

DUNGEON CRAWL CLASSICS

THE PRIMER
OF PRACTICAL
MAGIC

DYING EARTH

BASED ON THE DYING EARTH
BOOK SERIES BY JACK VANCE



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BOOK TWO

PRIMER OF PRACTICAL MAGIC

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PRIMER OF PRACTICAL MAGIC

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PRELIMINARY PRINCIPLES

Magic in *Dungeon Crawl Classics Dying Earth* is both a science and an art, at once strange and familiar. It pervades the dying Earth, infusing the ancient places through the long aeons of Earth's history, where an infinite number of modes and effects have been discovered and forgotten. Most of all, in a setting where the aging world and its dim sun adumbrates the fate of all characters, it is a means to power, for some to renew the human destiny, for others to reshape the universe and all its infinities as they will.

As presented in the novels, magic takes various forms, evolving as Vance's world expanded. The earliest works depict magic as a force of will, a testament to Mazirian's and Turjan's mental self-control to contain the roiling chaos of a spell long enough to cast it. For Pandelume, magic is comprehended through mathematics, a system for understanding an underlying mosaic that defies complete mastery, but whose rules can be mastered to achieve one's desired effects. In later stories, magic appears effortless, with any number of enchantments ready at the fingertips of powerful sorcerers like Rhalto or Morreion. Moreover, for the untrained, magic is elusive and practitioners risk their very lives with one misplaced malapropism or misfire.

A theme that runs throughout the novels, however, is that full comprehension of magic is impossible. An infinite number of modes may be used to achieve an effect—the sleight of runes, incantations, designs, exorcisms, talismans—any of which take a lifetime of study. The specific means by which magic is used in the setting is up to the judge: as the end of time approaches, the properties of magic, demons, and science are all blended and effected through any number of forms.

This volume details the history and use of magic in the Twenty-first Aeon. Included are new rules for spellcasters, including details of magician and witch magic, along with dozens of new spells that are compatible with any DCC RPG game.



CHAPTER I: MAGIC IN THE DYING EARTH

Magic is a practical science, or, more properly, a craft, since emphasis is placed primarily upon utility, rather than basic understanding. This is only a general statement, since in a field of such profound scope, every practitioner will have his individual style, and during the glorious times of Grand Motholam, many of the magician-philosophers tried to grasp the principles which governed the field. In the end, these investigators, who included the greatest names in sorcery, learned only enough to realize that full and comprehensive knowledge was impossible.

∞ Foreword, *Rhialto the Marvellous* (RM.fw) ∞

There aren't any true "rules" of magic. Magic is magical.

∞ *Quests & Journeys, Dungeon Crawl Classics*
Role Playing Game (DCC RPG.VI) ∞



Thousands of years ago, the magician-philosophers of Grand Motholam wrought magic in a time unrivaled before or since. Sorcerers of every description swarmed the lands of Ascolais and Alмеры, constructing seats of power from which they commanded terrible spells and attempted to vibrate and twist the very principles that governed the field. This was the golden age of magic, and the highest of their order was Phandaal, a master mathematician and said by some to be the greatest sorcerer who ever lived. As these sorcerers grew in knowledge and ability so did their excesses, along with the rumors of their links to other, darker, entities. The age of the arch-mages ended when the ruler of Grand Motholam put Phandaal to torment, and after a terrible night, killed the Arch-Mage and outlawed sorcery throughout the land. The surviving wizards of Grand Motholam fled like beetles under a strong light and their lore was dispersed and forgotten.

In DCC Dying Earth, magician characters are the remnants of this class of once godlike sorcerers. In comparison to the great arch-mages that have come before, they are a diminished lot, one whose inheritance has been diluted to a minor part of all the lost knowledge, and that is fought over and hoarded by those with means to obtain Phandaal's secrets. Characters who study magic are beset with rivals and must scrape together the knowledge for

spells from the scraps of lore passed down from sages. The goals of a magician vary; some seek to gather knowledge of all the known spells, others to create life from essential matrixes, still others care only for faddishness, perversity, and the occult, spending their time before the sun winks out in

pursuit of decadence or excess. Regardless, those who seek the uncertain inheritance of the age of Grand Motholam will go to great lengths to obtain it.

