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ARNHOULT'S
DELIGHTFUL ARCANA



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Arnhoult's Sequestrious Digitalia

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Magic Missile

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Read Magic

Ropework

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ARNHOULT'S SEQUESTRIOUS DIGITALIA

Level: 1 Range: Varies Duration: Varies Casting time: 1 turn Save: None

General Arnhoult was a known as a well-heeled financier, the backer of many an expedition for rare and unusual components. Despite his free-flowing wealth, the magician lived by rather modest means and showed no outward sign of the affluence he was known to possess. Cutthroats, purloiners, and thieves attempted to plunder his home, seeking to find his hidden treasure cache, but to no avail. It seemed that there was no limit to the number of small projects that Arnhoult was willing to provide financing for, despite no signs of available wealth.

It was not until years later that the secret of Arnhoult's success was uncovered — he was not only a magician, but he was also a very capable thief in his own right. Using a spell of his own creation, Arnhoult had simply stolen items of which he knew the location, for the purposes of funding expeditions to discover new pieces of interest. Once he learned of a cache of wealth, or components, documents, etc., it was no difficult feat for him to acquire them.

By means of the spell, the magician conjures forth an invisible phantom hand with which to procure treasures that would otherwise be out of reach. Regardless of the level of success, the caster must be aware of the item and its general whereabouts to be able to acquire it. In cases where the hand is working remotely from the caster, the magician is able to clairvoyantly view the immediate vicinity around the phantasmal extremity.

Creatures innately capable of perceiving the invisible are aware of the presence of the hand, while those attempting to see the unseen via magical means (such as *detect invisible*) must make a Willpower save vs. the spell check result. Those able to detect *Arnhoult's Sequestrious Digitalia* may physically attack the hand. Its AC is 10 modified by Agility, and its hit points are equal to its average physical attribute (see below).

Manifestation Roll 1d4: (1) caster's hands briefly shimmer with phantom light; (2) flesh on the caster's hands peels away like an old glove before vanishing from sight; (3) a whisper of voices can be heard coming from the area around the caster. If closely harkened to, the voices are those of convicted thieves, banished to the gallows; (4) none. The spell effect is invisible.

Corruption Roll 1d6: (1-2) minor corruption; (3) caster's hands glow with bioluminescence, illuminating a 10' radius around the caster; (4) caster's fingers become permanently invisible; (5) caster's skin becomes translucent, allowing the underlying tissues to become visible and causing a permanent loss of 1 point of Personality; (6) major corruption.

Misfire Roll 1d4: (1) caster's hands go numb and become entirely useless for 1d8 rounds; (2) caster accidentally adds one random item of their own (judge's discretion) to the location they were intending to filch from. A failed Luck roll indicates the transferred item is identifiable and may eventually be traced back; (3) caster accidentally turns their nearest ally invisible for 1d6 rounds; (4) caster's hands are magically removed and teleported to a random location in the space-time continuum for 1d5 rounds. While the caster is isolated from their hands, they can still feel every sensation experienced by their missing appendages.

1 Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + misfire + wizardly objurgation; (1-2) corruption; (3) wizardly objurgation; (4+) misfire.

2-11 Lost. Failure.

12-13 The caster summons an invisible hand which serves for up to 1d5 turns or until dismissed. The hand may move up to 20' away from the caster, is considered to have physical attribute scores of 3, and can hold only a small, light item weighing no more than 1 pound. Despite the hand being invisible, the object it retrieves remains fully visible unless obscured from sight by other means. It is carried through the air to the caster's hand at a rate of 10' per round.

14-17 The caster summons an unperceived hand which serves for up to 1d7 turns or until dismissed. The hand may move up to 50' away from the caster at a rate of up to 15' per round. It is considered to have physical attribute scores of 5 and can convey inanimate items of up to 5 pounds. Although the hand cannot be seen with ordinary senses, the object grasped and manipulated remains fully visible.

18-19 The sorcerer summons a ghostly appendage which serves for up to 1d3 hours or until dismissed. It may extend its grasp up to 100' away from the caster, can move up 20' per round, and is considered to have physical attribute scores of 7. The sequestrious digitalia can grasp and carry inanimate objects weighing up

to 10 pounds. Although the hand is invisible, the manipulation of the object that it retrieves is fully visible unless somehow hidden from view.

