Rules) once per minute with a casting check of 22. They may target the spell, but the portal is always the point of origin. **(2)** The portal arrives on scene carried by a strange flying, three headed, three tailed green dragon that sets the portal in place and flies off in a chorus of keening howls and blasts of lightning. Any creature that touches the portal other than the participants in the

rite and designated allies suffers 2d8 points of electricity damage per round of physical contact with the portal. Victims succeeding at a DC 20 Fortitude save each round only take half damage. This damage may be conducted along weapons that are primarily metal in construction as well as through metal armor, shields, and standing water out to a distance of 50ft from the primary portal. **(3)** The portal simply 'pops' into existence where the participants desire with a rude noise. This portal can become visible or invisible at the mental command of any of the rite's participants. When the gate is hidden its discovery requires a DC 25 Spot or Search check; however, search and spot checks are only allowed for creatures within 50ft of the portal. The rite's participants and any designated allies can always see the portal normally. **(4)** A fiery comet impacts the site where the portal is to be placed causing 1d4 points of damage per caster level of the master of the rite to everything within 50ft of the point where the door forms. A successful DC20 Fortitude save allows the victim to take half damage. After the blast, the rubble fades away leaving the portal. Any participant in the rite that survives can create or dismiss a ring of flames 20ft high at a distance of up to 100ft from the portal with a mental command; each participant may create their own ring of flames. Anything crossing a barrier suffers 2d8 fire damage. A successful DC20 Fortitude save indicates only half damage from each flaming barrier. *Roll 1d14 to determine color of the flames: 1= Red, 2=Orange, 3= Yellow, 4= Green, 5= Blue, 6= Indigo, 7= Violet, 8= Black, 9= Gray, 10= White, 11= Gold, 12= Silver, 13= Brown, 14= Faint shimmering.* **(5)** A supernatural being flies to the spot and deposits the portal. If the master of the rite is lawful, the supernatural being is an angel, and the gate heals the rite's participants as well as any designated allies within 50ft of the gate. Each creature subjected to the effect heals 2d8 points of damage per minute; with a similar amount of damage inflicted upon the restless dead and other negative energy creatures. If the master of the rite is neutral the gate is lifted out of the ground by an earth elemental. This gate has an extra 5 points of damage reduction as well as an extra 100 hit points beyond what is listed in the general information heading. If the master of the rite is chaotic the portal is carried into place by an ice demon. Each participant in the rite may designate one target per round that is within 50ft of the barrier. This doesn't count as an action, but the caster must have at least one hand free to indicate the target. The target suffers 2d8 points of cold damage unless they succeed at a DC20 Fortitude save to reduce the damage by half. Creatures killed by these attacks are frozen solid and carried off by an ice demon.

Corruption: All participants in the rite suffer a Greater corruption and each participant **consults the misfire heading.** Once the members of the rite arrive at there new Planes they will eventually discover that they are permanently anchored to this new Plane. Not even death will free their souls from this new Plane of residence without the completion of a quest or the imposition of divine intervention.

Misfire: The spell never fully manifests and the backlash of the formerly constrained Planar forces causes everything within 100ft of the *Pocket Reality* rite to be pulled into a swirling vortex unless they succeed at a DC 20 Willpower save. Those who succeed take 4d8 points of force damage from the detonation of the portal; those who fail take 4d16 damage. In either case each victim must **roll 1d8** to see which Plane they emerge upon. **(1)** Ends up in one of the 13 Kingdoms of Hell and suffers unimaginable and indescribable torments. **(2)** Random location on the Plane of Fire. **(3)** Random location on the Plane of Water. **(4)** Random location on the Plane of Earth. **(5)** Random location on the Plane of Air. **(6)** Random location on the Material Plane they came from, but at least 1000 miles from where they started. **(7)** Random location on an Alternate Material Plane similar to the one they came from. **(8)** They land in one of the 13 Heavenly Kingdoms and will be judged according to their deeds.

Note: These dimensional translocations only last for 1 minute per level or hit die of the effected victim. If the victims survive long enough they reappear on the Ethereal Plane within a 1d24 hour journey to where the primary portal was supposed to be placed. They will probably have long lasting repercussions from this trip. Corruptions, mutations, loss of treasure and equipment, as well we angry patrons are all distinct possibilities and the Storyteller will inform the player of any long term or residual ramifications of these jaunts to other realms.

1-7: Spell fails and is forgotten! **Roll 1d7** modified by Luck: **(2 or less)** Greater corruption + Misfire + Patron taint (or Spell corruption if no Patron), **(3-4)** Major corruption, **(5-6)** Patron taint (or Spell corruption if no patron), **(7+)** Misfire.

8-22: Spell fails and is forgotten. Rite may not be conducted by these casters for 1 year.

23: *Partial Success* – Participants must commit 4 points of spellburn of their choice and expend 100gp each in materials as well as permanently lose 15XP to bind this space. Its diameter grows by 20ft per day and stops in 4 days at a spherical diameter of 10ft per participant in the rite. The interior is a stable 50°F, cavernous, and made of flat gray stone. It can only sustain fresh air for the members of the creation rite, or a like number of similarly sized creatures. It has no other amenities and no additional exits beyond the primary portal to the Ethereal Plane. The spell is forgotten and ritual members cannot conduct this rite again for 2d4 months.

24-25: Participants must commit 5 points of spellburn of their choice; expend 1,000gp in materials and permanently lose 25XP each to bind this space. It grows 10ft per day, +5ft per participant in the Rite out to a spherical diameter of 165ft in no more than 4 days. The interior of the dimension is one big empty space that may be designed as if it were a manor house or small fort.

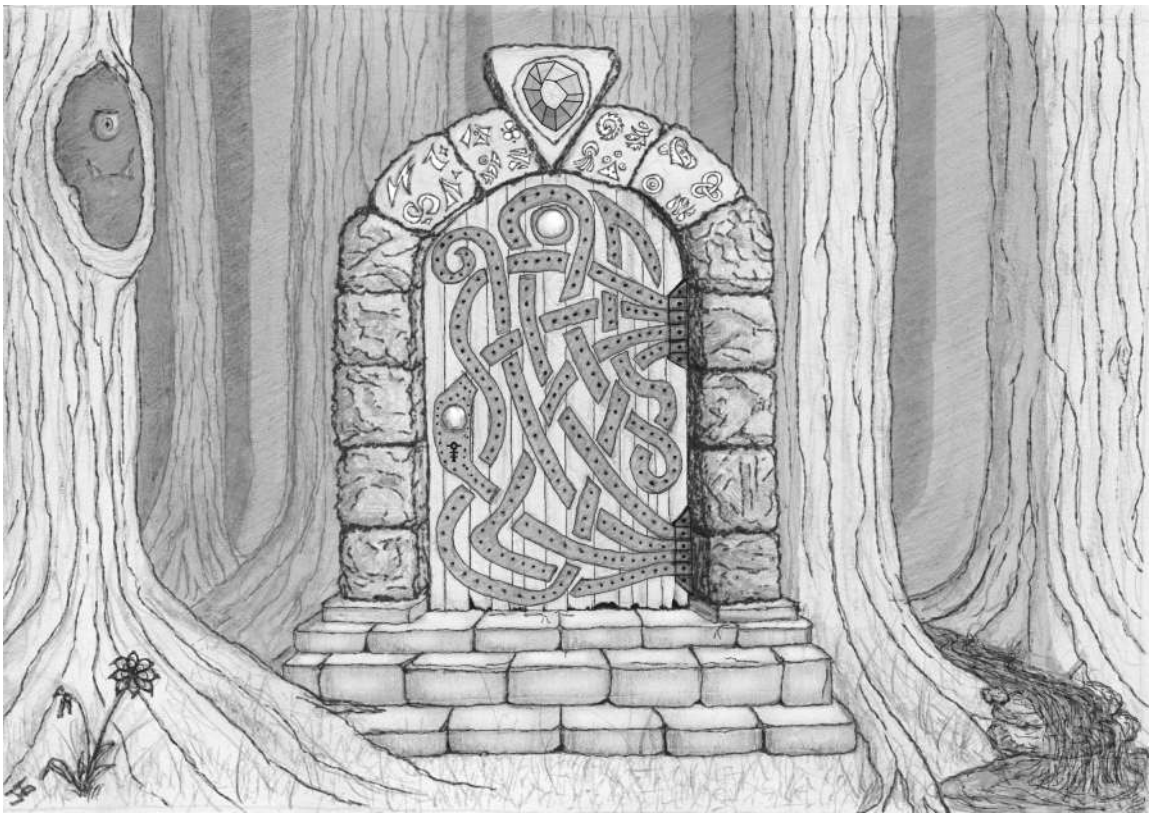
- The interior is a stable temperature set by the design of the space.
- The walls, floors, and doors are chosen from any combinations of flat gray stone, wood, or packed dirt; the doors have simple locks (DC10). Once set in place at creation the walls and internal compartments are fixed and may not be altered afterwards; though they can be damaged and repaired, or even rebuilt via normal methods so long as the materials are imported.
- The air in the space is magically refreshed, even if plants are not added to the environment. However, any food, furnishings, tools, and other supplies must be continually imported.
- The space may have 1 additional exit to the Ethereal, or their Prime Material Plane of origin. This additional exit has the same properties as the Primary Portal listed in the general information heading.
- The light levels and color schemes for the interior spaces are set at the time of casting and may not be altered; the lighting is insufficient for growing plants or plant like creatures to thrive. Additional torches, lanterns, spells, etc. can be used to created temporary alterations in lighting levels for the duration of the fuel or spell's effect.

26-28: Participants must commit 5 points of spellburn of their choice; expend 1,500gp in materials and permanently lose 25XP to bind this space. It grows 10ft per day, +5ft per participant in the rite to a spherical diameter of 330ft in no more than 8 days. The interior of the dimension is one big empty space that may be designed as if it were a small castle, dungeon, or medium sized fort.

- The interior temperature set by design may be modified by ±10°F/ round for the entire space by the master of the dimension with a verbal command; but temperatures must stay between ±100°F.
- The walls, floors, and doors are chosen from any combinations of flat gray stone, wood, or packed dirt; the doors have standard locks (DC12). Once set in place at creation the walls and internal compartments are fixed in place and may not be altered afterwards; though they can be damaged and repaired, or rebuilt via normal methods but materials must be imported.
- The air in the space is magically refreshed, even if plants are not added to the environment. However, any food, furnishings, tools, and other supplies must be continually imported.
- The space may have 3 additional exits which can be on any of the following Planes: Astral, Ethereal, or their Prime Material Plane of origin. These additional exits have the same properties as the primary portal listed in the general information heading and can appear according to the design principles of the space, but their design is fixed at creation.
- The range of light levels and colors for the interior spaces are set at the time of casting and can be altered in 10% increments per round by the master of the dimension and designated allies with verbal commands; but may not be intensified beyond its designed maximum. The lighting is insufficient for growing plants or plant like creatures to thrive, but cannot cause damage to creatures normally harmed by sunlight.

29-31: Participants must commit 6 points of spellburn of their choice; expend 2,000gp in materials and permanently lose 30XP each to bind this space. It grows 20ft per day, +5ft per participant in the rite out to a spherical diameter of 660ft in no more than 12 days. The interior of the dimension is one big empty space that may be designed as if it were a large dungeon or castle.

- The designed interior temperature may be adjusted by the Master of the dimension with a mental command and may include extreme temperatures above or below 100°F. Temperatures in any of the interior spaces may each be modified ±15°F/ round.
- The walls, floors, and doors are chosen from any combinations of flat gray stone, iron, bone, wood, or packed dirt. All can resist 3 points of damage; this resistance is overcome by magic weapons and spells, and all doors have good locks (DC15). Once set in place at creation the walls and internal compartments are fixed in place and may not be altered afterwards; though they may be repaired or rebuilt via normal methods but materials must be imported.
- The Master of the dimension can send their sight or hearing to observe any part of the space for as long as they concentrate. They observe the area with their normal senses, but they may do nothing else during this time.
- The air in the space is magically refreshed, even if plants are not added to the environment. However, occupants will need to import any food, furnishings, tools, and other supplies.
- The space may have 5 additional exits assigned at the creation of the dimensional space which can be to any of the following Planes: Astral, Ethereal, Shadow, or their Prime Material Plane of origin. These additional exits have the same properties as the primary portal listed in the general information heading. Secondary portals may appear however the design for the space dictates and can't be altered
- The range of light levels and colors for the interior spaces are set at the time of casting and may be altered in each room by 20% increments each round by the master of the realm or their allies with a verbal command; lighting may not be intensified beyond its designed maximum. The lighting is sufficient for growing plants or plant like creatures to thrive and causes damage to creatures who are vulnerable to sunlight.



32-34: Casters must spellburn 6 points of their choice; expend 3,000gp in materials and permanently lose 30XP each to bind this space. It grows 20ft per day, +5ft per participant in the rite out to a spherical diameter of 1320ft in no more than 24 days. This pocket of reality may now be divided up such that it has exterior spaces. The interior spaces of this dimension may be designed as if they were a manor house, dungeon, or small castle.

- The designed interior temperature may be adjusted by the master by ±20°F/ round upon mental command and may include extreme temperatures above or below 100°F. Temperatures in each of the interior spaces may be modified separately.
- The exterior space may be of one natural environment found on the Prime Material Plane which is known to the creators of this dimension. This environment has a normal 12 hour day/night oscillation and normal temperature and weather patterns for its type, but for only one season. So it may be any typical winter day in forest, or any typical summer day in the desert for example. Plants and animals will need to be imported to this dimension, but they will thrive in their new home if the conditions are normally capable of supporting them.
- Their walls, floors, and door are made from any combinations of flat gray stone, iron, bone, chitin, wood, or packed dirt. All of these can resist 5 points of damage; this resistance is overcome by magic weapons with at least a +1 attack bonus and spells of at least 2nd level, or creatures with at least 3 hit dice. The doors all have great locks (DC18). The design may include manually reset traps with search and disable DC's of 13 or less, attack bonuses of no more than +5, causing up to 2d6 points of damage. Once set in place at creation, the walls and internal compartments may be altered afterwards if the master of the dimension spends an hour in total concentration per altered room. Walls, floors, and doors can be repaired and rebuilt via normal methods; replacement materials appear out of thin air and no longer need to be imported.
- The Master of the dimension can send both sight and hearing to observe any part of the *Pocket Reality* for as long as they concentrate, but they may do nothing else during this time other than observe the area with their normal senses.
- The air in the space is magically refreshed, even if plants are not added to the environment. The occupants will need to import any furnishings, tools, as well as food until they can start producing their own.
- The space may have 7 additional exits to any of the following Planes: Astral, Ethereal, Shadow, their Prime Material Plane of origin, or an alternate but similar Material Plane. The designers must assign 5 of these portals at the creation of the *Pocket Reality*; each of the remaining portals may be created later by the master of the realm with 1 hour of ritual work concentrating on the design and destination of the new Portal. Additional exits have 250HP; can resist 15 points of damage as well as mend themselves of 10 points of damage per 12 hours spent without taking further damage. The damage resistance for these secondary portals is overcome by enchanted weapons with at least a +2 attack bonus or the natural attacks of creatures with at least 6 hit lice or levels. After a portal's creation their appearance may be changed with one turn of concentration by the master of the dimension.
- The range of light levels and colors for the interior spaces are set at the time of casting and may be altered in increments of 25% per round by the master or their allies for each space by thought alone; but may not be intensified beyond its designed maximum. The lighting is sufficient for growing plants or plant like creatures to thrive and inflict damage upon creatures vulnerable to sunlight.

35-37: Participants must spellburn 7 points of their choice; expend 5,000gp in materials and permanently lose 50XP each to bind this space. It grows 30ft per day, +10ft per participant in the rite out to a spherical diameter of 2,640ft in no more than 27 days. This pocket of reality may now be divided up such that it has exterior spaces. The interior spaces of this dimension may be designed as if they were a manor house, dungeon, or small castle.

- The designed interior temperature may be adjusted by the master of the dimension by ±25°F/ round with a mental command and may include extreme temperatures above or below 100°F. Temperatures in each of the interior spaces may be modified separately.

- The exterior space may be of any two natural environments found on the prime Material Plane which are known to the creators of this new dimension. This environment has a normal 12 hour day/night oscillation and normal temperature and weather patterns for its type for all seasons. Plants and animals will need to be imported to this dimension, but they will thrive in their new home if the conditions are capable of supporting them.
- The design of the *Pocket Reality* can set penalties of up to -1 on the casting checks of hostile wizards and creatures with arcane powers, but not upon clerics or creatures drawing their power from a divine source. The caster may also reduce the damage resistance of any hostile creatures by up to -1 point. Both of these abilities apply to the entire dimensional space and are fixed at creation.
- All walls, floors, and doors within the interior spaces can be made from any combinations of stone, iron, bone, chitin, wood, steel, packed dirt, and precious metals. All of these can resist 10 points of damage; this resistance is overcome by magic weapons with at least a +2 attack bonus and spells of at least 3rd level and creatures with at least 5 hit dice. All doors have sturdy dwarven locks (DC20). The design may include manually reset traps with search and disable DC's of 15 or less; causing up to 3d6 points of damage and having an attack bonus of no more than +7. Once set in place at creation the walls and internal compartments may be altered by the master of the dimension afterwards with 10 minutes of total concentration per room or feature. All walls, floors, and doors may be repaired and rebuilt via normal methods; the needed materials appear out of thin air and need not be imported.
- The master's sight, hearing, and voice may be sent to interact with any part of the space for as long as they concentrate; all three senses must be focused upon the same place. The caster may speak with creatures in the area under observation, but the master of the reality may do nothing else during this time and may only observe with their normal senses. Additionally, the Master can lock/ unlock, as well as open/ close doors by concentration for the area they occupy. This prevents them from taking any other actions.
- The participants will not need to import any furnishings and tools, for they are now included in the casting costs; but they will still need to import food until they can start producing their own.
- The dimension may have 9 additional exits to any of the following Planes: Astral, Ethereal, Plane of Sorrows, their Prime Material Plane of origin, Alternate Material Planes, as well as the Elemental Planes of Air and Earth. The designers must assign 5 of these gates at the creation of the space; each of the remaining portals can be created later by the master with 10 minutes of concentration on their design and destination. Additional exits have 250HP; can resist 20 points of damage; and can mend themselves of 15 points of damage per 12 hours spent without taking further damage. The damage resistance for these secondary portals is overcome by enchanted weapons with at least a +2 attack bonus, spells of at least 3rd level, or the natural attacks of creatures with at least 7 hit dice or levels. These exits may appear however the master wishes, but after the space is completed their look may be altered with one minute of concentration by the master of the realm.
- The range of light levels and colors for the interior spaces are set at the time of casting and may be altered in increments of 50% per round by the master or their allies for each space by thought alone; but cannot be intensified beyond its design parameters. The lighting is sufficient for growing plants or plant like creatures to thrive and inflicts damage upon creatures vulnerable to sunlight.