Unlike wizards, magicians control magic through iteration and memorization, or extend dominion to those entities that can more easily wield magic for them. Practitioners vary from necrophages that summon dark creatures, to cabals of polemic sages, to those avuncular sorcerers who seem to care little in the world but to eclipse their rivals. The way each individual magician approaches magic is also different. One may rely on brain-stimulation, another on dream-walking, another on maugifying the interactive forces that exists between matter. In all magic, however, there exists a symmetry and balance; a push-and-pull that ordains the rules of spellcasting, and those practitioners who risk bending the underlying mosaic of magic to their will must inexorably be required to restore its equilibrium.

This section details new rules for spellcasting in the Dying Earth. While these rules were created with the Dying Earth in mind, judges can use the new rules for any setting.



VANCIAN MAGIC

The Dying Earth is one of the original inspirations for the type of magic systems found in the earliest role playing games, often called “Vancian”, in which magic-users memorize spells from their librams, and once cast, forget them for the day. Casters in these systems also have a limited number of spell “slots”, a nod to the incantations of the Dying Earth being so complex and mind-bending, like mosaics of mathematical formulae, that even an advanced practitioner could only hold half a dozen in their mind ready to cast or risk going insane.

Vance’s stories of a post-future earth where magic is indistinguishable from technology also inspired the artists and designers of *Dungeon Crawl Classics*, where spells are not “fire-and-forget”, yet the magic system of DCC RPG captures the mercurial and complex nature of magic where one mispronounced syllable can fling the caster across the world, and settings where the characters are constantly reminded of the echoes of the past and the crumbling demesnes of the ancients. Here, beyond both memorization and the wildness of the magic depicted in the Dying Earth, there are also magical entities – sandestins – which enable the members of Rhialto’s association of magicians to command powerful magics seemingly outside the limitations demonstrated by magicians like Mazirian and Turjan.

In the end, DCC Dying Earth tries to capture the feeling of different forms of magic while maintaining the fun of what lies at the core of the DCC RPG spell system: the variance in power, the risk for misfire, and the sacrifices of the caster for their art. So there is memorization, but there is also the more effortless demonstration of power at higher levels, where one’s only true rivals are other magicians.

EQUIPOISE AND EXACTITUDES



Knowledge in the Dying Earth—especially magical knowledge—is jealously guarded, and sharing it always comes at a price; in one guise or another, the Law of Equivalence must prevail. In the novels, this symmetry extends beyond magic to pervade the interactions between peoples as well: the purportedly “free” is seldom as represented, and the unscrupulous inhabitants of the earth usually expect some commodity in return for their assistance or for righting a perceived wrong. Similarly, when a PC makes a request of a patron or seeks some favor from a sponsor, there is always a debt incurred to maintain the universal equipoise.

Exactitudes are a means for judges to identify requisite acts when a character asks for something of value or commits an act of mischief, be it from a patron or a simple hetman. To use, the judge should determine the significance of the request and have the player roll on the appropriate table below. For example, help crossing a river may result in a minor request, whereas a magician seeking to synthesize matter with life requires a far greater sacrifice.

Table 1-1: Minor Exactitudes

d10 Result

- 1 Retrieve a thaumaturgical talisman from the manse of a powerful magician.
- 2 Journey to the northern wastes and recover the venomous spine of a basilisk.
- 3 A sackful of spase-bush collected from a faraway land.
- 4 Tame an oast.
- 5 Steal a rare volume from the library of the Obtrank Normalcy.
- 6 Acquire a pair of pantaloons sewn by a Maot.
- 7 A gold sphincter-clasp.
- 8 A vial of dream-powder.
- 9 A feather from a wind-stick devil.
- 10 A finger.

Table 1-2: Major Exactitudes

d10 Result

- 1 Recover an artifact from the ruins of lost Ampridatvir.
- 2 Steal an IOUN stone from a great arch-mage.
- 3 Ask a question of the ghost of Empress Noxon.
- 4 Clean a manse without magical aid.
- 5 Steal a spell from a rival.
- 6 Divert the River Asc.
- 7 Sail a floating ship across the Silver Desert.
- 8 Awaken a sleeping paragon.
- 9 Return with the breath of a shade from the Valley of Graven Tombs.
- 10 A dram of the elixir of youth drawn from the Baths of Paphnis.