- 20-23 The caster summons a ghostly appendage which serves for up to 1d6 hours or until dismissed. The hand may reach objects up to 250' away from the caster at a rate of 25' per round and is considered to have physical attribute scores of 9. The sequestrious digitalia can grasp and carry inanimate objects weighing no more than 50 pounds. Although the hand is unseen, the movement of the object that it retrieves is fully visible unless otherwise obscured.
- 24-27 The caster summons an invisible hand which serves for up to 1d6+CL hours or until dismissed. The hand may reach objects up to 500' away from the caster and is considered to have physical attribute scores of 12. The sequestrious digitalia can grasp and carry inanimate objects weighing no more than 75 pounds. The object remains visible, floating through the air at a rate of 30' per round, on its way to the caster.
- 28-29 The magician summons a duo of phantom hands which serve for up to 1 day or until dismissed. The pair of hands may extend their ghostly grasp to any known location within a 1-mile radius of the caster. The magical appendage is considered to have physical attribute scores of 14, can seize hold of inanimate items weighing up to 100 pounds, and attempt to pick locks or pick pockets as per the thief skills with a +10 bonus. Unless the caster is trained in the pilfering arts, treat the roll as untrained, rolling a d10 for the skill check. Once a desired item is seized, it vanishes and appears within the magician's grasp.
- 30-31 The caster conjures a pair of invisible hands which serve for up to 1d3 days or until dismissed. The digitalia may extend their presence to any known locale within a 10-mile radius of the caster. The purloining palms have physical attribute scores of 16, can seize hold of inanimate items weighing up to 200 pounds, and attempt to pick locks or pick pockets as per the thief skill with a +12 bonus. Unless the caster is trained in the pilfering arts, treat the roll as untrained, rolling a d10 for the skill check. Once grasped by the hands, the targeted object fades from view and materializes within the grasp of the magician.
- 32+ The caster calls into being a pair of unseen thieving hands capable of mastery far greater than their own. The filching fingers remain available for 1d3+CL days or until dismissed. The hands may extend their presence to anywhere known by the caster, regardless of range, unbound even by plane of existence. The hands have physical ability scores of 18 and can seize hold of a single item or creature weighing up to 300 pounds. The hands may attempt to pick locks or pick pockets as per the thief skill with a +14 bonus, treating the roll as trained regardless of the caster's experience. Objects and creatures grasped by the sequestrious digitalia vanish and appear on the ground at the caster's feet.

LUTAR BRASSNOSE'S TWELVE-FOLD BOUNTY **(A.K.A. "BRASSMAN'S TWELVE-FOLD BOUNTY")**

- Level: 1 Range: Touch Duration: Varies Casting time: 1 turn, plus time to create material components
Save: Will vs. spell check if a coin is touched
- General Not every accomplished magician possesses a surplus of probity, nor did Lutar Brassnose, who inveigled, cozened, and burgled unfortunates with abandon. Such immoralities instigated a sword duel in which his olfactory protuberance was severed. The resulting brass prosthetic earned him the cognomen for which he's known. Further mishaps sprung another alias, and thus his arcane legacy, the *Twelve-fold Bounty*, has various forenames.

With sufficient utility to be mentioned in *Killiclaw's Primer of Practical Magic*, this spell (also known as *Brassman's Twelve-fold Bounty*) is an interpersonal effectuation in which the mage seemingly conjures twelve coins from one. Of course, the dozen are meretricious illusory brummagem. Nonetheless, the clever ensorceler may effectuate significant fortune from the slight.

Unlike most ensorcelments, the *Twelve-fold Bounty* requires material components: a catalytic coin of the desired make and minting (consumed with each casting) and 12 transitory tokens. The would-be arcane swindler must create each transitory token from a wooden coin-sized disk, and must spend six hours for each, carving it with personal glyphs, infusing it with one's own blood (equivalent to a temporary loss of 1 point of Strength, Agility, or Stamina, which heals at the natural rate), and sprinkling it with 12 terces' worth of gem dust. Thus, creating all twelve tokens requires 6 days, 12 ability score points in blood, and 144 terces' worth of gem dust. The tokens are bound to the sorcerer's interpretation of the spell. No others can be substituted or added.

Upon invoking the *Twelve-fold Bounty*, the mage causes the transitory tokens to transmogrify into the twelve coins described by the spell check result, depending on the catalytic coin applied. The tokens appear as currency for all intents and purposes. However, anyone handling a counterfeit receives a Willpower save vs. the spell check result to detect the ruse. Those with natural abilities of detecting precious minerals gain a +1d bonus to the saving throw. If the illusion is detected, then the coins appear as the tokens they are—and since they bear their creator's mark, might be traced to their swindler. One could also burn the tokens, inconveniencing the sorcerer, who must spend the time and resources to recreate them. At the end of the spell's duration, the tokens teleport back to their creator, so long as coins and caster are on the same plane of existence. Until this time, the caster is without tokens, and may not re-cast the spell.