38-41: Participants must commit 7 points of spellburn of their choice; expend 8,000gp in materials and permanently lose 50XP each to bind this space. It grows 30ft per day, +10ft per participant in the rite out to a spherical diameter of one mile in no more than 53 days. This pocket of reality may now be divided up such that it has exterior spaces. The interior spaces may be designed as if it were a dungeon, or medium sized palace.

- The interior and exterior temperature ranges may be adjusted by the master of the dimension with a mental command and may include extreme temperatures above or below 100°F. Temperatures in the interior and exterior spaces may be modified by ±30°F/ round of concentration.
- The exterior space may be of any three natural environments found on the Prime Material Plane which are known to the creators of this new dimension. This environment has a normal 12 hour day/night

oscillation and normal temperature and weather patterns for its terrain type for all seasons. Plants and animals will need to be imported to this dimension, but they will thrive in their new home if the conditions are capable of supporting them.

- The master may also set penalties of up to -2 on the casting checks of hostile wizards and creatures with arcane powers as well as reduce their damage resistance by up to 2. Both of these abilities apply to the entire space and are fixed at creation; however, these conditions can be removed from specific locations for 1 minute per caster level of the master of the dimension by verbal command. The casting penalties for clerics and creatures that draw their power from divine sources is -1.
- The walls, floors, and doors can be made from any combination of stone, iron, bone, chitin, wood, steel, packed dirt, gems, crystals, and precious metals. All of these can resist 15 points of damage; this resistance is overcome by magic weapons with at least a +3 attack bonus and spells of at least 4th level. All doors have dwarven master-locks (DC22). The designers may include traps with search and disable DC's of 17 or less which automatically reset themselves within 1d5 rounds; these traps can cause up to 4d6 points of damage, may include poisons with DC's of up to 15, as well as having attack bonuses of no more than +9. Once set in place at creation the walls, features, and internal compartments may be altered after the dimensions completion by the Master with 10 minutes of total concentration per room or feature; the walls and doors repair themselves at a rate of 100 cubic feet per hour.
- The master's sight, hearing, and voice may be sent to observe any part of the space for as long as they are concentrated upon the same place. The master may even speak with creatures in the area under observation, but can do nothing else during this time other than observe with their normal senses as well as infravision & darkvision 60ft. Additionally, the master may lock/ unlock, as well as open/ close doors or reset traps anywhere in the realm by concentration. This prevents the master of the dimension from taking any other actions.
- The participants will not need to import any furnishings and tools, for they are included in the casting costs, though food must be imported until such time as the occupants can start producing their own.
- The space may have 11 additional exits to any of the following Planes: Astral, Ethereal, their Prime Material Plane of origin, Alternate Material Planes, as well as the Elemental Planes of Fire, Water, Earth, Air. Additional exits have 300HP; can resist 20 points of damage as well as mend themselves of 20 points of damage per 8 hours spent without taking further damage. The damage resistance for these secondary portals is overcome by enchanted weapons with at least a +3 attack bonus, spells of at least 4th level, or the natural attacks of creatures with at least 9 hit dice or levels. The designers must assign 5 of these portals at creation; the remaining portals may be created later by the master simply by concentrating for 1 minute upon the design and its destination. These exits may look however the master wishes, but their appearance may be changed with one minute of concentration by the master after the portal's creation.
- The range of light levels and colors for the interior spaces are set at the time of casting and may be altered by the master or their allies by thought alone to any intensity less than maximum. The lighting is sufficient for growing plants or plant like creatures to thrive and inflicts damage upon creatures vulnerable to sunlight.

42-43: Participants must commit 8 points of spellburn of their choice; expend 13,000gp in materials and permanently lose 70XP each to bind this space. It grows 150ft per day, +50ft per participant in the rite out to a spherical diameter of 5 miles in no more than 56 days. This pocket of reality may now be divided up such that it has exterior spaces. The interiors may be designed as if they were dungeons, castles, or medium sized palaces.

- The interior and exterior temperature ranges may be adjusted by the master of the dimension with a mental command and may include extreme temperatures above or below 100°F. Temperatures in the interior and exterior spaces may be modified by ±35°F/ round.

- The master can also set penalties of up to -3 on the casting checks of hostile wizards and creatures with arcane powers as well as reduce their damage resistance by up to 3. Both of these abilities apply to the entire space and are fixed at creation, but these conditions can be removed or lessened for specific locations by verbal command of the master for up to 10 minutes, + 1 minute per casting level. Half of these penalties apply to any clerics or other creatures drawing their power from divine sources, rounding down.
- The designers may now add one spell of less than 3rd level to enhance the functions of the environment. The casting results of this spell are rolled during the creation of the space, and their results (for good or ill) are fixed at that time. These spells are functional per the rules in the general information heading.
- The exterior space may be of any combination of natural environments found on the Prime Material Plane which are known to the creators of this new dimension. This environment has a normal 12 hour day/night oscillation and normal temperature and weather patterns for all seasons. The spell creates vegetation and natural animals of up to 2HD; but exotic plants, larger creatures, and humanoids will need to be imported, but they will thrive if the conditions are capable of supporting them.
- The walls, floors, and doors can be made from any combination of stone, iron, bone, chitin, wood, steel, packed dirt, gems, crystals, and precious metals. All of these can resist 20 points of damage; this resistance is overcome by magic weapons with at least a +3 attack bonus and spells of at least 4th level. All doors have basic gnomish locks (DC24). The designers may include traps with search and disable DC's of 19 or less which automatically reset themselves in 1d4 rounds; these traps can cause up to 5d6 points of damage, may include poisons with DC's of up to 17, as well as attack bonuses of no more than +11. Once set in place at creation, the walls and internal compartments may be altered afterwards by the Master with 1 minute of total concentration per room or feature. The walls and doors repair themselves at a rate of 200 cubic feet per hour.
- The master's sight, hearing, and voice may be sent to observe any part of the space for as long as they are sent to the same location. This is a free action and the master may even speak with creatures in the area under observation and still cast spells, lock/ unlock, as well as open/ close doors or reset traps by anywhere in the realm by thought. The master observes with normal senses as well as infravision & darkvision 80ft.
- The participants will not need to import any furnishings and tools, for they are included in the casting costs and the space now provides basic meals for the occupants 3 times per day.
- The space may have 13 additional exits opening to any of the following Planes: Astral, Ethereal, their Prime Material Plane of origin, Alternate Material Planes, as well as the Elemental Planes of Fire, Water, Earth, Air. A dditional exits have 350HP; can resist 20 points of damage as well as mend themselves of 20 points of damage per 8 hours spent without taking further damage. The damage resistance for these secondary portals is only overcome by enchanted weapons with at least a +3 attack bonus or the natural attacks of creatures with at least 9 hit dice or levels. The participants must assign 7 of these gates at the creation of the pocket reality; the remaining portals can be created later by the master with 1 minute of concentration on the design and the destination of the portal. These exits may look however the master wishes and their appearance may be changed with one minute of concentration by the master after each portal's creation.
- The range of light levels and colors for the interior spaces are set at the time of casting and may be altered to any intensity level that is less than the maximum intensity by the master or their allies by thought alone. The lighting is sufficient for growing plants or plant like creatures to thrive and inflicts damage upon creatures vulnerable to sunlight.

44-45: Participants must commit 8 points of spellburn of their choice; expend 21,000gp in materials and permanently lose 70XP each to bind this space. It grows 150ft per day, +50ft per participant in the rite out to a spherical diameter of 10 miles in no more than 106 days. This pocket of reality may now be divided up such that it has exterior spaces. The interior spaces may be designed as if they were dungeons and large palaces.

- The interior and exterior temperature ranges may be adjusted by the master of the dimension with a mental command, and may include extreme temperatures above or below 100°F. Temperatures in the interior and exterior spaces may be modified by ±40°F/ round.
- The master of the dimension can also set penalties of up to -4 on the casting checks of hostile wizards and creatures with arcane powers as well as reduce their damage resistance by up to 4. Both of these abilities apply to the entire dimensional space and are fixed at creation. They may be lessened or removed from specific locations by mental command of the master for up to 10 minutes per caster level. Half of these penalties apply to any clerics or other creatures drawing their power from divine sources, rounding down.
- The exterior space may be of any combination of natural environments found on the Prime Material Plane which are known to the creators of this new dimension; but they are now able to create any fantastical environment as well as new seasons to the limits of the natural and magical laws so long as the players have the Storytellers approval. This environment still has a normal 12 hour day/night oscillation and normal temperature and weather patterns for its type for all seasons; or any other weather or seasonal patterns the designers find pleasing. The spell creates exotic vegetation including cooking and medicinal herbs as well as natural animals and non-classed humanoid retainers of up to 3HD. The spell will also create magical, non-sentient creatures of up to 6HD, but larger and stranger creatures and humanoids will need to be found and imported into this space.
- The designers may now add as many as 2 spells of up to 3rd level to enhance the function of the new environment. The casting results of these spells are rolled during the creation of the space, and their results (for good or ill) are fixed at this time. These spells are functional per the rules in the general information heading.
- The walls, floors and doors are made from any combination of stone, iron, bone, chitin, wood, steel, packed dirt, gems, crystals, and precious metals. All of these can resist 20 points of damage; this resistance is overcome only by magic weapons with at least a +4 attack bonus and attacks from creatures with at least 10 hit dice. All doors have magical, intelligent-lock-systems (DC26). These locks have an Intelligence score of 10, and speak any language known to the participants in the rite. These locks can usually identify friend from foe with a successful DC12 Intelligence check. These doors may spring their own traps if they feel the need. The designers may include traps with search DC's of 21 or less which automatically reset themselves in 1d4 rounds; these traps can cause up to 6d6 points of damage, may include poisons with DC's of up to 19 as well as having attack bonuses of no more than +13. Once set in place at creation, the walls and internal compartments may be altered afterwards with 1 minute of total concentration per room or feature. The walls and doors repair themselves at a rate of 500 cubic feet per hour.
- The master's sight, hearing, and voice may be sent to observe and interact with any part of the space for as long as the caster concentrates; it is now possible for the caster to see one location, hear at another as well as speak to a third local if they succeed at a DC 15 Willpower save, but they may take no other actions. The master observes with their normal senses as well as blindsight, infravision & darkvision 100ft. If the master is sending their awareness to one location then they need not concentrate and may take additional actions. Additionally, the master can lock/ unlock, as well as open/ close doors as well as trigger/ reset traps anywhere in the realm by thought.
- The creators of the dimension will not need to import any furnishings, tools, for they are included in the casting costs and the occupants are provided with high quality meals up to 4 times per day.
- The space may have 15 additional exits to any of the following Planes: Astral, Ethereal, their Prime Material Plane of origin, Alternate Material Planes, as well as the Elemental Planes of Fire, Water, Earth, Air. The designers must assign 7 of these gates at the creation of the dimensional space; the remaining portals can be created later by the master with 1 round of concentration on the design and destination of the portal. Additionally, the designers can now designate 1 portal within the pocket reality to have no existence upon the destination plane which is now continuously randomized from the list above. Travelers through this gate are marooned upon the targeted Plane until they can find their own way home. These additional portals have 400HP; can resists 25 points of damage as well as mend themselves of 25 points of damage per 8 hours spent without taking further damage. The

damage resistance for these secondary portals is only overcome by enchanted weapons with at least a +4 attack bonus or the natural attacks of creatures with at least 13 hit dice or levels. These portals may appear however the designers wish, but their look may be changed with one round of concentration by the master of the reality after each portal's creation.

- The range of light levels and colors for the interior spaces are set at the time of casting and may be altered to any intensity less than their maximum value by the master or their allies by thought alone. The lighting is sufficient for growing plants or plant like creatures to thrive and inflicts damage upon creatures vulnerable to sunlight.

- Within the pocket of reality there is one invisible companion created per 2 participants in the rite. These companions are identical to the result of 20 on the *Invisible Companion* spell (see DCC Core Rules) except they have the same skill sets (other than spell casting) as the participants who spawned them. These creatures are permanent residents of the dimension until each is destroyed and are controlled by the master of the reality and his or her designated allies.

46-47: Participants must commit 9 points of spellburn of their choice; expend 34,000gp in materials and permanently lose 90XP each to bind this space. It grows 450ft per day, +150ft per participant in the rite out to a spherical diameter of 50 miles. The maximum time for the incubation period is no more than 176 days. This pocket of reality may now be divided up such that it has exterior spaces. The interior spaces may be designed as if they were dungeons and large palaces.

- The designed interior temperature range may be adjusted by the master of the dimension with a mental command and may include extreme temperatures above or below 100°F. Temperatures in the interior and exterior spaces may be modified ±45°F/ round by the master's thoughts alone.

- Exterior spaces can emulate any combination of natural environments known to the participants of the rite. The exterior spaces may also emulate any fantastic environment the participants can imagine, but the dimensional space must still adhere to the known laws of physics and magic and is subject to the Storyteller's approval. This dimension can simulate any night/day cycle as well as weather and the four basic seasons. Alternately, the caster can make up or add in new weather and seasons with the Storyteller's permission. The spell creates exotic vegetation including cooking and medicinal herbs as well as natural animals and humanoids with up to 5HD as retainers as well as magical, non-sentient creatures of up to 7HD. The spell will also create up to 1 new sentient race with up to 2HD. Larger and stranger creatures and humanoids will need to be imported.

- The designers may also set penalties of up to -5 on the casting checks of hostile wizards,and creatures with arcane powers and reduces their damage resistance by up to 5. All of these values are fixed at creation, but their values can now be set independently of each other for different spaces. These penalties may be also be lessened or removed from specific locations by mental command of the master for up to 1 hour, +1 turn per caster level. Clerics and creatures with divine powers suffer half of these penalties rounded down.

- The designers may now add up to 3 spells of up to 4th level to enhance the functions of the environment. The casting results of these spells are rolled during the creation of the space, and their results (for good or ill) are fixed at that time. These spells are functional per the rules in the general information heading.

- The walls, floors, and doors are made from any combination of stone, iron, bone, chitin, wood, steel, packed dirt, gems, crystals, precious metals, and magical force (50hp/ cubic foot). All of these can resist 30 points of damage; this resistance is overcome only by magic weapons with at least a +4 attack bonus and the attacks of creatures with at least 15 hit dice. All doors have magical, intelligent-locking-systems (DC28). These locks have an Intelligence score of 13 (+1 bonus) and speak any language known to the participants in the rite. They can usually identify friend from foe with a successful DC 10 Intelligence check. These doors can spring their own traps if they feel the need. The designers may include traps with search and disable DC's of 23or less which automatically reset themselves in 1d3 rounds; these traps can cause up to 7d6 points of damage, may include poisons with DC's of up to 21 and can have attack bonuses of no more than +15. Once set in place at creation the walls and internal compartments may be altered afterwards with 1 round of total concentration per room or feature.

The walls and doors repair themselves at a rate of 1000 cubic feet per hour. The master has total awareness and control of the dimensional space via willpower alone and may project a personal image to anywhere within the dimensional space. The caster may see, hear, as well as speak with and manipulate the local environment via this apparition. The master of this reality can observe and feel sensations with their normal senses as well as blindsight, infravision & darkvision 120ft and lock/ unlock, as well as open/ close doors and trigger/ reset traps by concentration. These actions no longer prevent them from taking other actions.

- The caster will not need to import any furnishings or tools for they are included in the casting costs and it will provide up to 5 gourmet meals per day to all of its occupants.
- The space may have 17 additional exits to any of the following Planes: Astral, Ethereal, their Prime Material Plane of origin, Alternate Material Planes, as well as the Elemental Planes of Fire, Water, Earth, and Air. The designers must assign 9 of these gates at the construction of the dimensional space; the remaining portals can be made later with 1 round of concentration upon the design and destination of the portal by the master of this dimension. The designers can now designate 3 portals within the *Pocket Reality* which have their locations entirely within the created dimension and which continually randomize their destinations from the list above; travelers through these portals are marooned upon the targeted Plane until they can find their own way home. Additional portals have 450HP; can resist 25 points of damage as well as mend themselves of 25 points of damage per 6 hours spent without taking further damage. The damage resistance for these secondary portals is overcome only by enchanted weapons with at least a +4 attack bonus or the natural attacks of creatures with at least 15 hit dice or levels. These portals may look however the master wishes and their appearance may be changed with one round of concentration by the master after each portal's creation.
- The range of light levels and colors for the interior spaces are set at the time of casting and may be altered to any intensity less than their maximum value by the master or their allies by thought alone. The lighting is sufficient for growing plants or plant like creatures to thrive and inflicts damage upon creatures vulnerable to sunlight.
- Within this pocket of reality there is one invisible companion per 2 participants in the rite; these companions are identical to the result of 22 on the *Invisible Companion* spell (see DCC Core Rules) except they have the same skill sets (other than spell casting) as the participants in the rite who spawned them. These creatures are permanent residents of the dimension and under the command of the master of this reality and his or her designated allies until each is destroyed. These invisible servants are not bound to this pocket of reality and may be sent to journey upon other dimensions and Planes upon tasks and missions for their masters. These quests last until they are destroyed or for no more than 3 months; in either case they reappear in their pocket of reality to report their progress.

48+ Participants must commit 10 points of spellburn of their choice; expend 55,000gp in materials and permanently lose 100XP each to bind this space. It grows 1,000ft per day, +250ft per participant in the ritual to a spherical diameter of one hundred miles and it takes no more than 192 days. This pocket of reality may now be divided up such that it has exterior spaces. The interior spaces may be designed as if they were the interiors of huge castles or palaces.