Table 1-3: Greater Exactitudes

d10 Result

- 1 A grain of dust from a burnt-out hulk of a dwarf star.
- 2 Create a new spell and share it with the patron.
- 3 Warn the patron’s past self about an impending doom.
- 4 Capture the thoughts of a dreaming god.
- 5 Recover a lost amulet cast away in the Seventeenth Aeon into the Santune Sea.
- 6 Find the lost world of the departed Gray Sorcerers.
- 7 Three hairs from the mane of Golickan Kodek the Conqueror’s favorite mare, whose sepulcher is said to lie somewhere in the hidden land of lost Laidenur.
- 8 A galley of the star-pirates.
- 9 Recover an elixir inadvertently spilled in the sea.
- 10 Bring the moon back to Earth.

SPELL PROVENANCE



agic in the Dying Earth is ancient. The great sages of the past have tamed the underlying mosaic of magic such that the magicians of the Twenty-first Aeon may enact their will to produce any number of desired effects. In many cases, spells were systematized by one of the great arch-mages of history, the enchantment becoming eponymous with its creator, while others can no longer be traced to a specific individual. As a result, spells have been codified and passed down from caster to caster, each learning a specific formula or means of casting the energy contained within a spell that produces the unique mannerisms that can be traced back to its originator.

In DCC Dying Earth, every spell is linked to an originator, known as the spell's provenance. Spell provenance encapsulates the particular characteristics that mark each invocation of a spell as unique, whether imbued in the spell by its creator, or imparted as a result of scribes working from original works passed down in dusty librams and scribbled notes in the marginalia, or even as a result of a former mage's attempt to refine the contours of a spell or add their own reinforcing resonance, sometimes at the cost of dangerous perversions.

Each time a spell is learned by a magician, they must roll for the spell's provenance, representing the distinct manner that spell was written down by the sage who owned the spell before them and the variegations of the individual magicians who created or refined it. A magician attempting to cast *Phandaal's Critique of the Chill* from the cribbed notes of an unknown cloud-rider of the Twenty-first Aeon is distinctly different than reading from the purple vellums of the master mathematician's own hand.

When a magician learns a new spell, including at character creation, they roll d% on Table 1-4 to determine the prov-

MERCURIAL MAGIC IN THE DYING EARTH

In contrast to provenance, mercurial magic is the uncontrolled aspect of magic, which does not necessarily have much place in a world where spells are learned by rote and memorized for each casting. Instead, magicians may attempt to manipulate the underlying mosaic of magic through amplification rolls (see p. 20).

Since mercurial magic is one of the elements that lends a uniqueness to DCC RPG, judges still have the option of including mercurial magic at their tables. If desired, it is recommended for results of "no provenance" that the judge have the player roll for mercurial magic as per p. 110 of the DCC RPG core rules, representing the uncoded nature or unknown pedigree of the specific spell learned by the magician.

enance of that spell, if any. This percentile roll is adjusted by their Luck modifier $\times 10\%$; i.e., a +2 Luck modifier counts as +20% on the check. Alternatively, the judge may identify a specific provenance based on the source of the spell. Players may even wish to seek out a specific provenance as part of a "quest for it" moment in the campaign.

In addition, some arch-mages are so well-known that they leave an indelible stamp on those magics they create, and there are certain sages whose provenances are so renowned that tombs or librams from these masters may have their own unique spell provenance tables. Judges are encouraged to develop provenance entries for such past masters in their own campaigns, even creating their own specific spell provenance tables to draw from.