Especially successful spell check results provide additional functionalities to the tokens. Consequently, a caster may desire a less powerful result than the final spell check. In order to choose a lesser result, the ensorceler must have successfully modified or created a spell themself.

Failing spell checks always result in at least one token being destroyed, so while the slight provides the means to increase one's fortune, the cost of replacing tokens maintains equipoise.

Manifestation	Roll 1d4: (1) scintillate sparkles surround the tokens as they transform; (2) purple lightning leaps from the catalytic coin to the tokens; (3) the tokens rise and form a circle which rotates with increasing rapidity as they transform to currency, afterward falling gently into the mage's hand; (4) twelve spectral cups cover the tokens, and all shift positions; they rise and disappear, revealing the counterfeit currency.
Corruption	Roll 1d10: (1) unfortunate mage loses their sense of smell as their nose is permanently replaced with a solid brass prosthetic; (2-3) whenever the sorcerer touches a coin, they must make a Luck check or the coin reduces in value by one denomination, centum to terce to groat to copper bit to a worthless dung disk; (4-5) mage gains an extra finger on each hand (incurring a -1d penalty to spell checks for those spells already learned) and an extra toe on each foot (twelve-fold toes and fingers); (6-7) any coin touched by the ensorceler flickers for 1d6 days as if illusory, even though it is not; (8) minor corruption; (9) major corruption; (10) greater corruption.
Misfire	Roll 1d6: (1) the tokens explode into metallic shrapnel, damaging all within 15' of the caster for 2d6 damage (DC 14 Ref save for half); (2) mage transforms each of the tokens (which must be recreated) into green and white rectangular pieces of paper with alien symbology: 1s in the corners, a picture of an old man on one side, and a ziggurat and eagle on the other; (3) the would-be-swindler loses 12 coins to the phlogiston, with the most valuable departing first; (4) the twelve nearest beings to the caster each lose 12 coins to the phlogiston (most valuable first), and if they can see the caster, they know who is to blame; (5) sorcerer makes an erroneous gesture for "bounty" and all food they carry disappears; (6) sorcerer invokes an alternative rune for "bounty" and a multiversal vagabond hunts the caster for 1 week, expecting to be paid for their capture. Vagabond: Init +6; Atk paralyzing fist +6 melee (1d6 plus DC 11 Fort save or paralyzed for 1d3 rounds); AC 16, HD 6d8, hp 30; MV 30'; Act 2d20; SP immune to force attacks (e.g., magic missile), 1d30+6 vs. mental effects; SV Fort +6, Ref +6, Will +6; AL L.
1	Lost, failure, and worse! All transitory tokens are destroyed and must be recreated! Roll 1d6 modified by Luck: (0 or less) corruption + misfire + wizardly objurgation; (1-2) corruption; (3) wizardly objurgation; (4+) misfire.
2-11	Lost. Failure. Token destruction! Subtract the spell check result from 12 to determine the number of tokens destroyed by the failure. For example, if the spell check is 5, 7 transitory tokens are destroyed and must be recreated.
12-13	The aspiring Brassnose transforms the tokens into 12 copper bits for 1d3+CL rounds (requires catalytic copper bit).
14-17	The swindling mage may ensorcel the tokens into 12 copper bits for 1d3+CL turns (requires catalytic copper bit), or 12 groats for 1d3+CL rounds (requires catalytic groat).
18-19	The sorcerer chooses between transforming the tokens into 12 copper bits for 1d3+CL hours (requires catalytic coper bit), or 12 groats for 1d3+CL turns (requires catalytic groat), or 12 terces for 1d3+CL rounds (requires catalytic terce).
20-23	The morally dubious transmuter may ensorcel the tokens into 12 copper bits for 1d3+CL days (requires catalytic copper bit), or 12 groats for 1d3+CL hours (requires catalytic groat), or 12 terces for 1d3+CL turns (requires catalytic terce). If the caster concentrates for 1 turn, they know the general direction and distance

(within 25% accuracy) to any one of these counterfeit coins within 10 miles.