- The interior and exterior temperature ranges may be adjusted by the master of the dimension with a mental command and may include extreme temperatures above or below 100°F. Temperatures in the interior and exterior spaces may be modified by ±50°F/ round.
- External environments can emulate any combination of natural or fantastic environment known to or imagined by the participants of the rite, though this space must still adhere to the known laws of physics and magic and is subject to the Storyteller's final approval. This dimension can simulate any night/day cycle as well as weather and the four basic seasons. Alternately, the caster can make up or add in new types of weather and seasons with the permission of the Storyteller. The spell creates exotic vegetation including cooking and medicinal herbs as well as natural animals and humanoids with up to 8HD as retainers. The spell will also create up to 3 new sentient races with up to 4HD each as well as magical, non-sentient creatures of up to 6HD. Larger and stranger creatures and humanoids will need to be imported.

- The designers may also set penalties of up to -6 on the casting checks of hostile wizards and creatures with arcane powers as well as reduce their damage resistance by up to 6 points. These abilities are set independently by area and are fixed at creation of the space. They may be lessened or removed from specific locations by mental command of the master of the realm for as long as they allow.
- The designers may now add up to 5 spells of up to 5th level to enhance the functions of the environment. The casting results of these spells are rolled during the creation of the space and their results (for good or ill) are fixed at that time and functions per the rules in the general information heading.
- The walls, floors, and doors are made of whatever the designers wish. All of these materials have 30 points of damage resistance; this resistance is only overcome by magic weapons with at least a +5 attack bonus. All doors have gnomish intelligent-lock-systems (DC30). These locks have an Intelligence score of 16 (+2 bonus), speak any language known to the participants in the rite and they can usually identify friend from foe with a successful DC 8 Intelligence check. These doors may spring their own traps if they feel the need. The designers may include traps with search and disable DC's of 25 or less which automatically reset themselves in 1d3 rounds; these traps can cause up to 8d6 points of damage, may include poisons with DC's of up to 23 and have attack bonuses of no more than +17. Once set in place at creation, the master can alter the walls and internal compartments afterwards with 1 round of total concentration per room or feature. The walls and doors repair themselves at a rate of 200 cubic feet per minute.
- The master has total control of the space via willpower alone and is omniscient of everything that happens within this pocket of reality. They may project a personal image anywhere within the space which may see, hear, and speak with others and this apparition can interact with the environment normally for the master. The caster may lock/ unlock, as well as open/ close doors and trigger/reset traps by concentration. These actions no longer prevent them from taking additional actions.
- The designers will not need to import any furnishings, tools, for they are included in the casting costs and this reality will provide up to 6 meals fit for a king per occupant each day.
- The space may have 19 additional exits to any of the following Planes: Astral, Ethereal, their Prime Material Plane of origin, Alternate Material Planes, as well as the Elemental Planes of Fire, Water, Earth, and Air. The designers must assign 10 of these portals at the creation of the space; the rest of the portals may be designated later with one round of concentration upon the design and destination of the new portal. The designers can now designate 5 portals to reside entirely within this new dimension whose destinations are continuously randomized from the list above. Travelers through these gates find themselves marooned upon the targeted Plane until they can find their own way home. Additional portals have 500HP; can resist 30 points of damage as well as mend themselves of 25 points of damage per 4 hours spent without taking further damage. The damage resistance for these secondary portals is only overcome by enchanted weapons with at least a +5 attack bonus . These exits may look however the master wishes and their appearance may be changed with one round of concentration by the master after each portal's creation.
- The range of light levels and colors for the interior spaces are set at the time of casting and may be altered to any intensity less than their maximum value by the master or their allies by thought alone. The lighting is sufficient for growing plants or plant like creatures to thrive and inflicts damage upon creatures vulnerable to sunlight.
- Within this pocket of reality there is one *Eternal Champion* per participant in the rite; permanently attached to the dimension. These champions are identical to the result of 22 on the *Eternal Champion* spell (see DCC Core Rules) except they also have the same skill sets (other than spell casting) as the participant who spawned them. These creatures are under the control of the master of this reality and any of his or her designated allies. These phantasms are not bound to this pocket of reality and may be sent to journey upon other dimensions and Planes upon tasks and missions for their masters. These quests last until they are destroyed or they succeed at their task; if destroyed they reappear within their pocket of reality to report their progress. The spell also creates the same number of *Invisible Companions* as a spell result of 46-47 on this spell table.

Table 1-30: collapsing realities…

If the Primary Portal is destroyed after the genesis of the pocket reality is completed, it will collapse in a number of days equal to the casting check that created the *Pocket Reality*. Divide the diameter of the dimension by the casting check to figure out how many feet the space shrinks by each day until total collapse.

Any living creatures trapped in areas that cease to exist must succeed at a DC20 Fortitude save or they take 5d6 damage as they are shunted into any remaining open areas within the still collapsing dimension. If the last remaining creatures in the space fail their fortitude saves when the pocket dimension finally collapses they must succeed at a DC20 Willpower save or they are never seen again. Success indicates that the creature takes 5d6 damage and is shunted out to another dimension, roll 1d100:

- Less than 05% = NPC/Player's Choice.
- 05%– 50%= random, mostly safe location on their Primary Material Plane of origin and within 5 miles of where the creature was born.
- 51 – 85%= random, but not very safe location on an Alternate Material Plane.
- 86 – 95%= random location on the Ethereal Plane within a journey of 1d7 days of where the primary portal used to exist.
- 95 – 99%= random Plane, see page 23.
- 100% or more = Storyteller's choice, probably some place horrible and nasty…

Example:
A result of 48+ creates a space that is 528,000ft in diameter. If its primary portal is destroyed then its radius shrinks by 5,500 feet each day. 528,000/48= 11,000ft, 11,000ft of lost diameter every day/2 = 5,500ft of radius lost.

Appendix I:

Miscellaneous Magic Items and Expanded Weapon Magic

In general this section of Liber Arcanum offers additional ideas on magic items not covered by any of the Creation Spells listed in these pages or within the DCCRPG Core Rules. It also contains some optional ideas on how the DCCRPG *Sword Magic* rules can be expanded to create a wider variety of magic weapons. There's also a plethora of pre-generated magic weapons to help the busy Storyteller keep moving the game along and not having to spend table time rolling them, up and especially for those times when a game just starts up without warning. :)

Miscellaneous Magic Items Rule:

For a spell that does not otherwise grant permanent results the Storyteller may choose to invoke the following rule: Casting check results that are more than 5 points beyond the maximum of a spell results table will create temporary magic items. These items function once per 8 hour period as the spell which spawns them; but with a casting check equal to the minimum successful result on the spell's results table. The player then rolls a luck check and the Storyteller secretly checks the table to the right to determine how long the item lasts. These items require a normal action die to use, but have the same casting time as the original spell.

Luck roll	Result
Critical fail	Item functions once and then explodes for 1d4 points of damage per level of spell that contained within the item.
Fail (Rolls greater than luck score)	Item lasts for a number of turns = the casting check result that created the item.
Equal to luck score	Item lasts for a number of hours = the casting check result that created the item.
Succeed by 3	Item lasts for a number of days = the casting check result that created the item.
Succeed by 6	Item lasts for a number of weeks = the casting check result that created the item.
Succeed by 10+	Item lasts for a number of months = the casting check result that created the item.
Critical Success (Rolls 1 or less)	Item lasts for a number of years = the casting check result that created the item.

Regardless, the items only function for their creators, but use different mercurial magic and manifestation results than those possessed by the item's creator. These items are fragile and destroyed with their creator's death as well as by anti-magic effects and any application of the *Dispel Magic* spell with a casting check result that beasts the minimum result needed to successfully cast the spell embodied by the magic item.

Example: Caster gets a result of 37 on the spell *Color Spray,* but then fails their luck check. The wizard has a walnut sized diamond appear in their hand that exists for 37 Turns (370 minutes / 6 hours and 9 minutes), and allows its creator to invoke the lowest level of the color spray spell every 8 hours; one use in this case. If the caster had simply succeeded at their luck check then the item would last for 37 hours, during which it may be used once per 8 hours. The *Dispel Magic* spell will destroy this item with a casting check result greater than 18; the minimum result needed to cast *Dispel Magic*.

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Expanded and pre-generated magic weapons

D100 roll	Weapon Type
0 – 02	Dart
03 – 10	Dagger
11 – 25	Short Sword
26 – 55	Long Sword
56 – 60	Hand Axe
61 – 65	Battle Axe
66	Crossbow
67 – 69	Crossbow Bolts (10)
70 – 75	Two-Handed Sword
76 – 80	War Hammer
81	Short Bow
82	Long Bow
83 – 85	Arrows (10)
86 – 90	Mace
91 – 95	Spear
96	Sling
97 – 98	Sling Bullets (10)
99 – 100	Creator's Choice

So they found a pile of treasure and you don't have time to roll up a brand new magic item…. The following weapons were created via the DCCRPG core rules, with some extra powers thrown in here and there. I have substituted the table to the left for table 8 – 1 of the DCCRPG *Sword Magic* rules. The following enchanted weapons are presented devoid of 'story elements' in order to make them easier to fit within your game environment. It should be noted that via the 'creator's choice' entry it is possible to create any type of weapon the Storyteller will allow, including staves. However, it is up to the Storyteller as to whether these 'combat' staves may be further enchanted with the *Wizard Staff* spell and what additional benefits this may create. As the Core Rules do not specify how the weapon's ego it calculated, I have been using the following method: 6+ weapon's greatest attack bonus + the weapon's ability score modifier + 1 for each of the weapon's banes and powers. For the following weapons I have granted additional ability scores based upon the power of the weapon. A weapon of +1 attack value has an Intelligence score. A weapon with a +2 magical attack bonus gains a Personality score and a weapon of +3 or greater magical attack value has a Luck score of its own. At the Storytellers discretion these additional abilities have the following effects in a game environment. A weapon's Personality score modifier is applied to the wielder's Willpower saves; additionally, the weapon bearer's Luck modifier is adjusted by that of the weapon in addition to any *Ire of the Gods* that may apply to the possessor of the weapon. If the wielder of the weapon and the weapon are of the same alignment the wielder gains a +2 bonus to ego checks with that weapon. If they have the opposite alignment of the weapon they suffer a 2 point penalty on ego checks with that weapon.

Knowing a weapon's true name grants a +5 bonus on ego checks with the weapon and boosts it to the next higher category of magical weapon on table 8 – 4 of the Core Rules. For example, a sword created with a casting check of 16 – 17 (or random d100 roll of 01 – 50) would improve to a sword created with a casting check of 18 – 21 (or random d100 roll of 51 – 75). It would gain the ability to communicate, a bane, and another roll for special purposes and powers. Speaking the True Name of weapons generated with a casting check of 36+, or random roll of 99+, gain an additional special purpose, bane, and power; roll 1d3 to determine the power's type.

Magic slings, bows, and crossbows impart their magic to any mundane ammunition used, but such ammunition is destroyed afterwards and may not be recovered. Ammunition of +1 to +3 magical attack value do not have ability scores, communication modes, or special purposes; however, magic bows, slings, crossbows, their ammunition, as well as thrown weapons gain +5 feet of range for every +1 to attack value to each of the weapon's or ammunition's range categories. These bonuses to distance stack when magic ammunition is fired from magic weapons, but at the Storyteller's discretion certain combinations may require an ego check from each item to allow themselves to be used in this manner. The banes of a set of ammunition apply to all the arrows, bolts, etc. in a batch of ammunition; but each power granted by DCCRPG tables 8 – 7, 8 – 8, and 8 – 9 (as well as the bonus powers from this book) are separately invested, each within one particular arrow, bolt, or bullet within each batch

until all the available powers are accounted for. Magic ammunition has a 5% greater chance of recovery per +1 of its greatest attack value as compared to normal missiles. When magic ammunition is discovered, the number of shots found is equal to 10, adjusted by the finder's Luck modifier un less the Storyteller deems otherwise.

Enchanted darts of any attack bonus as well as enchanted ammunition with attack bonuses of +4 and +5 are singular entities and not found in batches. These enchanted items are imbued with attributes, special purposes, and communication modes just as any other magic weapon and are subject to the additional rules in this section. Unless the item's description indicates otherwise, darts and arrows of +3 attack value or better have a 10% chance / +1 of their enchantment to return to the hand of the person who threw the dart, but otherwise they have a least a 65% chance of being recovered. A +4 arrow would have a 40% chance of returning to the hand of the creature that last used it otherwise it has a recovery chance of 70%. Ammunition of +5 attack value has a 50% chance to return to the hand of the one who used it, otherwise it has a 75% recovery chance. The return percentages for these unique pieces of ammunition are modified by the Luck of both the item and the creature using the them in increments of 5% per point of the modifier.

Last but not least, here are 7 new powers for magical swords/weapons that may be made available at the Storyteller's discretion. Some have been used in the construction of the magic weapons within this manual and may be omitted or replaced if they are barred from use within the game milieu. There are also 7 new banes and bane effects; placement upon the d100 chart for any of these new powers and banes can be altered to suit any particular situation. The following designations are merely a quick set of substitutions for convenience.

New Type 1 powers:

D% roll	Power granted
01-02	*Utility blade* – This blade has the ability to transform itself into several useful tools. So long as the weapon and its current wielder are on good terms, the weapon may be transformed at will into any one of its tool forms. The tool retains all of the weapon's magical powers and abilities and lasts as long as needed. When discovered the weapon can assume 5 tool forms, plus an additional tool per +1 of the weapon's attack value; roll 1d30 modified by luck to determine which tools are available. **(1)** hacksaw, **(2)** pry-bar, **(3)** compass, **(4)** scissors, **(5)** fork, **(6)** file, **(7)** stew pot, **(8)** shovel, **(9)** sextant, **(10)** 10ft pole, **(11)** broom, **(12)** pliers, **(13)** grappling hook, **(14)** rake, **(15) s**poon, **(16)** frying pan, **(17)** wood saw, **(18)** sanding stone, **(19)** mug, **(20)** spyglass, **(21)** hammer, **(22)** wrench, **(23)** trowel, **(24)** screwdriver, **(25)** chisel, **(26)** metal-shears, **(27)** can-opener, **(28)** signaling whistle, **(29)** bottle-opener, **(30+)** hand drill (always has correct drill-bit)
03-05	***Read any non-magical map at will***
96-97	***120ft infravision***
98-99	*Know Alignment* – The wielder knows the alignments of any creatures or objects within 15ft.
00	*Razor strike* – Weapon's damage die and wielder's critical table are increased by one step on dice chain.

New Type 2 powers:

D% roll	Power granted
33	***Regenerator***
34-35	*Farstrike* – Once per day per +1 of the weapon's attack value the wielder can make a normal attack against any target they can see. The attacker makes a normal melee attack roll against the target's normal armor class; irrespective of distance. Damage and other effects resulting from any successful attacks are magically transmitted to the target. At the discretion of the Storyteller these attacks of magic force may be blocked by the target's damage resistance, the *Magic Shield* spell, as well as any similar barrier spells or similar natural effects.
36-37	*Singing blade* – The weapon grants an additional 1d6 points of sonic damage to all creatures; this damage is doubled versus creatures of fire and those made from crystal and glass. Once per week the weapon grants the ability to cast a *Charm Person* spell with a casting check of 1d10 +20. A weapon with this ability imposes a -3 penalty to any stealth checks for the wielder of these weapons.

New Type 3 powers:

D% roll	Power granted
31-35	***Summon Creature***
36-39	*Haunted* – the weapon's persona is a long dead warrior whose spirit may be called upon by the wielder to use the weapon 1x/day per +1 of the weapon's attack value. Treat spirit as a 6th level warrior with ability scores of 16 and full hit points each time it is summoned. This spirit manifests for up to an hour each time it is summoned and is counted as a ghost of 6 hit dice when subjected to a cleric's *Turn Unholy* power. If banished, turned, or destroyed by a cleric; the spirit cannot manifest until the next New Moon, but it is only banished permanently if the weapon is destroyed.
66-70	***Flight***
71-75	*Teleport* – Twice per day this weapon will teleport its wielder and up to one huge item or creature per +1 of the weapon's attack value to any location that the wielder has been to already or can see from their current location; so long as either is within 10 miles per +1 of the weapons attack value. This ability isn't strong enough to move anything between the Planes.

New banes and bane effects:

D%	Type of Bane	Effect when bane is present
01-02	Trolls	*Great fortitude* – When confronted by the weapon's bane, the wielder is granted a +4 bonus to their Stamina score. This may increase the wielder's fortitude save and grant bonus hit points and these bonus hit points are lost first. When the bane is defeated the wielder suffers a -4 penalty to their stamina score for as long as they were subject to the previous bonus.
03-06	***Goblinoids***	***----------***
25-28	***Wizards***	***----------***
29-31	Angels	*Eye for and Eye* – If the wielder of this weapon is damaged by the bane creature, the weapon provokes a Willpower save for the attacking bane creature. The attacker wills suffer all the damage and special effects from their attack upon the weapon's wielder. Success indicates the bane creature still suffers half the damage they inflicted.
32-34	Devils	*Speed* – When confronting its bane wielder is granted a +2 bonus to initiative rolls and their available number of actions, as well as their movement speeds, are doubled.
42-43	***Dragons***	***----------***
44-45	Oozes, slimes, & puddings,	*Mystic Mitosis* – When confronting the weapon's bane, the weapon instantly creates a duplicate of itself and its wielder. The clone of the weapon's owner is identical except that it is treated as a warrior of the same hit dice; only one set of duplicates may be created for any given encounter. The rest of the wielder's equipment (beyond basic clothing) is ***not*** cloned in this process. The duplicate follows the orders of the master unless the master is slain. If the clones survive the combat encounter they dissolve into mist; what happens if the original dies before the duplicate is up to the Storyteller…
46-47	Plant creatures	*Divine Protection* – The wielder of the weapon must worship the deity. Weapon grants a +3 bonus on save rolls versus spells and powers of the bane creature. Any damage inflicted by the bane creature may be reduced by half on a successful DC15 Fort save.
48-49	Fungi & Molds	*Terror* – Upon striking the bane creature, even those normally immune to fear must succeed at a Willpower save versus a DC = 1d10+20 or the bane creature must immediately flee the area; running away from the weapon for at least 1d6 rounds.
50-51	Insects & Spiders	*Paralysis* – When this weapon strikes its bane, they must succeed at a Willpower save versus a DC of 1d20 +10 or they are immobilized for 1d4 rounds, + an additional round for every +1 of the weapons attack bonus.