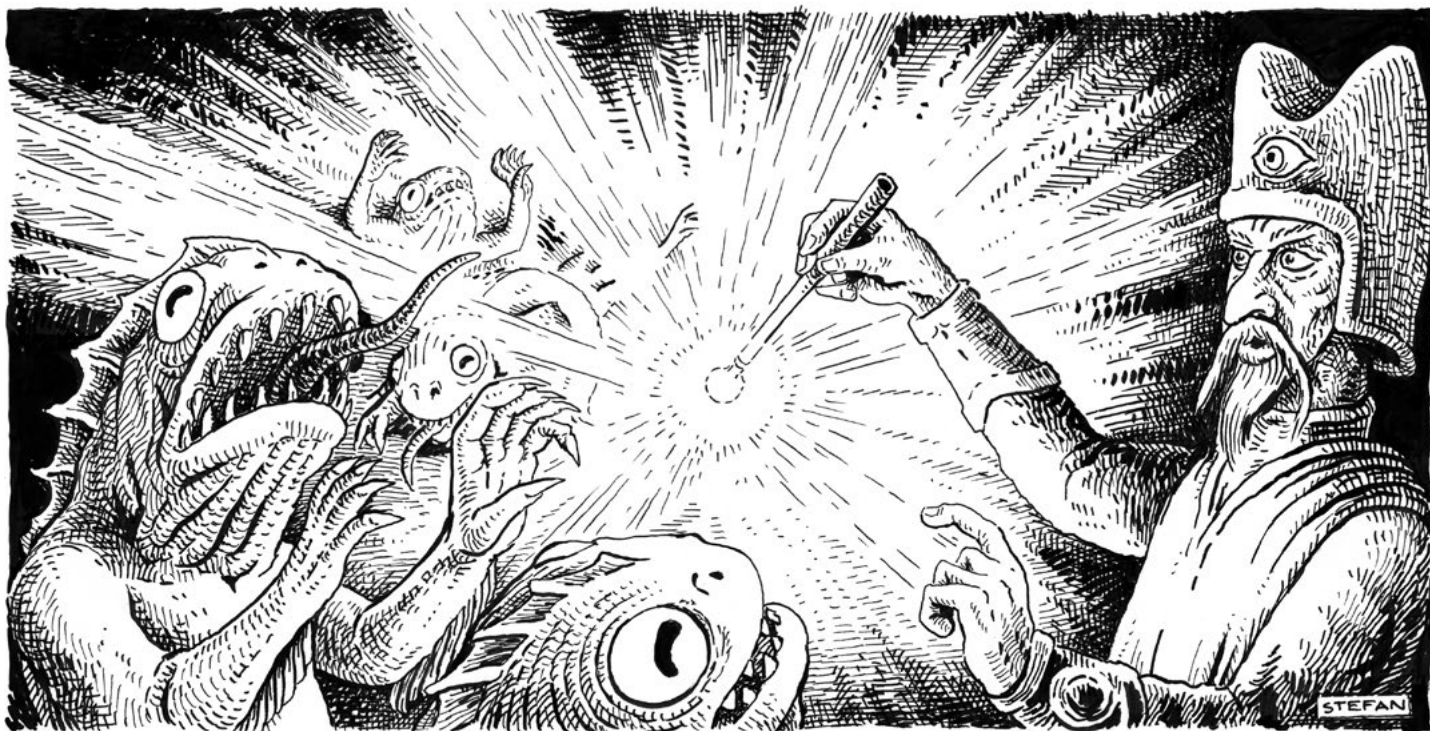


Table 1-4: Spell Provenance

d%	Provenance	Adjustment to Spell Effect
1 or less	Makke the Maugifer	When casting this spell, all active spells within 20' of the caster fail and are lost for the day, including those of the caster.
2	Schliman Shabat	After casting this spell, any magic item carried by the magician is rendered non-functional for 1 day.
3	Panguire	The caster has their nose elongated 1" by a mischievous madling each time the spell is cast.
4	Lehuster the Benefer	With each casting, the magician is slowly transformed into an archveult, gaining glimmering cobalt scales, a sixth toe, a crested scalp, and tufts of feathers growing from their shoulders.
5	The Green and Purple College	All spellcasters and magical creatures (including magicians, witches, and vat-things) within 20' of the caster suffer 1d5 points of damage per level of the spell as the underlying matrix of magic undergoes a torsion effectuated by the casting.
6	Pikarkas	Each time this spell is cast, a swarm of insects collects on the caster's body. The insects remain for 1d4 rounds, disrupting concentration while they crawl over the caster's skin, eyes, and mouth.
7	Yasbane the Obviator	Whenever this spell is cast, there is a cumulative 1% chance of breaching an opening into one of the demon-realms, exposing the caster and their allies to the dark entities of the sub-world.
8	Lugwiler	Painful red hives cover the caster for 1d4 hours after casting this spell, causing a -1 penalty to all actions.
9	Arnhoult	A magical backlash causes the caster to be transformed into a small animal for a number of rounds equal to the spell level after casting. Roll 1d4 for type: (1) echinoderm; (2) weasel; (3) eel; (4) murid. While transformed, the caster has full access to their mental abilities and memories, including spells; however, performing any actions that require physical manipulation take into account this new form, which may limit or prevent specific actions.
10	Gilgad	A wave of acrid temper accompanies castings of this spell. The caster must make a DC 10 Will save or take no other actions except to lash out at a random target of their anger within 20' until 1d6 rounds have passed.
11	Lutar Brassnose	Each time this spell is cast, there is a cumulative 10% chance that a part of the caster's body is replaced by an alloy until only the caster's head is left. Roll 1d6 for the effect of the replacement, re-rolling any duplicate results: (1-2) arm [+1 Strength, -1 Agility]; (3-4) leg [+5' speed, -1 Agility]; (5) torso [+1 AC, -1 Personality]; (6) lungs [immune to poison gas, -1 Stamina].
12	Thasdrubal	With each casting, there is a cumulative 1% chance the released magical energies attract a winged type III demon who carries the caster 100 miles away in a random direction.
13	Xarfaggio	The caster goes blind for 1d4 rounds after casting the spell.
14	Ekim	The arch-mage Ekim was notoriously sensitive about his secrets. Each time this spell is cast, a random word disappears from the written version of the spell in the magician's spell book, incurring a cumulative 1% chance of misfire when memorizing the spell in the future. This roll is made in secret by the judge.
15	Emirikol	Each time this spell is cast, the caster incurs an automatic minor corruption (DCC RPG p. 116).
16	Lokerimon	Lokerimon's unsuccessful attempt to combine multiple practical effectuations causes the spell to take effect 1d4 rounds after casting.
17	Disserl	Each time this spell is cast, one of the magician's eyes disappears, only returning after 1d4 days. While thus discommoded, the magician suffers a -2 penalty to all actions that require vision. Subsequent castings do not incur an additional penalty until the missing body part is restored.
18	Vasker	Each time this spell is cast, one of the magician's ears disappears, only returning after 1d4 days. While thus discommoded, the magician suffers a -2 penalty to all actions that require hearing. Subsequent castings do not incur an additional penalty until the missing body part is restored.
19	Peliasias	Each time this spell is cast, one of the magician's arms disappears, only returning after 1d4 days. While thus discommoded, the magician suffers a -2 penalty to all actions that require Strength. Subsequent castings do not incur an additional penalty until the missing body part is restored.