- 24-27 The rapsallion transmogrifies the tokens into either 12 groats for 1d3+CL days (requires catalytic groat), or 12 terces for 1d3+CL hours (requires catalytic terce). If the caster concentrates for 1 turn, they can clearly hear the local environment of any one of these counterfeit coins (as if their ears are where the token is) within 10 miles.
- 28-29 The volatile sorcerer transmogrifies the tokens into 12 terces for 1d3+CL days (requires catalytic terce). At any time within the spell's duration, the caster may detonate any one or more of their meretricious currency within 10 miles (though they may not know the tokens' locations). Each token explodes for 1d4+CL damage to all within 5' (Reflex save vs. the spell check for half damage). After a token is detonated, it teleports back the sorcerer, magically intact.
- 30-31 The mage transmogrifies the tokens into 12 terces for 1d3+CL weeks (requires catalytic terce). If the caster concentrates for 1 turn, they know the general direction and distance (within 25% accuracy) to any one of these counterfeit coins within 10 miles. Moreover, they can see and hear that coin's local environment as if their eyes and ears were there. Finally, at any time within the spell's duration, the caster may detonate any one or more of their meretricious currency within 10 miles. Each token explodes for 1d6+CL damage to all within 5' (Reflex save vs. the spell check for half damage). After a token is detonated, it teleports back the sorcerer, magically intact.
- 32+ The master swindler transmogrifies the tokens into 12 terces for 1d3+CL years (requires catalytic terce), or 12 golden centum for 1d3+CL days (requires catalytic centum). If the caster concentrates for 1 turn, they know the general direction and distance (within 25% accuracy) to any one of these counterfeit coins within 10 miles. Moreover, they can see and hear that coin's local environment as if their eyes and ears were there, and may teleport to within 5' of this token. Finally, at any time within the spell's duration, the caster may detonate any one or more of their meretricious currency within 10 miles. Each token explodes for 1d8+CL damage to all within 5' (Reflex save vs. the spell check for half damage). After a token is detonated, it teleports back the sorcerer, magically intact.

MAGIC MISSILE

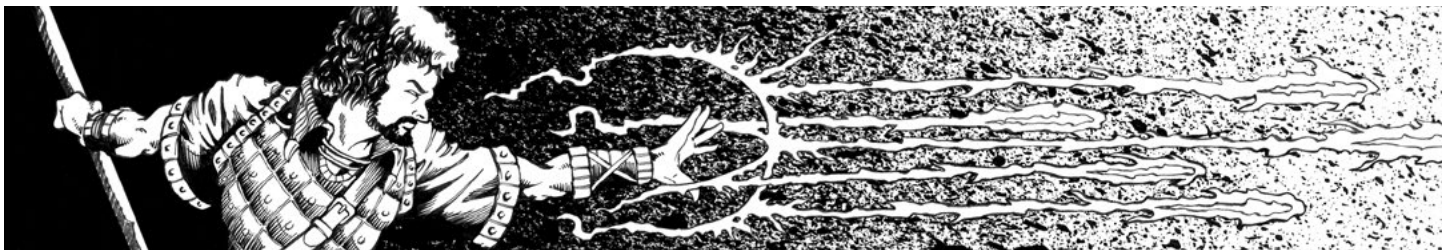
Level: 1	Range: 150' or more	Duration: Instantaneous	Casting time: 1 action or 1 turn (see below)
	Save: None		