Generic Magic Weapon tracking sheet

Name(s) and history:	
Alignment:	
Damage Type:	
Item Size:	
Reach:	
INTelligence:	
PERsonality:	
LUCK:	
Ego DC	= 6+Ability Score Modifiers + 1 per power, sp. ability, & bane+ greatest magical attack bonus
Attack Value:	
Damage:	
(1-hand)	
(2-hand)	
Critical Die:	As Owner or…
Critical Table:	As Owner or…
Fortitude Save:	As Owner, or …
Reflex Save:	As Owner, or fail
Willpower Save:	As Owner, or …
Special Purpose(s):	

Powers
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Banes
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For the random discovery of magical items roll the most appropriate type of die: *+1 weapon* =1d20, *+2 weapon* =1d8, *+3 weapon* =1d7,or *+4 weapon* =1d5 and modified by the finder's Luck. Weapons of +5 enchantment are too specific to their particular creators and environments to be scattered about the game casually…

1) Bolts, +1

Quantity	
Alignment:	Neutral
Damage Type:	Piercing
Item Size:	Tiny
Ego DC	9
Attack Value:	+1 (Rolled 55% for ammo creation)
Damage:	1d6+1; grants at least +5ft to each range category.
Chance to Recover:	55%
Critical Die:	As Owner or…
Critical Table:	As Owner or…
Fortitude Save:	As Owner, or …
Reflex Save:	As Owner, or fail
Willpower Save:	As Owner, or …

Powers

Type (1) = One bolt has the power to cast *Comprehend Languages* with a roll of 1d10+20.

Banes

Bane of Warriors – Summoning; when battling bane, sword can summon reinforcements, which are a creature type antithetical to the bane (per Storyteller's discretion) of total HD equal to half of wielder; each bolt can summon 1/day upon impact with 50% chance of success for duration 1d4 turns.

2) Crossbow, +1

Alignment:	Lawful
Damage Type:	Piercing
Item Size:	Small
Range:	85/ 165/ 245ft
INTelligence:	6 / -1
Ego DC	6
Attack Value:	+1 (Rolled 46% for creation)
(1-hand)	N/A
(2-hand)	1d6+1, 1d6+3 versus banes
Critical Die:	As Owner or…
Critical Table:	As Owner or…
Fortitude Save:	As Owner, or +1
Reflex Save:	As Owner, or fail
Willpower Save:	As Owner, or +1
Special Purpose(s): Cannot communicate; has no plans or desires.	

Banes

Bane of Insects and Spiders - Grants a +2 bonus to Damage rolls versus these creatures.

3) Two-handed Sword, +1

Alignment:	Lawful
Damage Type:	Slashing and piercing
Item Size:	Medium
Reach:	+5ft, wielder must roll 1d16 on initiative checks
INTelligence:	7/ -1
Ego DC	8
Attack Value:	+1 (Rolled a 29% for creation)
(1-hand)	N/A
(2-hand)	1d10+1
Critical Die:	As Owner or…
Critical Table:	As Owner or… +1 step verses dragons
Fortitude Save:	As Owner, or +1
Reflex Save:	As Owner, or fail
Willpower Save:	As Owner, or +1
Special Purpose(s): It can communicate with simple urges a deep hatred for dragons, as well as an intense desire to enforce the law. Any wielder who does not share these ideals must make ego checks to draw and use the weapon and its powers.	

Powers

Type (1) = reads 1d6 languages

Banes

Bane of Dragons – The wielder's critical threat range on attack rolls is increased by +1.

4) Arrows, +1

Quantity:	
Alignment:	Chaotic
Damage Type:	Piercing
Item Size:	Small
Ego DC	9
Attack Value:	+1 (Rolled a 47% for creation)
Damage:	1d6+1; grants at least +5ft to each range category.
Chance to Recover:	55%
Critical Die:	As Owner or…
Critical Table:	As Owner or…
Fortitude Save:	As Owner, or +1
Reflex Save:	As Owner, or fail
Willpower Save:	As Owner, or +1
Special Purposes	None

Powers

Type (1) = One arrow can cast the *Locate Object* 2/ day; casting check is 1d10+20.

5) Long Sword, +1

Alignment:	Neutral
Damage Type:	Slashing and Piercing
Item Size:	Small
Reach:	Normal
INTelligence:	6/ -1
Ego DC	8
Attack Value:	+1 (Rolled a 71% for creation)
(1-hand)	1d8+1
Critical Die:	As Owner or…
Critical Table:	As Owner or…
Fortitude Save:	As Owner, or …+1
Reflex Save:	As Owner, or fail
Willpower Save:	As Owner, or +1

Special Purpose(s): Communicates with simple urges, and wishes to be a warrior hermit, and anyone wielding the sword who isn't dedicated to doing the same will have to make ego checks to access the swords powers.

Powers

Type (1) = *Detect Evil* within 10ft. Casting check is 1d10+10, plus the wielder's luck bonus.

Banes

Bane of Halflings – Wielder rolls a fortitude save versus a DC of 12 whenever damaged by a Halfling. Success means wielder only takes half damage.

6) Hand Axe, +1

Alignment:	Lawful
Damage Type:	Slashing
Item Size:	Small
Reach/Range:	Normal, Thrown = 15/ 25/ 35ft
Recovery Chance:	55%
INTelligence:	4/ -2
Ego DC	6
Attack Value:	+1 (Rolled 04% for creation)
(1-hand)	1d6+1
Critical Die:	As Owner or…
Critical Table:	As Owner or…
Fortitude Save:	As Owner, or +1
Reflex Save:	As Owner, or fail
Willpower Save:	As Owner, or +1

Special Purpose(s): None, and it cannot communicate.

Powers

Type (1) = Detects gold within 60ft.

7) Long Sword, +1

Alignment:	Lawful
Damage Type:	Slashing and piercing
Item Size:	Small
Reach:	Standard
INTelligence:	5/ -2
Ego DC	6
Attack Value:	+1 (Rolled a 11% for creation)
(1-hand)	1d8+1
Critical Die:	As Owner or…
Critical Table:	As Owner or…
Fortitude Save:	As Owner, or +1
Reflex Save:	As Owner, or fail
Willpower Save:	As Owner, or +1

Special Purpose(s): Has no ability to communicate, nor any special desires, but it can deny the use of its special powers to those it doesn't like.

Powers

Type (1) = Detects water within 30 feet, beyond that range they gain a +1 to search and spot checks.

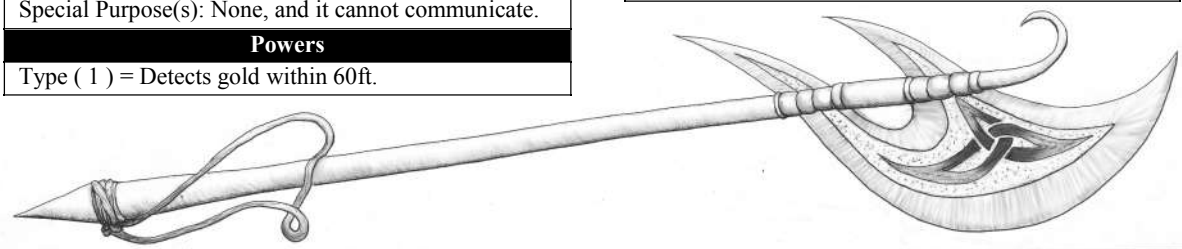
8) Dagger, +1

Alignment:	Neutral
Damage Type:	Slashing and piercing
Item Size:	Tiny
Reach/ Range:	Normal / Thrown = 15/ 25/ 35ft
Recovery Chance:	55%
INTelligence:	3/ -3
Ego DC	5
Attack Value:	+1 (Rolled a 40% for creation)
(1-hand)	1d4+1 thieves use 1d10+1
Critical Die:	As Owner or…
Critical Table:	As Owner or…
Fortitude Save:	As Owner, or +1
Reflex Save:	As Owner, or fail
Willpower Save:	As Owner, or +1

Special Purpose(s): has no ability to communicate, but has an intense desire not to take sides, any wielder with strong convictions of any kind [lawful and chaotic creatures] will need to make ego checks to draw and use this weapon and its powers.

Powers

Type (1) = Detects secret doors within 40ft.



9) Sling Stones , +1

Quantity:	
Alignment:	Lawful
Damage Type:	Piercing
Item Size:	Tiny
Ego DC	7
Attack Value:	+1 (rolled 32% for creation.)
Damage:	1d4+1; adds at least +5ft to each range category.
Chance to Recover:	55%
Critical Die:	As Owner or…
Critical Table:	As Owner or…
Fortitude Save:	As Owner, or +1
Reflex Save:	As Owner, or fail
Willpower Save:	As Owner, or +1

10) Sling Stones, +1

Quantity:	
Alignment:	Chaotic
Damage Type:	Piercing
Item Size:	Tiny
Ego DC	11
Attack Value:	+1 (Rolled 77% for creation)
Damage:	1d4+1; always grants at least +5ft to each range category, see banes.
Chance to Recover	55%
Critical Die:	As Owner or…
Critical Table:	As Owner or…
Fortitude Save:	As Owner, or +1
Reflex Save:	As Owner, or fail
Willpower Save:	As Owner, or +1
Powers	
Type (1) = One stone of the bunch can obscure surroundings with 20ft globe of darkness at will.	
Banes	
Bane of Golems and animated objects – Unerring throw; only against bane, the stones gain an additional 5ft bonus to each range category and always returns to the attacker's hand when thrown or fired. Uses the attacker's normal missile fire attack roll but includes their Strength modifier to damage.	
Bane of Wizards – Hunter; stones can detect wizards within 100ft, even if invisible or otherwise concealed, and can overcome magical defenses against detection as if with a +10 Will save or spell check.	
Bane of Serpents – Grants +1 to damage.	

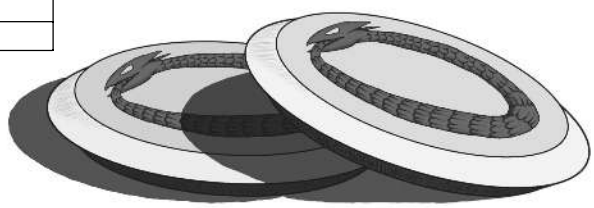
11) Short Sword, +1

Alignment:	Neutral
Damage Type:	Slashing and Piercing
Item Size:	Tiny
Reach:	Standard
INTelligence:	5 / -2
Ego DC	6
Attack Value:	+1 (Rolled a 23% for creation)
(1-hand)	1d6+1
Critical Die:	As Owner or…
Critical Table:	As Owner or…
Fortitude Save:	As Owner, or +1
Reflex Save:	As Owner, or fail
Willpower Save:	As Owner, or -1
Special Purpose(s): +1 Short sword: Cowardly, the sword's dearest wish is to avoid conflict, but has no means of communication. Owner must make an ego check to draw the weapon from scabbard. Wielder has -1 on Willpower saves vs. fear.	
Powers	
Type (1) = *Detect Magic* once per day with a casting check of 1d10 +20.	

12) Long Sword, +1

Alignment:	Neutral
Damage Type:	Slashing and piercing
Item Size:	Small
Reach:	Standard
INTelligence:	6 / -1
Ego DC	7
Attack Value:	+1 (Rolled a 49% for creation)
(1-hand)	1d8+1
Critical Die:	As Owner or…
Critical Table:	As Owner or…
Fortitude Save:	As Owner, or +1
Reflex Save:	As Owner, or fail
Willpower Save:	As Owner, or +1
Special Purpose(s): communicates with empathy; the sword wishes to be a warrior hermit.	
Powers	
Type (1) = Globe of darkness with a 20ft radius. This is a constant effect that may be turned on or off by the wielder… with the Sword's permission.	



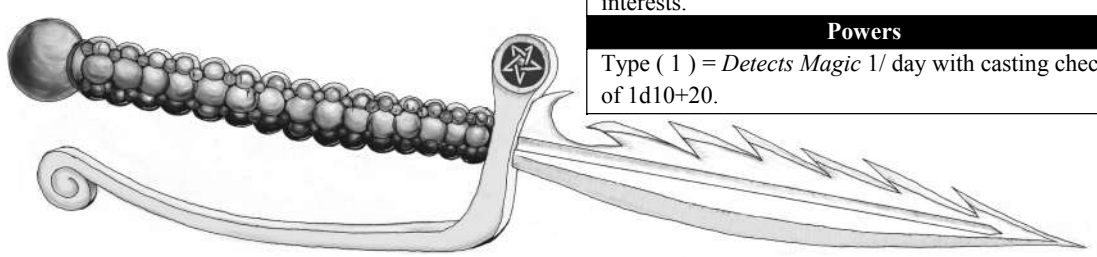


13) Two-handed Sword, +1

Alignment:	Chaotic
Damage Type:	Lashing and Piercing
Item Size:	Medium
Reach:	+5ft, wielder must roll 1d16 on initiative checks
INTelligence:	6/ -1
Ego DC	7
Attack Value:	+1 (Rolled a 08% forcreation)
(1-hand)	N/A
(2-hand)	1d10+1
Critical Die:	As Owner or…
Critical Table:	As Owner or…
Fortitude Save:	As Owner, or +1
Reflex Save:	As Owner, or fail
Willpower Save:	As Owner, or +1
Special Purpose(s): No desires or communication	
Powers	
Type (1) = *Detects Evil* 1x/ day with a casting check of 1d10+20.	

14) Short Bow, +1

Alignment:	Neutral
Damage Type:	Piercing
Item Size:	Small
Range:	55/ 105/ 155ft
INTelligence:	6/ -1
Ego DC	8
Attack Value:	+1 (Rolled 58% for creation.)
(2-hand)	1d6+1
Critical Die:	As Owner or…
Critical Table:	As Owner or…
Fortitude Save:	As Owner, or +1
Reflex Save:	As Owner, or fail
Willpower Save:	As Owner, or +1
Special Purpose(s): Uses simple urges to relate desire to live as a warrior hermit.	
Powers	
Type (1) = Obscure surroundings with 20ft globe of darkness at will.	
Banes	
Bane of Goblinoids – Defender; wielder gains a +2 AC bonus when defending against goblinoid attacks	



15) Short Bow, +1

Alignment:	Chaotic
Damage Type:	Piercing
Item Size:	Small
Range:	55/ 105/ 155ft
INTelligence:	8/ -1
Ego DC	8
Attack Value:	+1 (Rolled a 52% for creation)
(1-hand)	N/A
(2-hand)	1d6+1
Critical Die:	As Owner or…
Critical Table:	As Owner or…
Fortitude Save:	As Owner, or +1
Reflex Save:	As Owner, or fail
Willpower Save:	As Owner, or +1
Special Purpose(s): Communicates with simple urges, has a desire to dominate all others… and a total hatred for undead creatures.	
Powers	
Type (1) = *Detect Magic* 1/ day with a casting check of 1d10+20.	
Banes	
Bane of Undead = Shattering blow; on a critical hit, arrows inflict an additional 1d10 damage. So, the ammunition fired from this bow can cause critical hits to undead creatures, but normal ammunition may not be recovered.	

16) Dagger, +1

Alignment:	Chaotic
Damage Type:	Slashing and Piercing
Item Size:	Tiny
Reach / Range:	Normal / Thrown = 15/ 25/ 35ft
Recovery Chance:	55%
INTelligence:	6/ -1
Ego DC	7
Attack Value:	+1 (Rolled 14% for creation.)
(1-hand)	1d4+1; thieves use 1d10+1
Critical Die:	As Owner or…
Critical Table:	As Owner or…
Fortitude Save:	As Owner, or +1
Reflex Save:	As Owner, or fail
Willpower Save:	As Owner, or +1
Special Purpose(s): No communication or special interests.	
Powers	
Type (1) = *Detects Magic* 1/ day with casting check of 1d10+20.	

17) Battle Axe, +1

Alignment:	Neutral
Damage Type:	Slashing
Item Size:	Small
Reach:	Normal
INTelligence:	3/ -3
Ego DC	6
Attack Value:	+1 (Rolled 79% for creation)
(1-hand)	1d10+1
(2-hand)	2d6+1
Critical Die:	As Owner or…
Critical Table:	As Owner or…
Fortitude Save:	As Owner, or +1
Reflex Save:	As Owner, or fail
Willpower Save:	As Owner, or +1

Special Purpose(s): Uses simple urges to relate the desire become one with nature and to spill the blood of no man….

Powers

Type (1) = When found, reads 1d6 random languages.

Type (2) = *Armor-breaker.* Critical hits destroy the opponent's armor, in addition to other effects.

18) Arrows , +1

Quantity:	
Alignment:	Lawful
Damage Type:	Piercing
Item Size:	Small
Ego DC	9
Attack Value:	+1 (Rolled 58% for creation)
Damage:	1d6+1; grants at least +5ft to each range category; see Banes.
Chance to Recover:	55%
Critical Die:	As Owner or…
Critical Table:	As Owner or…
Fortitude Save:	As Owner, or +1
Reflex Save:	As Owner, or fail
Willpower Save:	As Owner, or +1

Powers

Type (1) = One of the arrows has the ability to cast *Locate Object* 2/ day with casting check of 1d10+20.

Banes

Bane of Undead – Unerring throw; only against bane, arrows can be thrown up to 60ft and always returns to the attacker's hand; when thrown, it uses attacker's normal missile fire attack roll but includes his Strength modifier to damage. If fired from bow, add an additional 5ft to each range increment.

19) Long Sword, +1

Alignment:	Chaotic
Damage Type:	Slashing and piercing
Item Size:	Small
Reach:	Standard
INTelligence:	6/ -1
Ego DC	10
Attack Value:	+1 (Rolled a 90% for creation)
(1-hand)	1d8+1
Critical Die:	As Owner or…
Critical Table:	As Owner or…
Fortitude Save:	As Owner, or +1
Reflex Save:	As Owner, or fail
Willpower Save:	As Owner, or +1

Special Purpose(s): Uses empathy to communicate extreme avarice and wants to steal things at all costs. Its desire to hunt and kill Elves is so strong that it grants wielder a special power.

Powers

Type (1) = Detect traps within 50ft.

Type (1) = wielder understands 1d6 random languages, determined when sword is found.

Type (2) = Enhances wielder's Strength by +4 while using the sword to kill elves.

Banes

Bane of Elves – Any wound this weapon inflicts upon an elf continues to bleed 1 cumulative point of damage each round. Only magic healing will close up these wounds. So, wounding an elf 3 times means they bleed 3pts/ round.