General	The caster hurls a magical missile that automatically hits an enemy.
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Manifestation	Roll 1d10: (1) meteor; (2) flaming arrow; (3) force arrow; (4) screaming, clawing eagle; (5) black beam; (6) ball lightning; (7) splash of acid; (8) ray of frost; (9) force dagger; (10) force axe.
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Corruption	Roll 1d8: (1-4) caster's hands and forearms change color to match shades of most commonly cast magic missile: (1) electric yellow, (2) icy blue, (3) acid green, (4) vivid red; (5) pupils and irises vanish while eyes turn a chalky white; (6) fingertips turn translucent and nearly invisible, appearing ghost-like or as if they were composed of pure force energy; (7) from now on, every time they casts <i>magic missile</i> , the caster turns invisible for 1d6 rounds; (8) caster gains a permanent force stone that rapidly orbits their head, impacting with any creature that approaches within 3' to cause searing pain and 1 point of damage every round – which, unfortunately, includes allies attempting to heal or those who fight adjacent to the caster in melee.
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Misfire	Roll 1d6: (1) explosion of missiles sprays in all directions – all creatures within 100' (allies and enemies) are hit by 1d4-1 missiles, each doing 1 point of damage; (2) missiles launch then ricochet back on caster, who is hit by 1d3-1 missiles for 1 point of damage each; (3) explosion of force energy centered on caster, causing 1d6 damage to caster and all within 10' (DC 10 Ref save for half); (4) delayed blast – no effect now, but at a random point sometime in the next 24 hours, determined whenever the caster rolls their next 1 on <i>any</i> dice roll (not just a d20), a single magic missile bolts forth to strike one randomly determined character within 100' for 1d4 damage (strikes the caster if there are no other targets) – if no 1 is rolled in 24 hours, risk passes without damage; (5) caster becomes charged with force energy, such that the next creature or object they touches suffers a blast damage for 1d6+1 damage to target and 1 point of damage to caster; (6) force energy manifests in downward direction, burning a hole in the ground under caster – ground beneath him rapidly disintegrates to a depth of 1d20 feet, and they sinks with the falling depth of the ground to find himself at bottom of pit – there is no initial falling damage since they “rides” the drop in ground level but depth of pit may open to lower level of the dungeon (potentially causing damage), and they must now climb out.
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- 1 Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + patron taint + misfire; (1-2) corruption; (3) patron taint (or corruption if no patron); (4+) misfire.
- 2-11 Lost. Failure.
- 12-13 The caster throws a single missile that does 1 point of damage. they must have line of sight to the target. The missile never misses, though it may be blocked by certain magic (e.g., *magic shield*).
- 14-17 The caster throws a single missile that does damage equal to 1d4 + caster level. they must have line of sight to the target. The missile never misses, though it may be blocked by certain magic (e.g., *magic shield*).
- 18-19 The caster throws 1d4 missiles that deal damage equal to 1d4 + caster level. All missiles must be aimed at a single target to which the caster has line of sight. The missiles never miss, though they may be blocked by certain magic (e.g., *magic shield*).
- 20-23 The caster throws 1d4+2 missiles that do damage equal to 1d6 + caster level. Each missile can be aimed at a separate target to which the caster has line of sight. The missiles never miss, though they may be blocked by certain magic (e.g., *magic shield*).
- 24-27 The caster throws a single powerful missile that does damage equal to 4d12 + caster level. The missile must be aimed at a single target to which the caster has line of sight, at a maximum range of 1,000'. The missile never misses, though it may be blocked by certain magic (e.g., *magic shield*).
- 28-29 The caster throws 1d6+3 missiles that do damage equal to 1d8 + caster level. Each missile can be aimed at a single target at any range, as long as the caster has line of sight. The missiles never miss, though they may be blocked by certain magic (e.g., *magic shield*).
- 30-31 The caster throws 2d6+1 missiles that each do damage equal to 1d8 + caster level. Each missile can be aimed at a separate target. Range is line of sight, regardless of whether a direct path exists; e.g., the caster may launch a magic missile through a crystal ball or other scrying device. These missiles have limited ability to defy *magic shield* and other protections; compare this spell check against the spell check used to create the *magic shield*. If the *magic missile* check is higher, the *magic shield* has only a 50% chance of absorbing the missiles (roll individually for each missile). Any missiles that make it through do damage equal to 1d8 + caster level, as noted above.
- 32+ The caster throws 3d4+2 missiles that each do damage equal to 1d10 + caster level. they may direct these missiles individually as a single action, or they may direct them *all* at a *single target* that is not present or visible, provided they has specific knowledge of that target. In this case, the caster must have a physical memento of the target (hair, fingernail, vial of blood, etc.) and spend 1 turn concentrating to cast the spell, then continue concentrating as the missiles seek their target. The missiles seek out this target even if it is concealed or invisible, though they have a maximum range of 100 miles. The missiles turn, curve, retrace their route, and make every effort to reach the target, although they cannot cross planes. The missiles can travel up to 10 miles per second provided no obstacles are present, but speed is much lower if, for example, they must navigate underground caverns. Provided a direct route exists, the missiles strike the target unerringly.

MAGIC SHIELD

Level: 1 Range: Touch Duration: Varies Casting time: 1 action Save: None

General The caster conjures up a magical shield that defends him from opponents.

Manifestation Roll 1d6: (1) disc of shimmering blue force; (2) yellowish force-field; (3) giant hand that picks off attacks; (4) buckler that emits radiant light; (5) black, bottomless tear in the seam of reality; (6) whirlwind of air that buffets attackers.

Corruption Roll 1d8: (1-4) minor; (5-7) major; (8) greater.