20) Short Sword, +1

Alignment:	Lawful
Damage Type:	Slashing and piercing
Item Size:	Small
Reach:	Normal
INTelligence:	8/ -1
Ego DC	8
Attack Value:	+1 (Rolled a 32% for creation)
(1-hand)	N/A
(2-hand)	1d6+1
Critical Die:	As Owner or…
Critical Table:	As Owner or…
Fortitude Save:	As Owner, or +1
Reflex Save:	As Owner, or fail
Willpower Save:	As Owner, or +1

Special Purpose(s): This sword is a champion of the downtrodden and the weak.

1) Spear, +2

Alignment:	Chaotic
Damage Type:	Piercing
Item Size:	Large
Reach:	Normal
INTelligence:	11
PERsonality	7/ -1
Ego DC	15
Attack Value:	+2 (Rolled 91% for weapon creation) See Banes.
(1-hand)	N/A
(2-hand)	1d8+2, Double damage on a mounted charge, or set to receive a charge.
Critical Die:	As Owner or…
Critical Table:	As Owner or…
Fortitude Save:	As Owner, or +2
Reflex Save:	As Owner, or fail
Willpower Save:	As Owner, or +1

Special Purpose(s): Communicates with empathy has a strong desire to defend against the incursions of Law, and to destroy the worlds kingdoms one by one.

Powers

Type (1) = Detects sloping passages within 20ft.

Type (1) = *Comprehend Languages* 1/day, with a casting check of 1d10+20.

Type (1) = Detects Good within 40ft

Type (2) = *Crippler.* Always roll critical hits as warrior of one level higher than wielder.

Banes

Bane of Dwarves – Unerring throw; only against bane, spear can be thrown with a 60ft range, and always returns to the attacker's hand. When thrown, it uses attacker's normal missile fire attack roll but includes his Strength modifier to damage.

Bane of Humans – Grants +1 attack bonus. (Weapon only counts as +2 magic weapon for overcoming damage resistance, etc.)

Bane of Wizards - Banishment; with a successful hit, spear sends bane back to its native plane or lair (Willpower save to resist vs. DC 16)

2) Crossbow, +2

Alignment:	Neutral
Damage Type:	Piercing
Item Size:	Small
Range:	90/ 170/ 250ft
INTelligence:	10
PERsonality:	11
Ego DC	17
Attack Value:	+3 or more (Rolled 94% for weapon creation) See Banes.
(2-hand)	1d6+2
Critical Die:	As Owner or…
Critical Table:	As Owner or…
Fortitude Save:	As Owner, or +2
Reflex Save:	As Owner, or fail
Willpower Save:	As Owner, or +2

Special Purpose(s): Empathically communicates a desire to bring Balance to two specific locations.

Powers

Type (1) = Detects good within 30ft.

Type (2) = *Thunder Strike.* In place of an attack, the wielder may strike the ground to create a resounding boom of thunder. All enemies within 40ft take 1d8 points of sonic damage (no save).

Type (2) = *Precise strike.* Additional +1 to attack rolls; only counts a s+2 to overcome damage resistance, etc..

Banes

Bane of Undead – Sends wielder into berserker frenzy against Undead creatures on a failed ego check, wielder gains +4 Strength and Stamina for 2d6 rounds, then is exhausted at -4 Strength and Stamina for 1d6 turns thereafter

Bane of Wizards – Grants +1 attack bonus. (Only counts as +2 magic weapon for overcoming damage resistance, etc.)

Bane of all Elemental creatures – Death dealer; when bane is struck, it must make a Fort save (DC = 1d20+10) or creature dies instantly.

Bane of Goblinoids - Extended critical threat range; attacker scores critical hit against bane at 1 greater result on the die (e.g., if normally score critical hits on a 20, now score on a 19-20, etc.)

3) Dagger, +2

Alignment:	Lawful
Damage Type:	Slashing and Piercing
Item Size:	Tiny
Reach / Range:	Normal; Thrown = 20/ 30/ 40ft
Recovery Chance:	60%
INTelligence:	11
PERsonality:	7/ -1
Ego DC	19
Attack Value:	+2 or more (Rolled a 93% for weapons creation) See Banes.
(1-hand)	1d4+2/ thieves use 1d10+2
Critical Die:	As Owner or…
Critical Table:	As Owner or…
Fortitude Save:	As Owner, or +2
Reflex Save:	As Owner, or fail
Willpower Save:	As Owner, or +1
Special Purpose(s): Communicates with Empathy, desires to punish murderers and slay chaotic dragons.	
Powers	
Type (1) = Detects gold within 30 feet.	
Type (1) = Detects water within 50 feet.	
Type (1) = Detects traps within 70 feet.	
Type (2) = *Shock blade.* Inflict an additional 1d4 electrical damage with every strike, doubled to 2d4 if opponent wears metal armor, is in water, or is composed of metal (such as a golem or living statue).	
Type (3) = *Shift planes.* The wielder can shift to an adjacent plane 1/day, arriving in the position which corresponds to their current position. There is a 10% chance that the dagger also allows them to take along up to 1d4+1 allies with each plane shift.	
Banes	
Bane of Trolls – Ability score drain; the dagger inflicts normal damage *plus* 1d4 points of Strength score drain per hit against bane.	
Bane of Lycanthropes – Gains +1 to attack and damage. (Counts as +3 weapon for overcoming damage resistance, etc. of these creatures.)	
Bane of Golems and animated objects – Summoning; when battling bane, sword can summon reinforcements, which are a creature type antithetical to the bane (per judge's discretion) of total HD equal to half of wielder; sword can summon 1/day with 50% chance of success for duration 1d4 turns.	
Bane of Goblinoids – Gains +1 to attacks. (Weapon only counts as +2 magic weapon for overcoming damage resistance, etc.)	
Bane of Giants – Gains +2 attack bonus. (Weapon only counts as +2 magic weapon for overcoming damage resistance, etc.)	

4) Two-handed sword, +2

Alignment:	Neutral
Damage Type:	Slashing and Piercing
Item Size:	Medium
Reach:	+5ft, and must use 1d16 for initiative rolls.
INTelligence:	8/ -1
PERsonality:	13/ +1
Ego DC	15
Attack Value:	+2 (Rolled 95% for weapon creation)
(1-hand)	N/A
(2-hand)	1d10+2
Critical Die:	As Owner or…
Critical Table:	As Owner or…
Fortitude Save:	As Owner, or +2
Reflex Save:	As Owner, or fail
Willpower Save:	As Owner, or +3
Special Purpose(s): Communicates with speech. The sword has a desire to become one with nature, a compulsion to slay one lawful creature for every chaotic creature slain, and vice versa and to act as a mediator, bridging understanding between enemies.	
Powers	
Type (1) = Sheds light at will; 20ft radius.	
Type (2) = *Armor-breaker.* On critical hit, victim's armor is destroyed, in addition to other effects.	
Type (3) = *Resistance.* Weapon grants resistance to certain forms of attack. The wielder ignores the first 3 points of damage from that form of attack each round, and gains a +1 bonus to saving throws against that form of damage. Roll 1d10, once, when the weapon is found to determine the form of attack: (1) fire, (2) cold, (3) acid, (4) lightning, (5) poison, (6) drowning, (7) falling, (8) slashing, (9) piercing, (10) bludgeoning.	
Banes	
Bane of Clerics – Neutralization; after a direct hit, sword prevents bane from using one of its natural powers (determined by Storyteller) for one full day; if bane does not have any specific natural powers.	
Bane of Naga – Grants additional +2 points of damage.	
Bane of Demons – Summoning; when battling bane, sword can summon reinforcements, which are a creature type antithetical to the bane (per Storyteller's discretion) of total HD equal to half of wielder. This power may be used 1/day with 50% chance of success for duration 1d4 turns.	
Bane of Lycanthropes - Painful wound; sword inflicts an additional 1d4 damage to bane.	

5) Bolts, +2

Quantity:	
Alignment:	Lawful
Damage Type:	Piercing
Item Size:	Tiny
Ego DC	16
Attack Value:	+2 or more (Rolled 91% for Creation.) See Banes
Damage:	1d6+2; always grants at least +10ft to each range category.
Chance to Recover:	60%
Critical Die:	As Owner or…
Critical Table:	As Owner or…
Fortitude Save:	As Owner, or +2
Reflex Save:	As Owner, or fail
Willpower Save:	As Owner, or +2

Powers

Type (1) = One bolt has the ability to detect traps within 50ft.

Type (2) = One bolt has *Energy mimic.* When owner is attacked by any form of energy attack (e.g., fire, cold, force, electricity, etc.), the wielder may attempt to capture the energy within the bolt. Make an attack roll. (This is not actually an attack, but reflects the bolt's ability. Note that it does not prevent the wielder from taking damage; attempt saves as normal per the spell effect.) If the attack roll exceeds the spell check DC of the energy effect, the wielder captures that effect. He may unleash an identical effect on a successful strike with this bolt at some point within the next 24 hours. Once unleashed, the effect is lost. The bolt only retains the most recent captured effect.

Type (2) = One bolt has the *Throwing item* power. Bolt can be thrown up to 20ft to make a ranged attack. It always returns to its owner's hand after a throw; however, this bolt also gains an additional 5ft to each range category when fired, but is subject to normal recovery rules.

Banes

Bane of Sphinxes – Grants +1 to both attacks and damage. (Counts as +3 weapon vs. bane.)

Bane of Undead – Berserker fury when facing undead; ego check or wielder gains +4 Strength and Stamina for 2d6 rounds, then is exhausted at -4 Strength and Stamina for 1d6 turns thereafter.

Bane of Chaotic creatures – Shattering strike; on a critical hit, bolt inflicts an additional 1d10 damage.

Bane of Undead – Great fortitude – When confronted by the weapon's bane, the wielder is granted a +4 bonus to their Stamina score. This may increase the wielder's Fortitude save and grant bonus hit points and these bonus hit points are lost first. When the bane is defeated the wielder suffers a -4 penalty to their Stamina score for as long as they were subject to the previous bonus.

6) Long Sword, +2

Alignment:	Chaotic
Damage Type:	Slashing and Piercing
Item Size:	Small
Reach:	Normal
INTelligence:	11
PERsonality:	12
Ego DC	16
Attack Value:	+2 (Rolled 95% for weapon creation.)
(1-hand)	1d8+2
Critical Die:	As Owner; See banes.
Critical Table:	As Owner or…
Fortitude Save:	As Owner, or +2
Reflex Save:	As Owner, or fail
Willpower Save:	As Owner, or +2

Special Purpose(s): Communicates with speech; desire to slay lawful creatures so strong that it acts as bane against them, as well as a desire to punish interlopers and those who interfere with the swords goals. For those who agree with the sword it has a desire to reward the ambitious at all costs.

Powers

Type (1) = Wielder granted infravision 120ft.

Type (2) = *Holy brand.* Inflicts an additional +1d4 damage against unholy creatures.

Type (2) = *Weapon-breaker.* On any critical hit, the opponent's weapon is destroyed, in addition to other effects. If the creature has natural weapons, they are maimed (e.g., claws are broken, teeth are shattered, etc.).

Banes

Oozes, slimes, & puddings – Divine Protection – Upon a failed ego check, the weapon imposes a -2 penalty to the armor class, attack, damage, and save rolls upon the bane creatures as well as for the use of their spells and other abilities.

Bane of Dragons – Banishment; with a successful hit, sword sends bane back to its native plane or lair: DC= 1d20+10 Willpower save to resist.

Bane of Demons – Painful wound; sword inflicts an additional 1d4 damage to bane.

Bane of Serpents – Extended critical threat range; attacker scores critical hit against bane at 1 greater result on the die (e.g., if normally score critical hits on a 20; now score on a 19-20, etc.)

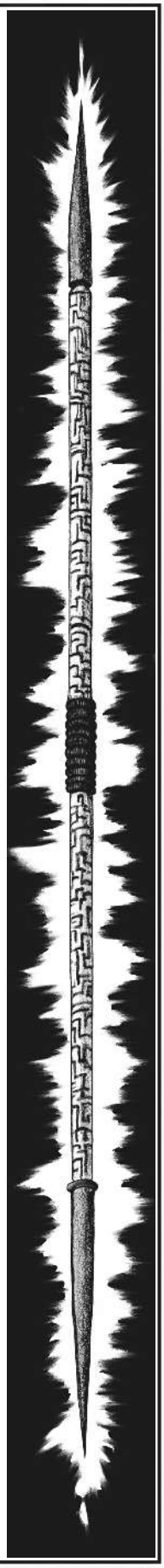
Bane of Lawful creatures – Unerring throw; only against bane, sword can be thrown with a 60ft range, and always returns to the attacker's hand; when thrown, it uses attacker's normal missile fire attack roll but includes his Strength modifier to damage.

7) Mace, +2

Alignment:	Lawful
Damage Type:	Bludgeoning
Item Size:	Small
Reach:	Normal
INTelligence:	11
PERsonality:	10
Ego DC	15
Attack Value:	+2 (Rolled a 92% for weapon creation.)
(1-hand)	1d6+2; See Banes
(2-hand))	2d4+2; See Banes
Critical Die:	As Owner or see Banes.
Critical Table:	As Owner or…
Fortitude Save:	As Owner, or …+2
Reflex Save:	As Owner, or fail
Willpower Save:	As Owner, or +2
Special Purpose(s): Uses empathy to communicate its deep desire to punish evildoers and its desire to slay chaotic dragons is so great that it grants powers to fight such creatures to those who are willing to cooperate.	
Powers	
Type (1) = Detects evil witin 30ft.	
Type (3) = *Regeneration*. As long as they wield this weapon in hand, the wielder regenerates 1 point of damage each round.	
Banes	
Bane of Gods – Bleeding wounds; weapon's wounds against bane continue to bleed, and inflicting an additional 1 hp of damage (cumulative) per round after hit until magically healed, so a bane hit by 3 successive attacks from the sword takes 3 hit points of damage per round thereafter.	
Bane of Giants – Grants additional +2 points of damage.	
Bane of Serpents – Festering wound; sword inflicts an additional 1d6 damage to bane, then *another* 1d4 damage on following round.	
Bane of Undead – Death dealer; when bane is struck, it must make a Fort save (DC = 1d20 +10) or die instantly… How this is interpreted is entirely up to the Storyteller; but if this thing can kill a god and grants regeneration, then maybe it can bring the dead back to life…	
Bane of Chaotic Dragons – Extended critical threat range; attacker scores critical hit against bane at 1 greater result on the die (e.g., if normally score critical hits on a 20; now score on a 19-20, etc.)	

8) Javelin, +2

Alignment:	Lawful
Damage Type:	Piercing
Item Size:	Medium
Range:	40/ 70/ 100ft
Recovery Chance	60%
INTelligence:	13/ +1
PERsonality:	8/ -1
Ego DC	15
Attack Value:	+2 or more (Rolled 96% for creation.) See Banes.
(1-hand)	Thrown = 1d6+2
(2-hand)	As spear = 2d4+2
Critical Die:	As Owner or, see Banes.
Critical Table:	As Owner or…
Fortitude Save:	As Owner, or +2
Reflex Save:	As Owner, or fail
Willpower Save:	As Owner, or +1
Special Purpose(s): Uses speech to communicate the desires to punish evil doers, jail the guilty, and build the world's greatest city.	
Powers	
Type (1) = Locate object 2/ day with casting check of 1d10+20.	
Type (1) = Speaks thieves' cant.	
Type (1) = *Detects Invisible* 1/ day with casting check of 1d10+20.	
Type (1) = Grants wielder 120ft infravision.	
Type (3) = *Magic resistance.* All spells directed specifically at the wielder suffer a -2 spell check penalty.	
Banes	
Bane of Dragons – Extended critical threat range; attacker scores critical hit against bane at 1 greater result on the die (e.g., if normally score critical hits on a 20; now score on a 19-20, etc.)	
Bane of Golems and animated objects – Grants +1 attack bonus. (Weapon only counts as +2 magic weapon for overcoming damage resistance, etc.)	
Bane of Fey Creatures – Defender; wielder gains a +2 AC bonus when defending against attacks from the bane.	



1) Short Sword, +3

Alignment:	Lawful
Damage Type:	Slashing and Piercing
Item Size:	Small
Reach:	Normal
INTelligence:	11
PERsonality:	13/ +1
LUCK:	14/ +1
Ego DC	19
Attack Value:	+3 or more (Rolled 97%, and 15% for creation) See Banes.
(1-hand)	1d6+3 Varies by target…
Critical Die:	As Owner or…
Critical Table:	As Owner or…
Fortitude Save:	As Owner, or +3
Reflex Save:	As Owner, or fail
Willpower Save:	As Owner, or +4

Special Purpose(s): Communicates telepathically, and demands that its wielder attempt to jail the guilty. It has a desire to slay demons that is so intense that it grants powers to its wielder.

Powers

Type (2) = *Weapon-breaker.* On any critical hit, the opponent's weapon is destroyed, in addition to other effects. If the creature has natural weapons, they are maimed (e.g., claws are broken, teeth are shattered, etc.).

Type (2) = *Flame brand.* Ignite in flame 3/day. Duration 6 rounds. Inflicts additional 1d6 damage and ignites targets (Ref save to avoid; DC = 8).

Type (2) = *Holy brand.* Inflicts an additional +1d4 damage against unholy creatures.

Type (3) = *Turn invisible.* Up to 1d3 times per day, (Rolled when weapon is found) the wielder can turn invisible for a duration of 1d4 turns. The invisibility vanishes immediately if the wielder attacks.

Banes

Bane of Demons – Death dealer; when bane is struck, it must make a Fort save DC = 25 or die instantly.

Bane of a specifically named Undead Creature. The weapon causes a painful wound; inflicting an additional 1d4 damage to this specific creature.

Bane of Orcs - Extended critical threat range; attacker scores critical hit against bane at 1 greater result on the die (e.g., if normally score critical hits on a 20; now score on a 19-20, etc.)

Bane of Fey creatures – Summoning; when battling bane, sword can summon reinforcements, which are a creature type antithetical to the bane (per Storyteller's discretion) of total HD equal to half of wielder; sword can summon 1/day with 50% chance of success for duration 1d4 turns.

Bane of Undead – Gain additional +1 to attacks and damage. (Counts as +4 magic weapon for overcoming damage resistance, etc.)

Bane of Giants – Unreasoning hatred; sword urges wielder to attack bane at every opportunity (ego check to resist this urge.)