Misfire Roll 1d4: (1) caster's shield appears as force burst aimed inward instead of spreading out, causing 1d4 damage as it explodes against him; (2) shield is accidentally summoned to benefit nearest enemy, granting that enemy a +4 bonus to AC for 1d3 turns; (3) caster accidentally summons shield horizontally below their feet, lifting him up 3" from the ground and causing him to "slide" on it for next 1d3+1 rounds; this increases their speed by +10' but imposes a -1 penalty to attacks, spell checks, damage, and AC as they slips and slides haphazardly; (4) caster completely encases himself in a shield that blocks all attacks, damage, spells, and physical contact between him and the rest of the world, such that they is completely encased in a transparent bubble which renders him invulnerable to attack but also unable to move or communicate outside the bubble for 1d4 rounds.

1 Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + misfire; (1-2) corruption; (3+) misfire.

2-11 Lost. Failure.

12-13 The caster conjures a weak shield that provides a +2 bonus to AC for 1d6 rounds.

14-17 The caster conjures a shield that provides a +4 bonus to AC for 2d6 rounds.

18-19 The caster conjures shield that provides a +4 bonus to AC for 1d3 turns. When casting the spell, the caster can apply the shield to himself or one ally touched.

20-23 The caster conjures a shield that provides a +4 bonus to AC for 1d3 turns. When casting the spell, the caster can apply the shield to himself or one ally touched. In addition to the AC bonus, the shield also blocks *magic missiles* automatically (missiles usually have no effect; see *magic missile* spell description).

24-27 The caster conjures a shield that protects him or an ally touched. The shield lasts 1d4+1 turns and has three benefits: it provides a +4 bonus to AC; it blocks *magic missiles* automatically (see *magic missile* spell description); and it blocks most attacks from mundane projectiles, reducing damage from any arrow, sling stone, bolt, dart, or other ranged weapon by 10 points per attack for the duration of the spell.

28-29 The caster conjures *two* shields that protect him *and* one ally touched. Each shield lasts 1d4 hours and has *four* benefits: it provides a +4 bonus to AC; it blocks *magic missiles* automatically (see *magic missile* spell description); it blocks most attacks from mundane projectiles, reducing damage from any arrow, sling stone, bolt, dart, or other ranged weapon by 10 points per attack for the duration of the spell; and it provides a benefit in counterspelling equal to a +2 bonus to any subsequent spell check made as a counterspell.

30-31 The caster conjures a battalion of magical shields that protect him and their allies. The caster is automatically shielded, as are all allies within a 10' radius. Each shield lasts 1d4+1 hours and follows the allies even if they leave the caster's side. Each shield has *four* benefits: it provides a +6 bonus to AC; it blocks *magic missiles* automatically (see *magic missile* spell description); it blocks most attacks from mundane projectiles, reducing damage from any arrow, sling stone, bolt, dart, or other ranged weapon by 20 points per attack for the duration of the spell; and it provides a benefit in counterspelling equal to a +4 bonus to any subsequent spell check made as a counterspell.

32+ The caster calls forth a globe of shimmering magical energies that protects him and their allies. The caster is automatically encased in this magical shield, as are all allies within a 10' radius. The shimmering globes last until the next sunrise and follow the allies even if they leave the caster's side. Each globe has *five* benefits: it provides a +8 bonus to AC; it blocks *magic missiles* automatically (see *magic missile* spell description); it reduces damage on *all* attacks against its target by 2 points; it blocks most attacks from mundane projectiles, reducing damage from any arrow, sling stone, bolt, dart, or other ranged weapon by 20 points per attack for the duration of the spell; and it provides a benefit in counterspelling equal to a +4 bonus to any subsequent spell check made as a counterspell.

READ MAGIC

Level: 1 Range: 5' Duration: Varies Casting time: 1 round Save: None

General The caster can read magical text, such as magical scrolls, books, and tomes, as well as magical inscriptions on swords, arches, and the like. This allows comprehension but does not activate the spell. The caster can learn the reverse of this spell, called *obfuscate magic*, which renders magical text illegible (even with the aid of this spell).

Manifestation Roll 1d4: (1) the caster's eyes glow; (2) text glows; (3) letters of text flow into new, legible shapes; (4) none.

Corruption Roll 1d6: (1-2) minor; (3) caster's skin is inscribed with 1d6 glowing tattoos of mystic runes; (4) caster's eyes take on a yellow film whenever they look upon the printed word; (5) caster's fingertips are permanently blotted in ink; (6) major.

Misfire Roll 1d6: (1) caster's mind scrambles letters, preventing him from reading for 1d4 days; (2) caster scrambles visual perception for all allies within 20', meaning none of them can read for 1d3 hours; (3) caster inadvertently enchants nearest text (probably a book on their person but could be further away), translating it into a magical text that can now only be read via *read magic*; (4) 1d6 printed pages within 100' are magically distorted such that the letters un-ink, rearrange themselves, and then re-imprint, rendering the page completely unreadable unless the letters are manually resorted; (5) the nearest book is translated into another language entirely (reference Appendix L for ideas; roll d% as wizard); (6) for the next day, every word spoken by the wizard appears visually in front of him as a gust of dark smoke shaped like the appropriate letters, emanating from their mouth.

1 Lost, failure, and worse! Roll 1d6 modified by Luck: (1 or less) corruption; (2+) misfire.

2-11 Lost. Failure.

12-13 The caster can read magic text for 1 round, long enough to read a single sentence or phrase. they retains understanding of this phrase even after the duration ends. Reading a complete spell scroll typically takes 1 turn per spell level, so this is not enough time to read a complete spell.

14-17 The caster can read magic text for 1 turn, long enough to read a level 1 spell. they retains understanding of this phrase even after the duration ends.

18-19 The caster can read magic text for 2 turns, long enough to read a level 2 spell. they retains understanding of this phrase even after the duration ends. The caster can also read basic magic runes and glyphs, enough to decipher the general message of a *runic alphabet* spell or other rune-based inscription.

20-23 The caster can read magic text for 3 turns, long enough to read a level 3 spell. they retains understanding of this phrase even after the duration ends. The caster can also read basic magic runes and glyphs, enough to decipher the general message of a *runic alphabet* spell or other rune-based inscription.

24-27 The caster and one adjacent ally can read magic text for 1 hour. Both caster and ally can also read basic magic runes and glyphs, enough to decipher the general message of a *runic alphabet* spell or other rune-based inscription.

28-29 For a period of 1 day, the caster and all allies within 20' can read all magic text, all runes and inscriptions, and 1d4 additional mundane written languages, starting with the first unfamiliar language encountered during the duration and ending after 1d4 have been encountered.

30-31 For a period of 1 week, the caster and all allies within 20' can read all magic text, all runes and inscriptions, and 1d4+2 additional mundane written languages, starting with the first unfamiliar language encountered during the duration and ending after 1d4+2 have been encountered.

32+ For a period of 1 month, the caster can read *all writing* – whether mundane or magical, runic or alphabetic, inscribed or invisible. If there is text present within line of sight, the caster can read it.



ROPEWORK

Level: 1	Range: 30' or more	Duration: Varies	Casting time: 1 round	Save: None
General	The caster summons a rope from nowhere and commands it to do their bidding. The rope can be used to entangle foes, climb walls, cross ravines, lift friends or enemies, shape itself into writing, or do other amazing things. Unlike other spells, casting <i>ropework</i> allows the caster to choose any result at or below the spell check.			
Manifestation	Roll 1d4: (1) normal rope appears from thin air; (2) rope drops down from above; (3) rope explodes from the ground like a serpent, then changes to look like rope; (4) multi-colored threads sprout from the ground and coalesce into a rope.			
Corruption	Roll 1d4: (1) caster's skin takes on ropy look and feel; (2) caster's arms elongate 1d4+4" and joints soften, giving the limbs a tentacle-like consistency; (3) caster grows a sixth finger on each hand; (4) caster grows a sixth toe on each foot.			
Misfire	Roll 1d4: (1) for next 1d4 hours caster repels ropes as if by an invisible force field – ropes always “bounce away” when they approaches, and they slip out of their hand whenever they tries to grab one; (2) rope is summoned to immediately bind the caster securely (DC 15 Agi or Str check to escape, or rope must be cut); (3) caster plus 1d4 nearest allies are all drawn together by magically summoned rope which proceeds to bind them in a complex knot (DC 15 Agi or Str check to escape, or rope must be cut); (4) 1d4 animated ropes appear and begin attacking all nearby creatures! (AC 8, 5 hp each, atk whip +3 melee (dmg 1d3)).			
1	Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + patron taint + misfire; (1-2) corruption; (3+) misfire.			
2-11	Lost. Failure.			
12-13	The caster summons a rope of up to 100' in length from nowhere. The rope remains in existence for 1 turn.			
14-17	The caster summons a rope as above. Using an existing rope or the summoned one, they can command the rope to rearrange itself into any shape. This can be a symbol (such as an arrow or square), writing (cursive or block), numbers, or anything else. The rope takes 1d4 rounds to arrange itself, depending on the complexity of the request.			
18-19	The caster summons a rope as above. Using an existing rope or the summoned one, they can command the rope to entangle one target. The rope rapidly loops itself around the target, then constricts. The target receives a Ref save against the spell check DC to escape; otherwise, it is constrained. A constrained target cannot move or take any action other than to talk. Once constrained, the target can attempt on future rounds to escape with a Strength or Agility check (to burst the rope or wiggle free) against the spell check DC.			
20-23	The caster summons a rope as above. Using an existing rope or the summoned one, they can command the rope to rise into the air. The rope can rise straight up, at an angle, or hang in the air horizontally. It does not need to be anchored to anything and will support up to 400 pounds of weight without being anchored (anchoring it may allow it to support more weight). The rope can be climbed as normal. The rope remains in this position, magically floating in the air, for up to 1 turn, at which point it drops to the ground.			
24-27	The caster summons a rope as above. Using an existing rope or the summoned one, they can command the rope to lift a target into the air. The rope loops itself lightly around the legs and waist of the target (requiring about 5 feet of its total length), then lifts the target to whatever height is indicates, as long as the base of the rope still touches the ground. The rope can lift a target that weighs up to 400 pounds. The target can be lifted straight up or at an angle, at a speed of 50' per round.			
28-29	The caster summons a rope as above. Using an existing rope or the summoned one, they can command the rope to entangle a target (as result 18-19 above) or lift it up (as result 24-27 above), and then <i>also</i> have the rope drag target at a speed of up to 30' per round. The rope can be commanded to move up to 1 turn as long as one end of it is within 30' of you.			
30-31	As any result above, and the spell's range is extended to 300'.			
32+	As any result above, and the spell's duration is increased to 1 hour.			