2) Sling stones, +3

Quantity:	
Alignment:	Chaotic
Damage Type:	Piercing
Item Size:	Tiny
Ego DC	15
Attack Value:	+3 or more (Rolled 97% for creation) See Banes.
Damage:	1d4+3; grants at least a +15ft bonus to range categories; see powers.
Chance to Recover:	30% return, or 65%
Critical Die:	As Owner or…
Critical Table:	As Owner or…
Fortitude Save:	As Owner, or +3
Reflex Save:	As Owner, or fail
Willpower Save:	As Owner, or +3

Powers

Type (2) = One stone has the *Armor-breaker* power. On any critical hit, the opponent's armor is destroyed, in addition to other effects.

Type (2) = One stone has the *Throwing Item* power. Stone can be thrown up to 20ft to make a ranged attack. It always returns to its owner's hand after a throw; if fired from sling grants an additional +5ft to each range category.

Type (3) = One stone has the *Resistance* power. Stone grants resistance to certain forms of attack. The wielder ignores the first 3 points of damage from that form of attack each round, and gains a +1 bonus to saving throws against that form of damage. Roll 1d10, once, when the stone is found to determine the form of attack: (1) fire, (2) cold, (3) acid, (4) lightning, (5) poison, (6) drowning, (7) falling, (8) slashing, (9) piercing, (10) bludgeoning.

Banes 2

Bane of Demons – Grants additional +1 Attack bonus. (Only counts as +3 magic weapon for overcoming damage resistance, etc.)

Bane of Thieves – Berserker fury when facing bane; ego check or wielder gains +4 Strength and Stamina for 2d6 rounds, then is exhausted at -4 Strength and Stamina for 1d6 turns thereafter.

3) Long Sword, +3

Alignment:	Chaotic
Damage Type:	Slashing and Piercing
Item Size:	Small
Reach:	Normal
INTelligence:	11
PERsonality:	10
LUCK:	14/ +1
Ego DC	18
Attack Value:	+3 or more (Rolled 98% for creation) See Banes.
(1-hand)	1d8+3
Critical Die:	As Owner or…
Critical Table:	As Owner or…
Fortitude Save:	As Owner, or +3
Reflex Save:	As Owner, or fail
Willpower Save:	As Owner, or +3

Special Purpose(s): Uses telepathy to speak of its wish to slay lawful outsiders*; this desire is so strong that it grants special power to those who cooperate. *Outsiders = from anywhere other than the Prime Material Plane.

Powers

Type (1) = When found, reads 1d6 randomly determined languages.

Type (2) = *Vorpal blade.* On any critical hit, the wielder automatically decapitates enemy, causing instant death.

Type (3) = *Turn invisible.* Up to 1d3 times per day, rolled when weapon is found, the wielder can turn invisible for a duration of 1d4 turns. The invisibility vanishes immediately if the wielder attacks.

Banes

Bane of Lawful Outsiders – Banishment; with a successful hit, sword sends bane back to its native plane or lair (Will save to resist vs. DC 22)

Bane of Serpents – Additional +1 attack bonus. (Only counts as +3 magic weapon for overcoming damage resistance, etc.)

Bane of Giants – Grants +1 bonus to attacks and damage. (Counts as +4 magic weapon for overcoming damage resistance, etc.)

Bane of a specifically named Fey Creature – Hunter; sword can detect bane creature within 100ft, even if invisible or otherwise concealed, and can overcome magical defenses against detection as if with a +10 Will save or spell check.

4) Two-handed Sword, +3

Alignment:	Lawful
Damage Type:	Slashing and Piercing
Item Size:	Medium
Reach:	+5ft, and must use 1d16 for initiative rolls.
INTelligence:	9
PERsonality:	17/ +2
LUCK:	10
Ego DC	22
Attack Value:	+3 (Rolled 97% for creation)
(1-hand)	N/A
(2-hand)	1d10+3; See Banes.
Critical Die:	As Owner or…
Critical Table:	As Owner or…
Fortitude Save:	As Owner, or +3
Reflex Save:	As Owner, or fail
Willpower Save:	As Owner, or +5

Special Purpose(s): Uses telepathy to communicate its need to punish evildoers; but its desire to vanquish chaotic creatures is so great that it will grant a special power to creatures that will help accomplish this goal.

Powers

Type (1) = Detects gold within 60ft.

Type (1) = Can read any non-magical map at will.

Type (2) = *Eviscerator.* When rolling damage, the wielder rolls an additional damage die every time they roll the highest result on a die. If the wielder rolls a "10" on the damage die, *another* 1d10 is rolled and added to the damage result. If that second 1d10 produces another "10", then a third d10 is rolled, and so on.

Type (2) = *Great strength.* Wielder's Strength is increased by +4 when wielding this blade.

Type (2) = *Holy brand.* Inflicts an additional +1d4 damage against unholy creatures.

Type (3) = *Weapon-breaker.* On any critical hit, the opponent's weapon is destroyed, in addition to other effects. If the creature has natural weapons, they are maimed (e.g., claws are broken, teeth are shattered, etc.).

Banes

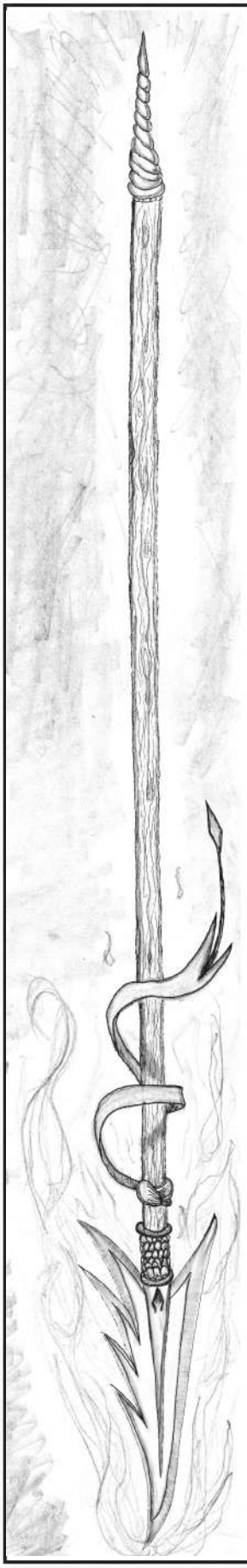
Bane of Chaotic Creatures – Banishment; with a successful hit, sword sends bane back to its native plane or lair (Will save to resist vs. DC 11)

Bane of Earth Elementals – Grants +2 damage.

Bane of Serpents – Beacon of fury; sword attempts to persuade everyone that it can communicate with to attack the bane under any circumstances (ego check for wielder and potentially others)

Bane of Fey Creatures – Defender; wielder gains a +2 AC bonus when defending against attacks from the bane.

Bane of Thieves – Hardiness; when taking damage from the bane, wielder can make a Fort save (DC15); success means the attack inflicts only half damage.



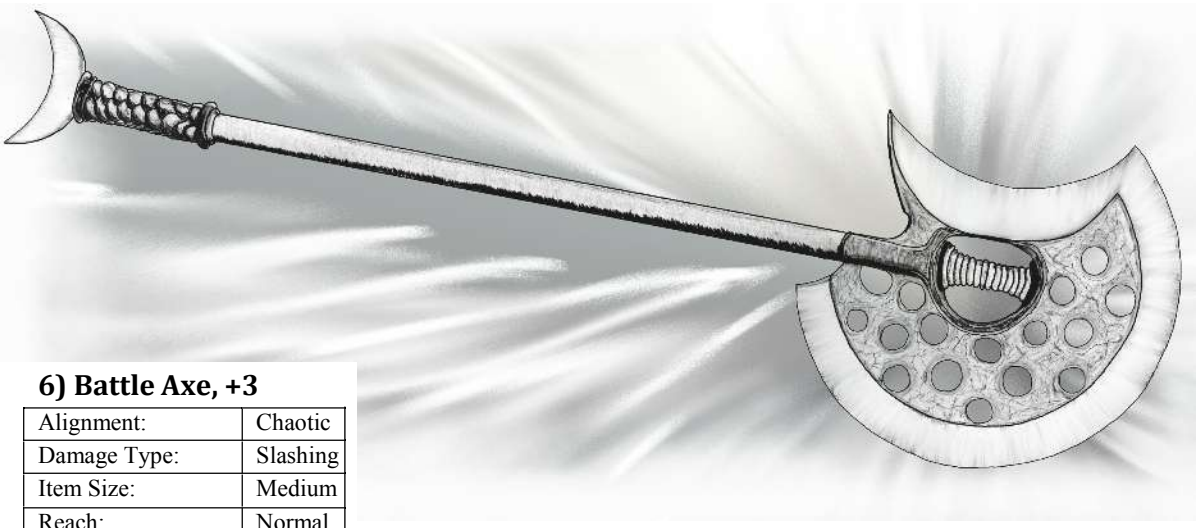
5) Spear, +3

Alignment:	Lawful
Damage Type:	Piercing
Item Size:	Medium
Reach:	Normal
Range:	25/ 35/ 45ft
INTelligence:	11
PERsonality:	14/ +1
LUCK:	14/ +1
Ego DC	25
Attack Value:	+3 (Rolled 99% for creation.)
(1-hand)	N/A
(2-hand)	1d6+3
Critical Die:	1d30
Critical Table:	U
Fortitude Save:	As Owner, or +3
Reflex Save:	As Owner, or fail
Willpower Save:	As Owner, or +4

Special Purpose(s): Communicates with both speech and telepathy and has a desire to jail the guilty, but its need to kill demons so intense that it grants a special power to those who cooperate with the blade.

Powers
Type (1) = *Detect Magic* 2/ day with casting check of 1d10+20
Type (1) = Detects gold within 40ft.
Type (1) = Speaks thieves' cant.
Type (2) = *Cleave.* Each time an enemy is slain with this weapon, the wielder automatically receive another attack (but cannot move). Note that certain bloodthirsty weapons may attempt to force the wielder to attack an ally on a failed ego check.
Type (2) = *Flame tongue.* Launch jet of flame 1/day. Jet is cone, 40ft long and 10ft wide at end. All within take 2d6 damage and may catch on fire (Ref save to avoid; DC = 16).
Type (3) = *Demon-binding.* With any successful strike against a demon or other extra-planar creature, the target must succeed at a DC 20 Will save or be bound to its current exact location for 1d4 turns. It cannot take any steps or teleport out unless this effect is magically dispelled.
Type (3) = *Magic resistance.* All spells directed specifically at the wielder suffer a -2 spell check penalty.
Type (3) = *Un-dead touch.* The weapon scores critical hits as an undead creature, rolling 1d30 on critical table U whenever a critical hit is scored.

Banes
Bane of Demons – Grants +1 point of damage.
Bane of Naga – Berserker fury when facing bane; ego check or wielder gains +4 Strength and Stamina for 2d6 rounds, then is exhausted at -4 Strength and Stamina for 1d6 turns thereafter.
Bane of Giants – Defender; wielder gains a +2 AC bonus when defending against attacks from the bane.
Bane of Unicorns – Unreasoning hatred; spear urges wielder to attack bane at every opportunity (Succeed vs ego check)
Bane of Goblinoids – Berserker fury when facing bane; ego check or wielder gains +4 Strength and Stamina for 2d6 rounds, then is exhausted at -4 Strength and Stamina for 1d6 turns thereafter.
Bane of Goblinoids – Ability score drain; spear inflicts normal damage *plus* 1d4 points of ability score drain per hit against bane; determine ability score when spear is discovered; roll 1d6: (1) Strength, (2) Stamina, (3) Agility, (4) Personality, (5) Intelligence (6) Luck



6) Battle Axe, +3

Alignment:	Chaotic
Damage Type:	Slashing
Item Size:	Medium
Reach:	Normal
INTelligence:	10
PERsonality:	13/ +1
LUCK:	19/ +4

Ego DC	28
Attack Value:	+3 or more (Rolled 97% for sword creation) Usually at least +5; See Banes.
(1-hand)	1d10+3
(2-hand)	2d6+3
Critical Die:	As Owner or…
Critical Table:	As Owner or…
Fortitude Save:	As Owner, or +3
Reflex Save:	As Owner, or fail
Willpower Save:	As Owner, or +4

Special Purpose(s): Telepathically transmits its need to acquire wealth through theft; but its desire to slay lawful outsiders is so great that it grants a special power to those who go along with its plans. *Outsiders = from a Plane other than the Prime Material Plane.

Powers

Type (2) = *Great strength.* Wielder's Strength is increased by +4 while wielding blade.

Type (2) = *Medusa's touch.* A creature struck by this weapon must make a Fort save (DC= 1d20+10) or be turned to stone permanently.

Type (2) = *Regenerator.* When wielding this weapon, the wielder's natural rate of healing is doubled. In addition, the wielder recovers twice as many hit points as usual whenever a cleric lays hands upon them.

Type (2) = *Whirlwind strike.* Instead of making their normal attack, the wielder can make *two* attacks in a single round, but rolls 1d10 for each attack instead of 1d20. They apply their normal attack bonus, but critical hits are not possible when attacking in this manner

Type (3) = *Precise strike.* Additional +2 bonus to attack rolls. For penetrating damage resistance and striking targets, etc. this is still only a +3 magical weapon.

Banes

Bane of Lawful Outsiders – Berserker fury when facing bane; ego check or wielder gains +4 Strength and Stamina for 2d6 rounds, then is exhausted at -4 Strength and Stamina for 1d6 turns thereafter.

Bane of Dwarves – Neutralization; after a direct hit, sword prevents bane from using one of its natural powers (determined by Storyteller) for one full day; if bane does not have any specific natural powers (e.g., if bane is "men"), sword gives victim a cumulative -1 attack modifier for every direct hit (fades after one day)

Bane of Goblinoids – Summoning; when battling bane, axe can summon reinforcements, which are a creature type antithetical to the bane (per Storyteller's discretion) of total HD equal to half of wielder; the axe can summon 1/day with 50% chance of success for duration 1d4 turns.

Bane of Undead – Additional +2 bonus to attack rolls. (Only counts as +3 magic weapon for overcoming damage resistance, etc.)

Bane of Thieves – Additional +1 bonus to attack rolls. (Only counts as +3 magic weapon for overcoming damage resistance, etc.)

7) Dagger, +3

Alignment:	Chaotic
Damage Type:	Slashing and Piercing
Item Size:	Tiny
Reach / Range	Normal / Thrown = 25/ 35/ 45ft
Recovery Chance:	65%
INTelligence:	13/ +1
PERsonality:	16/ +2
LUCK:	15/ +1
Ego DC	22
Attack Value:	+3 or more (Rolled 97% for creation); See Banes
(1-hand)	1d4+3, thieves use 1d10+3
Critical Die:	As Owner or…
Critical Table:	As Owner or…
Fortitude Save:	As Owner, or +3
Reflex Save:	As Owner, or fail
Willpower Save:	As Owner, or +3
Special Purpose(s): Uses Telepathy to tell of its desires to reward the ambitious at all costs and build a monument to Chaos from the rubble of civilization…	
Powers	
Type (1) = Casts *Locate Object* 2/ day with casting check of 1d10+20.	
Type (1) = Can read 1d6 randomly determined languages; determined when dagger is found.	
Type (2) = *Great strength.* Wielder's Strength is increased by +4 while wielding blade.	
Type (2) = *Thunder blade.* In place of an attack, the wielder may strike the ground to create the resounding boom of thunder. All enemies within 40ft take 1d8 points of sonic damage (no save).	
Banes 4	
Bane of Wizards – Beacon of fury; sword attempts to persuade everyone that it can communicate with to attack the bane under any circumstances (ego check for wielder and potentially others)	
Bane of Vampires – Grants an additional +1 bonus to attacks and damage. (Considered a +4 magical weapon for overcoming damage resistance, etc.)	
Bane of Orcs – Hunter; dagger can detect bane creatures within 100ft, even if invisible or otherwise concealed, and can overcome magical defenses against detection as if with a +10 Will save or spell check.	
Bane of Demons – Grants +1 bonus to attack rolls. (Only counts as +3 magic weapon for overcoming damage resistance, etc.)	

1) Battle Axe, +4

Alignment:	Lawful
Damage Type:	Slashing
Item Size:	Small
Reach:	Normal
INTelligence:	12
PERsonality:	13/ +1
LUCK:	9
Ego DC	22
Attack Value:	+4 (Rolled a 97% and a 14% for creation.)
(1-hand)	1d10+4
(2-hand)	2d6+4
Critical Die:	As warrior of next greater level than wielder.
Critical Table:	As warrior of next greater level than wielder.
Fortitude Save:	As Owner, or +4
Reflex Save:	As Owner, or fail
Willpower Save:	As Owner, or +5
Special Purpose(s): Telepathically communicates the desires to punish thieves and provide charity to those in need.	
Powers	
Type (2) = *Great strength.* Wielder's Strength is increased by +4 while wielding blade.	
Type (2) = *Eviscerator.* When rolling damage, the wielder rolls an additional damage die every time they roll the highest result on a die. If the wielder rolls a "10" on the damage roll, they roll *another* 1d10 and add this to the damage result. If that second 1d10 produces another "10", then a third 1d10 is rolled and so on. Weapons with multiple damage dice must score a "max result" on each die at each step.	
Type (2) = *Crippler.* Always roll critical hits as warrior of one level greater than wielder.	
Type (2) = *Vampiric touch.* Any time the wielder inflicts 10 or more points of damage in a single strike, they heal 1 hit point.	
Type (3) = *Resistance to critical hits.* The battle axe makes the wielder hard to inflict critical damage upon. The wielder receives an automatic Fort save whenever a critical occurs against them. The DC is equal to the natural die roll used to score the crit (usually 20 but not always). If this save is made the critical does not take effect.	
Banes	
Bane of Fey Creatures – Unerring throw; only against bane, sword can be thrown with a 60ft range, and always returns to the attacker's hand; when thrown, it uses attacker's normal missile fire attack roll but includes his Strength modifier to damage.	
Bane of Demons – Death dealer; when bane is struck, it must make a Fort save (DC = 1d20+10) or it dies.	

2) Dart, +4

Alignment:	Lawful
Damage Type:	Piercing
Item Size:	Tiny
Range:	40/ 60/ 80ft
Recovery Chance	35% chance of returning to thrower's hand; otherwise 65%
INTelligence:	13/ +1
PERsonality:	11
LUCK:	8/ -1
Ego DC	22
Attack Value:	+4 (Rolled a 97% for weapon creation.) See Banes.
(1-hand)	1d4+4, + at least 1d4 electricity damage
Critical Die:	As Owner or…
Critical Table:	As Owner or…
Fortitude Save:	As Owner, or +4
Reflex Save:	As Owner, or fail
Willpower Save:	As Owner, or +4

Special Purpose(s): Telepathically communicates its desire to punish thieves; but its desire to slay chaotic dragons is so intense, that it grants a special power to those who cooperate with the dart's goals.

Powers

Type (1) = Detects Traps within 70ft.

Type (1) = Detects Gems within 40ft.

Type (2) = *Whirlwind strike.* Instead of making their normal attack, the wielder can make *two* attacks in a single round, but rolls 1d10 for each attack instead of 1d20. They apply normal attack bonus'. Critical hits are not possible when attacking in this manner, otherwise each strike does regular damage.

Type (2) = *Regenerator.* When wielding this weapon, the wielder's natural rate of healing is doubled. In addition, the wielder recovers twice as many hit points as usual whenever a cleric lays hands upon him.

Type (2) = *Shock damage.* Inflicts additional 1d4 electrical damage with every strike, doubled to 2d4 if opponent wears metal armor, is in water, or is composed of metal (such as a golem or living statue).

Type (3) = *Vampiric touch.* Any time the wielder inflicts 10 or more points of damage in a single strike, he heals 1 hit point.

Banes

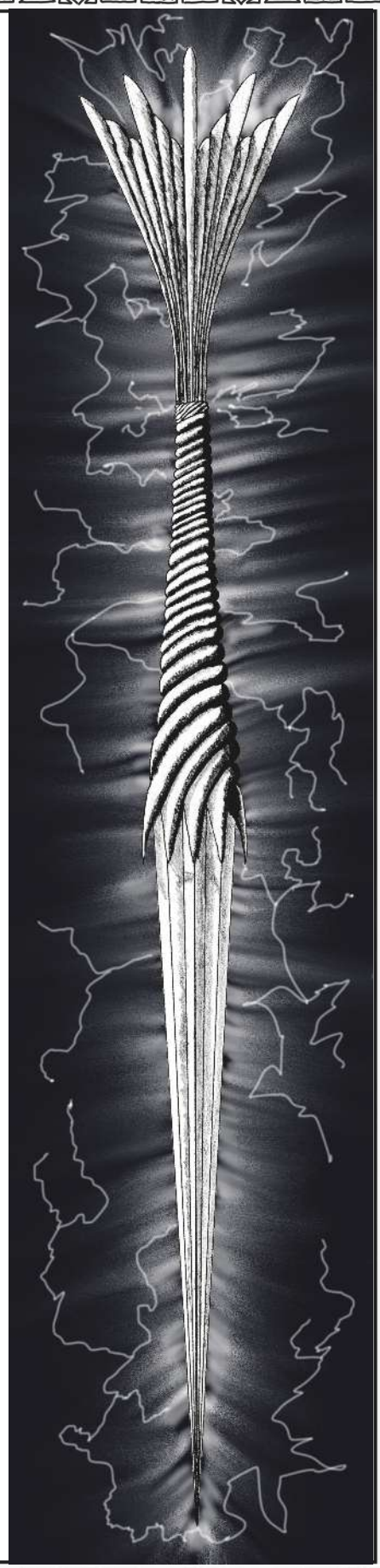
Bane of Chaotic Dragons – Berserker fury when facing bane; ego check or wielder gains +4 Strength and Stamina for 2d6 rounds, then is exhausted at -4 Strength and Stamina for 1d6 turns thereafter.

Bane of Goblinoids – Additional +1 bonus to attack *and* damage. (Counts as +5 magic weapon for overcoming damage resistance,etc.)

Bane of Warriors – Death dealer; when bane is struck, it must make a Fort save (DC = 1d20+10) or die instantly.

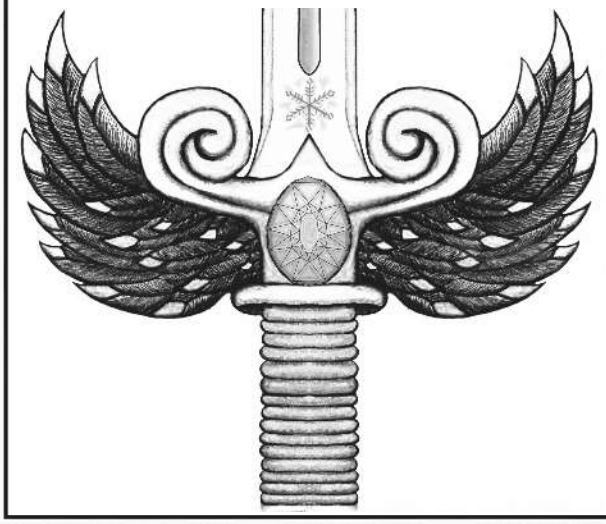
Bane of Plant Creatures– Summoning; when battling bane, this dart can summon reinforcements, which are a creature type antithetical to the bane (per Storyteller's discretion) of total HD equal to half of wielder; dart can summon 1/day with 50% chance of success for duration 1d4 turns.

Bane of a specifically named Giant – Banishment; with a successful hit, sword sends bane back to its native plane or lair (Will save to resist vs. DC 15).



3) Long Sword, +4

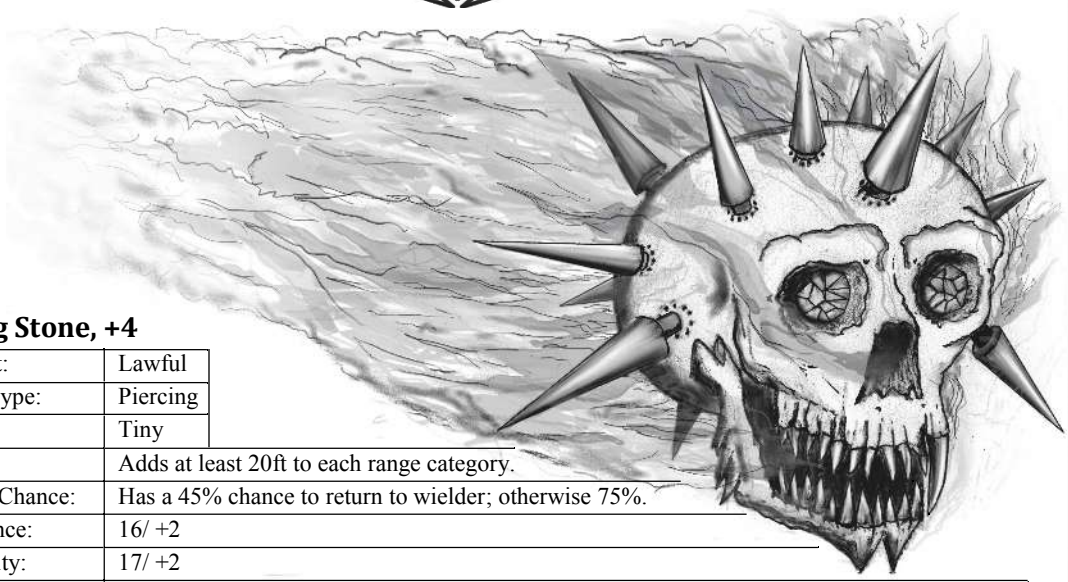
Alignment:	Lawful
Damage Type:	Slashing and Piercing
Item Size:	Small
Reach:	Normal
INTelligence:	13/ +1
PERsonality:	8/ -1
LUCK:	11
Ego DC	15
Attack Value:	+4 (Rolled a 97% and 20% for weapon creation.)
(1-hand)	1d8+4
Critical Die:	As Owner or…
Critical Table:	As Owner or…
Fortitude Save:	As Owner, or +4
Reflex Save:	As Owner, or fail
Willpower Save:	As Owner, or +3
Special Purpose(s): Telepathically communicates the need to protect the weak and provide charity to those in need.	
Powers	
Type (1) = Detect gems within 30ft.	
Type (2) = *Frostburn.* Inflict additional 1d3 cold damage with every strike. Double damage to fire elementals.	
Type (3) = *Flight.* The wielder of this weapon can fly at a speed of 30ft.	
Banes	
Bane of Undead – Spotter; sword marks bane so it is more easily attacked; allies can fire into melee between wielder and undead creatures at no penalty and no chance of hitting wielder, and allies attacking bane with missile fire within 100ft of sword receive a +1 attack bonus.	
Bane of Chaotic Creatures – Extended critical threat range; attacker scores critical hit against bane at 1 greater result on the die (e.g., if normally score critical hits on a 20; now score on a 19-20, etc.)	





4) Spear, +4

Alignment:	Neutral
Damage Type:	Piercing
Item Size:	Medium
Reach:	Normal
INTelligence:	13/ +1
PERsonality:	14/ +1
LUCK:	6/ -1
Ego DC	22
Attack Value:	+4 or more (Rolled 97% and 19% for creation.); See Banes.
(2-hand)	1d8+4; double damage on mounted charge ; see Banes.
Critical Die:	As Owner or…
Critical Table:	As Owner or…
Fortitude Save:	As Owner, or +4
Reflex Save:	As Owner, or fail
Willpower Save:	As Owner, or +5
Special Purpose(s): Telepathically communicates its need to bridge understanding between enemies and to become one with nature.	
Powers	
Type (1) = Reads any non-magical map at will.	
Type (1) = When found, reads 1d6 random languages.	
Type (1) = Grants wielder 120ft infravision.	
Type (2) = *Shock blade.* Inflict an additional 1d4 electrical damage with every strike, doubled to 2d4 if opponent wears metal armor, is in water, or is composed of metal (such as a golem or living statue).	
Type (3) = *Immune to non-magical attacks.* The spear makes its wielder resistant to non-magical attacks. The wielder resists the first 5 points of damage each round by attacks of a non-magical nature. Creatures of 5+ HD are considered "magical" for purposes of this effect.	
Banes	
Bane of Vampires – Defender; wielder gains a +2 AC bonus when defending against attacks from the bane.	
Bane of Demons – grants +2 damage bounus.	
Bane of Goblinoids – Hardiness; when taking damage from the bane, wielder can make a Fort save (DC 17); success means the attack inflicts only half damage.	
Bane of Wizards – Grants additional +1 bonus to attacks and damage. (Counts as a +5 magic weapon for overcoming damage resistance, etc.)	
Bane of Dwarves – Beacon of fury; spear attempts to persuade everyone that it can communicate with to attack the bane under any circumstances (ego check for wielder and potentially others)	



5) Sling Stone, +4

Alignment:	Lawful
Damage Type:	Piercing
Item Size:	Tiny
Range:	Adds at least 20ft to each range category.
Recovery Chance:	Has a 45% chance to return to wielder; otherwise 75%.
INTelligence:	16/ +2
PERsonality:	17/ +2
LUCK:	14/ +1
Ego DC	27
Attack Value:	+4; usually +7 or more (Rolled a 99% and 31% for creation.); See Banes.
(1-hand)	1d4+4
Critical Die:	As Owner or…
Critical Table:	As Owner or…
Fortitude Save:	As Owner, or +4
Reflex Save:	As Owner, or fail
Willpower Save:	As Owner, or +6

Special Purpose(s): Telepathically and verbally communicates its desires to punish thieves and has a desire to slay demons so great that it grants the wielder a special power verses these creatures.

Powers

Type (1) = *Detect Good* within 20ft.

Type (2) = *Precise strike.* Additional +3 bonus to attack rolls. (Only counts as +4 magic weapon for overcoming damage resistance, etc.)

Type (2) = *Flame brand.* Ignite in flame 3/day. Duration 6 rounds. Inflicts additional 1d6 damage and ignites targets on fire (Ref save to avoid; DC = 1d20+10).

Type (2) = *Throwing stone.* Stone can be thrown up to 20ft to make a ranged attack. It always returns to its owner's hand after a throw; when fired from sling, grants additional 5ft to range categories, but uses normal recovery rules.

Type (3) = *Immune to non-magical attacks.* The stone makes its wielder resistant to non-magical attacks. The wielder resists the first 5 points of damage each round by attacks of a non-magical nature. Creatures of 5HD or greater are considered "magical" for purposes of this effect.

Type (3) = *Turn invisible.* Up to 1d3 times per day, determined when stone is found the wielder can turn invisible for a duration of 1d4 turns. The invisibility vanishes immediately if the wielder attacks.

Banes

Bane of Demons – Unerring throw; only against bane, stone can be thrown with a 60ft range, and always returns to the attacker's hand; when thrown, it uses attacker's normal missile fire attack roll but includes his Strength modifier to damage. If fired from a sling, each range category is increased by a total of 20ft.

Bane of a specifically named Lycanthrope – additional +1 bonus to attacks and damage against this creature. Versus this bane the weapon counts as a +5 magical weapon for overcoming damage resistance, and counts as a silver weapon, etc.

Bane of Thieves – Defender; wielder gains a +2 AC bonus when defending against attacks from the bane.

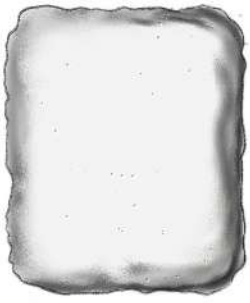
Bane of all types of Elementals – Grants additional +1 attack bonus. (Still only a +4 weapon for overcoming damage resistance, etc.)

Bane of Orcs – Festering wound; stone inflicts an additional 1d6 damage to bane, then *another* 1d4 damage on following round.

Bane of Clerics – Summoning; when battling bane, stone can summon reinforcements, which are a creature type antithetical to the bane (per Storyteller's discretion) of total HD equal to half of wielder; stone can summon 1/day with 50% chance of success for duration 1d4 turns.


Alarm

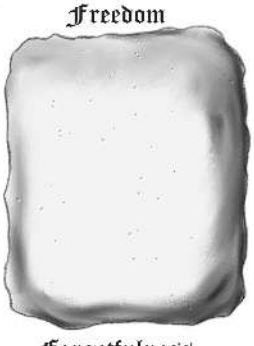

Confusion


Message

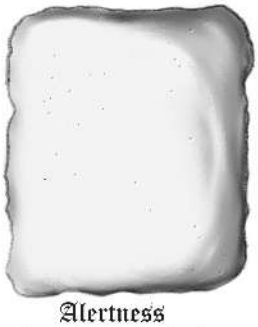

Trap


Block


Enthrall


Freedom

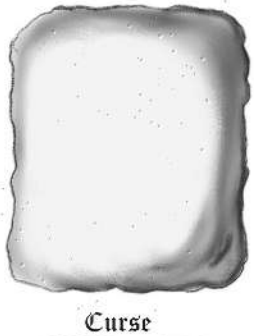

Imobility


Prevarication


Veracity

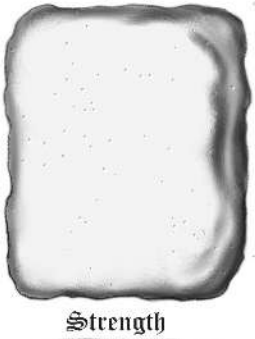

Forgetfulness


Recollection

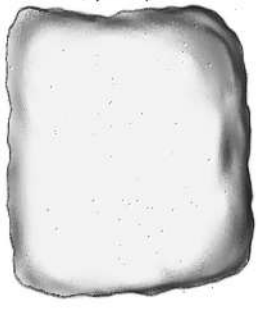

Alertness


Comfort


Sleep


Agility


Curse

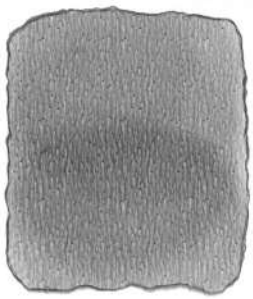

Health


Stamina

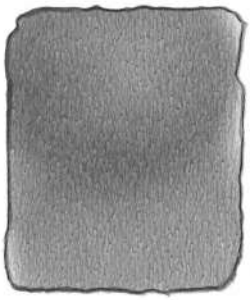

Strength

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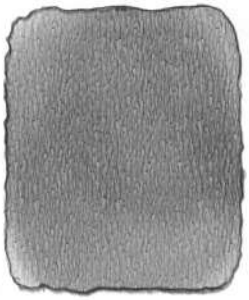
Confusion



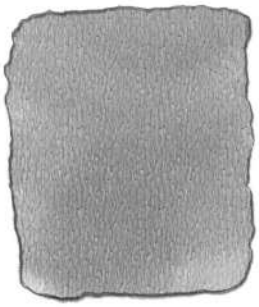
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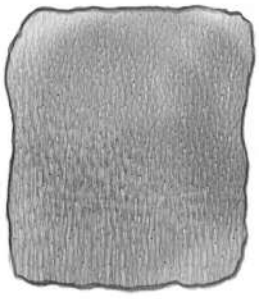
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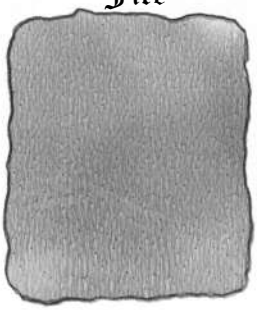
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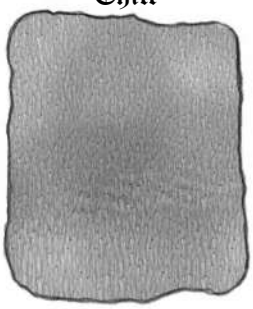
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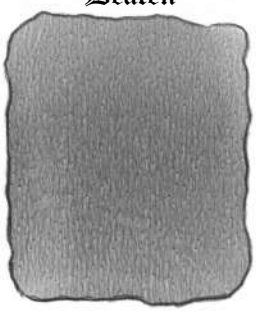
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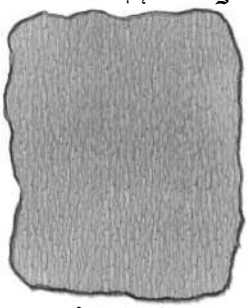
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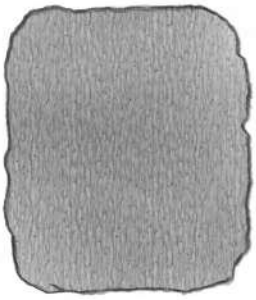
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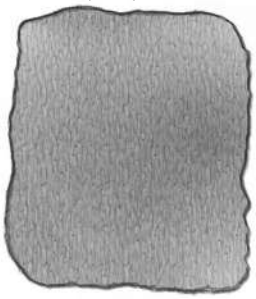
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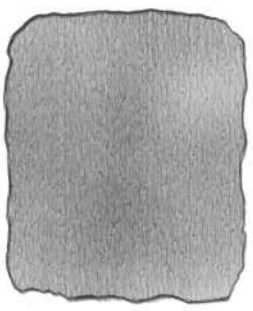
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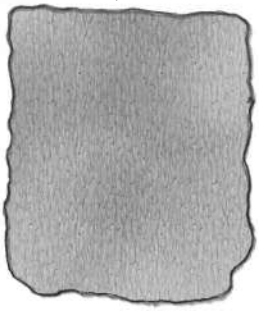
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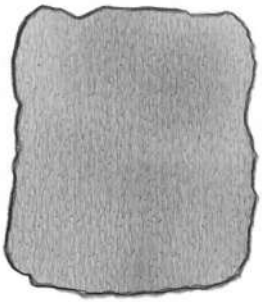
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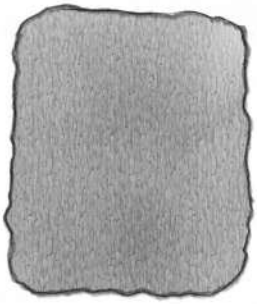
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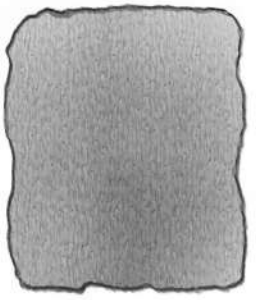
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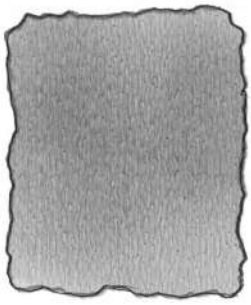
Slow