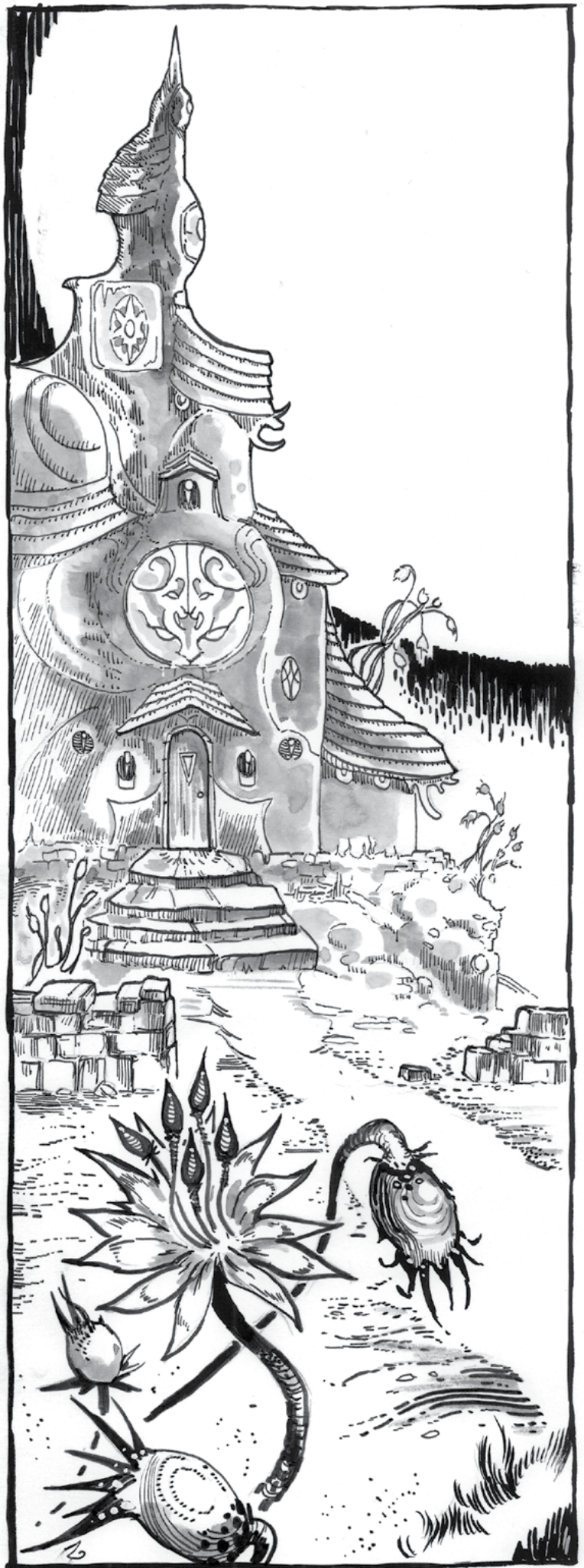
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