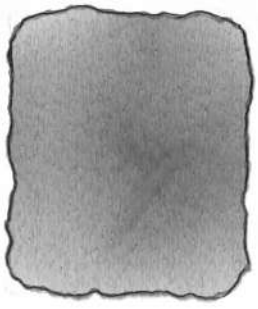
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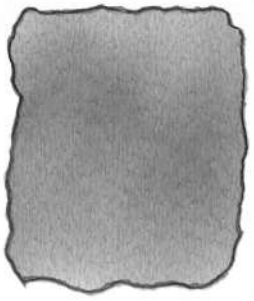
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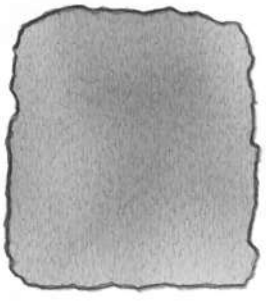
Repulse



Lightning Rod



Absorb Energy

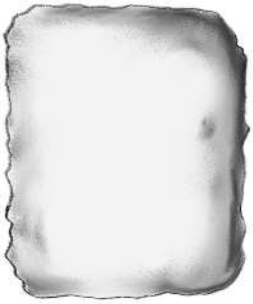


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Arcane Prpowess



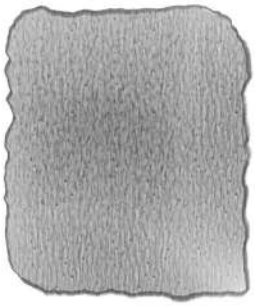
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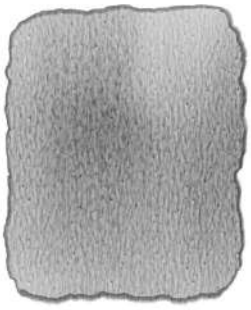
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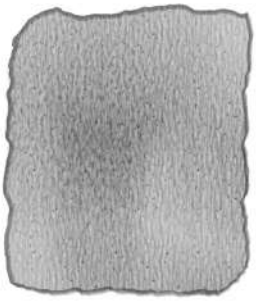
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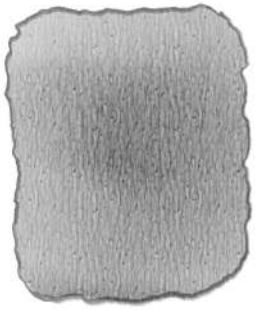
Rage



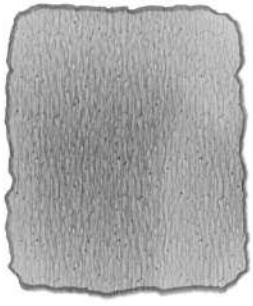
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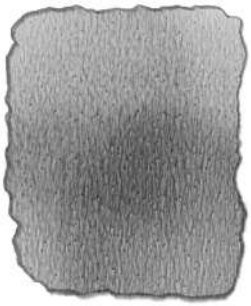
Greater Spell Resistance



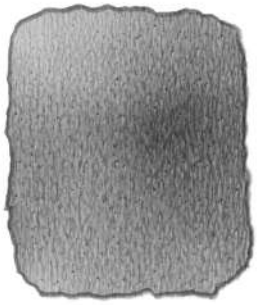
Preservation



Translocation



Chaos



Law



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System reference page for *Critters, Creatures, & Denizens*

This page is included to help utilize the critter entries found throughout this manual. They are set out in the standard format for that book. Most of the information in the format should be familiar and easy to use, but there is a significant divergence from standard SRD mechanics in the representation of movement and lifting. The rules below reflect the latest revisions to the rule set found within the soon to be released update to the CCD.

Ability scores – Diverging from the core rules, critters using this format are given ability scores to help facilitate internal balance of the creatures versus the player characters. Calculating these scores and their bonuses is beyond the scope of this work, but it should be noted that creatures rarely have luck stats beyond 9 and are not allowed to burn luck to change their fates unless their entry states otherwise.

Attack and action dice – Creatures and NPC humanoids follow a different, less powerful progression of attack dice when making multiple attacks. Thus an entry which reads "3@1d16+3" means that the creature can make three of its listed types of attack in one round rolling 1d16+3 for each attack against the target(s) armor class. Only attacks that roll at least 1d20 can score critical hits. If the creature has spell casting ability their casting checks and how often they can cast will be listed separately.

Lifting, dragging, & carrying – This is handled differently for humanoids and quadrupeds due to the fact that the former has hands and the latter must use their teeth to grasp items to be lifted and dragged along. Humanoids are encumbered if they are carrying more than half of their maximum and quadrupeds may carry 60% of their maximum; adjusted for wagons and such, before becoming encumbered. Quadrupeds may drag a maximum of 5x their carrying capacity if hooked to a yoke, harness, or dragging a wagon; the multiplier is reduced to x3 if dragging a sled or anything without wheels. To find the player character's maximum lifting and carrying total multiply their strength score by the following values per size of humanoid: small= x5lbs, medium= x10lbs, large= x15lbs. Humanoids can drag twice their lifting capacity.

Movement – critters are granted base movement values for land, burrowing, climbing, flying, and swimming. These values represent tactical round by round movement via these modes according to the DCC Core Rules. These creature builds are also granted running and sprinting actions that may be ignored if desired without unbalancing the critter build. These modes are used to more accurately depict the speed these creatures move through their environment and are scaled against a human maximum of about 30mph. Regardless of the number of movement types a critter may have they may only use their run and sprint actions a total number of uses per day equal to 1, + their Stamina score ÷ 9 for humanoids, by 7 for most quadrupeds and insects, by 6 for superior runners and supernatural creatures: rounding down. These actions may be used interchangeably in any combination equal to their maximum uses per day, but they cannot be done in successive rounds. There must be at least 1d3 x 10 minutes rest between running and sprinting attempts.

Running – this value is represented as speed in feed per round and the number of minutes that this sped can be maintained. While running the creature cannot make search checks, and their spot and listen checks have a 2 point penalty. Any severe changes in direction, executing complicated skills, casting spells, and attacking creatures invokes a DC13 Reflex save or the runner trips. A running character or critter can accelerate by their base move rate every round until they reach top speed. Creatures can decelerate by up to twice their land speed value each round without harm; assuming good terrain, weather, and that the runner isn't in eminent danger of being eaten. A runner may decelerate at 3x their normal land speed with a successful DC15 Reflex save or at 4x their base rate with a successful DC20 save. Failure indicates that the runner falls and comes to a complete stop taking 1d6 damage per 20ft of speed lost in order to completely stop and may break bones with every result of 6 on one of the damage dice per the falling rules in the DCC Core Rules. Runners must succeed at a Fortitude save at the end of each running attempt or they are exhausted and cannot run or sprint until they've rested for 2d3 x 10 minutes, + 10 minutes per size category of the runner: small +20 min, medium, +30 min, large +40 min, etc. Acceleration and deceleration for flying creatures uses these same rules. A player character multiplies their strength score by the following values per their size to determine their max running speed: small= x8, medium= x10, large= x15. Humanoids may run for a number of minutes equal to their Stamina score x *7.5*.

Sprinting – this value represents a reckless burst of speed where the creature puts every last ounce of its strength into covering as much distance in a straight line as possible in one round. Humanoids can sprint for 1 round and can make one attack at the end of a sprint if they succeed at a Fortitude save with a DC equal to 10, +1 per round of the sprint + 1 per previous sprinting check in the last 24 hours. Humanoids cannot sprint through any type of rough terrain without assistance of some kind. Quadrupeds are better at this mode of movement and can make minor turns of up to 30^0, can sprint through rough, non-forest, non-mountainous terrain. They are granted a +2 bonus on their fortitude saves for running and sprinting checks and are not penalized when making their full complement of attacks if they succeed at their fortitude save at the end of a sprint. Failing these fortitude saves follows the rules listed above for running. A player character multiplies their strength score by the following values per their size to determine their sprinting speed in feet: small= x14.4, medium= x18, large= x27.

Gliding – these numbers represent the distance in feet that the creature drops for every 50ft of forward movement. Thus an entry that reads: 30ft, means the creature drops 30ft for every 50 feet of horizontal movement.

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DCC
RPG

You're no hero.

You're an adventurer:
a reaver,
a cutpurse,
a heathen-slayer,
a tight-lipped warlock guarding
long-dead secrets.

You seek gold and glory,
winning it with sword and spell,
caked in the blood and filth of the weak,
the dark, the demons, and the vanquished.

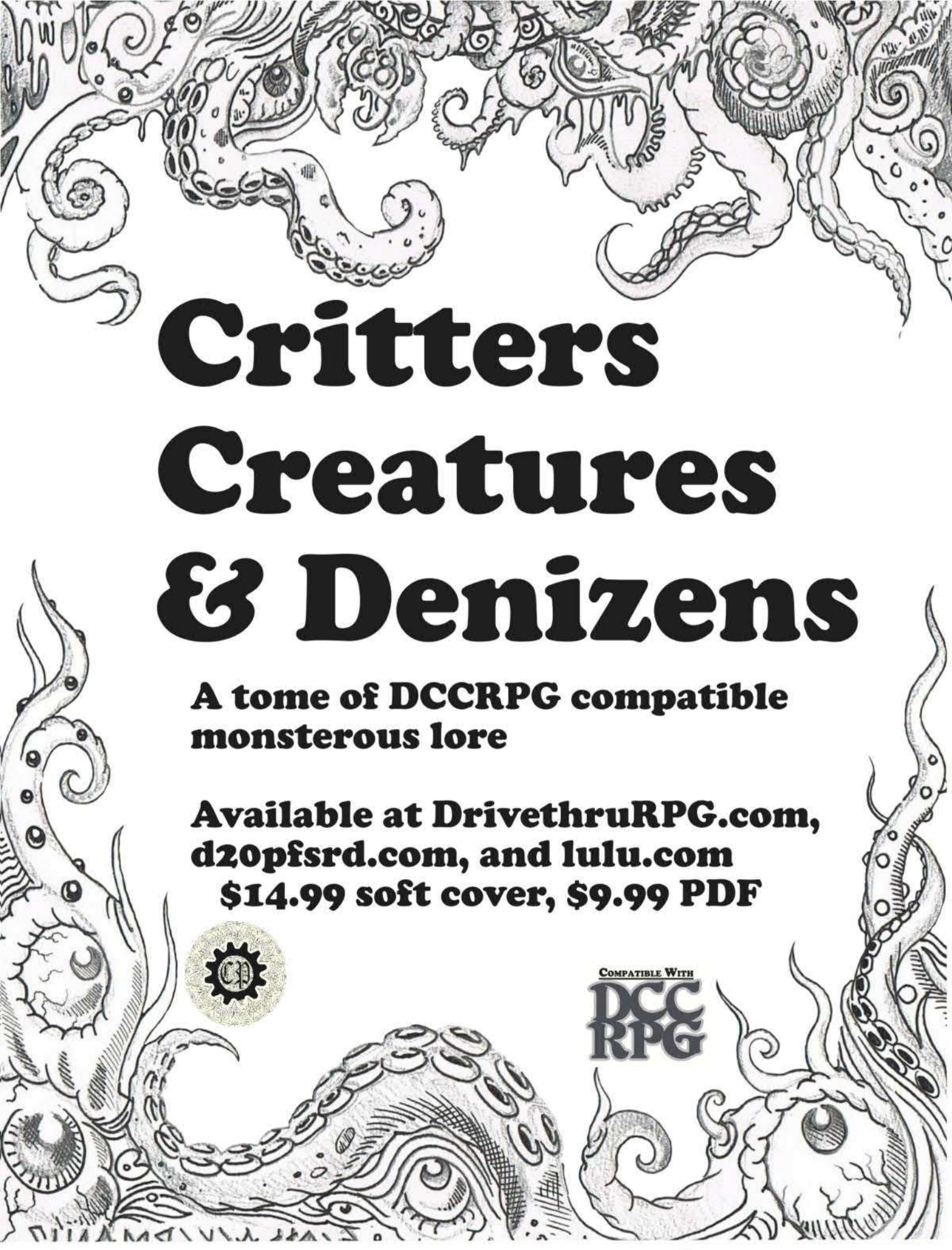
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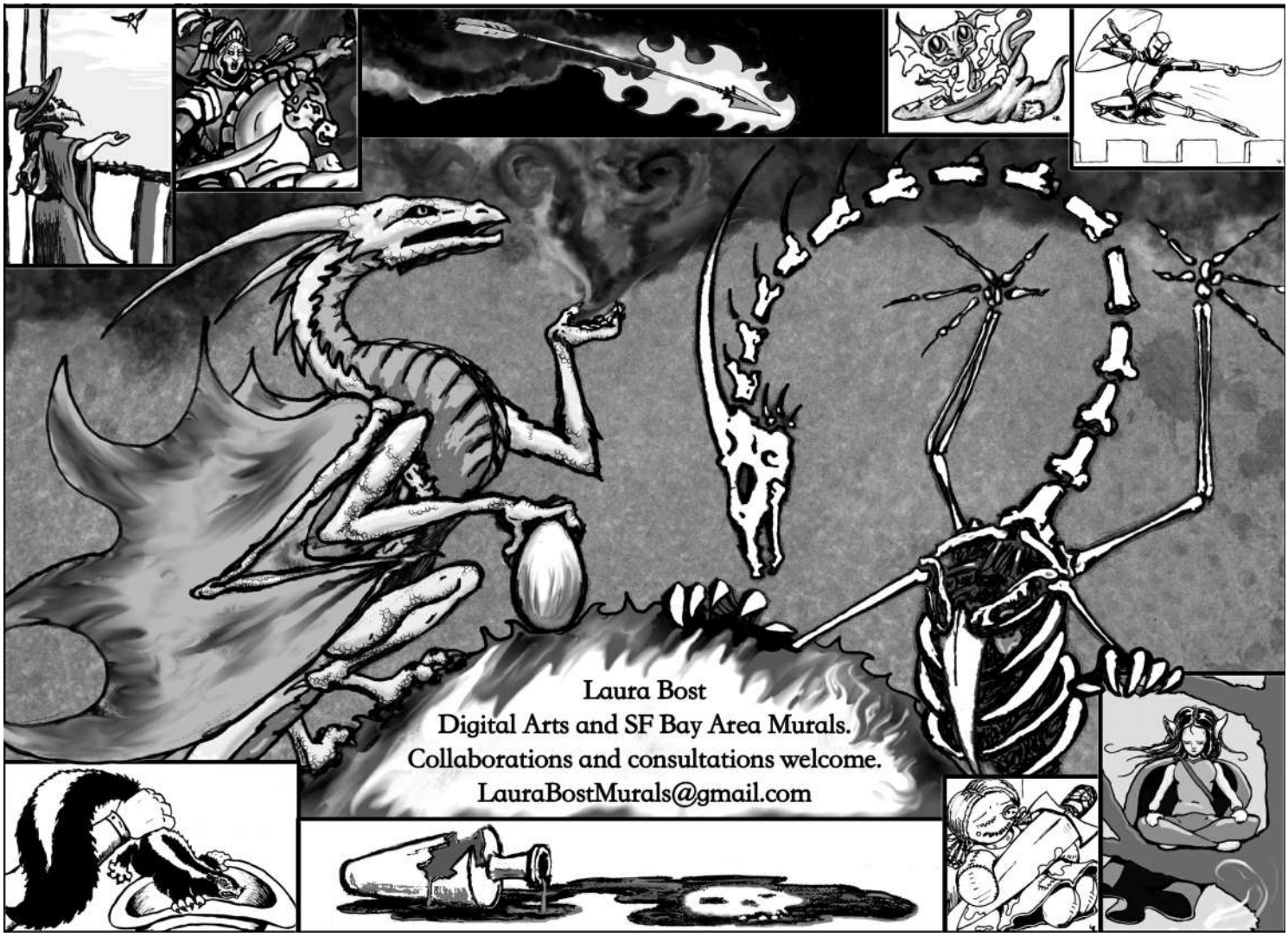

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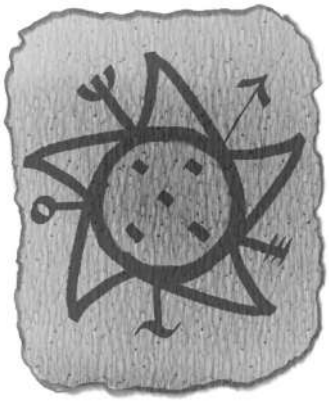


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Liber
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the Book of Secrets
Compatible With
DCC RPG
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