Table 1-4: Spell Provenance

d%	Provenance	Adjustment to Spell Effect
20	Archimbaust	Each time this spell is cast, one of the magician's legs disappears, only returning after 1d4 days. While thus discommoded, the magician suffers a -2 penalty to all actions that require Agility. Subsequent castings do not incur an additional penalty until the missing body part is restored.
21	Dalmasmius the Tender	After casting, the magician must make a DC 12 Will save or for the next 1d4 rounds sing and perform a series of grotesque capers.
22	Darvilk the Miaanther	For a number of days equal to the spell level, the magician's face transforms into the wizened death-mask of its sorcerous creator. While transformed, the magician's Personality is reduced to 3, and any creatures must make a DC 10 Will save or be so disturbed that any interaction with the caster is precluded. Steps taken to ameliorate the effects, such as wearing a mask to cover the horrible visage, waive the associated save.
23	Iolo the Dream-taker	As the spell is recited, the words of the caster crystallize into beautiful forms which can only be transmitted to a target that ingests them.
24	Vermoulian the Dream-walker	For 1d4 rounds after casting, the magician is rendered inoperative by overwhelming dream-like visions, and is able to exert little control or action.
25	Zanzel Melancthones	While casting the spell, the acerbic voice of Zanzel fills the head of the caster with abase criticism, requiring the magician to make a concentration check DC 11 Will save or cause the spell to fail.
26	Teus Treviolus	Nearby magicians act as a conduit for casting this spell, adding +1 to the spell check for each magician participating in the cabal, up to a maximum of +4. Each participating magician must make a Will save (DC 10 + spell level) or suffer major corruption (DCC RPG p. 118).
27	Astherlin	A hirsute naturalist and rival of Mauldred, Astherlin imbued this spell to cause a random creature within 20' of the caster to be covered in extreme hairiness.
28	Mauldred	Philosophically opposed to Astherlin's studies, Mauldred imbued this spell to cause a random creature within 20' to become completely bald.
29	Khulip	As a result of an ineffective augmentation, this spell may only be cast by touch.
30	Radl	Influenced by its melodious progenitor, lively music accompanies each casting of this spell, potentially notifying other creatures of the caster's presence.
31	Rhialto the Marvellous	The caster must designate an article of fine clothing as a stipulation that is required to be worn to cast the spell (e.g., a hat, boots, gloves, etc.). The item must have a value of at least 10 terces, and if the item is ever lost or destroyed, it may be replaced, but at a cost of twice the original value.
32	Tinkler	The caster loses all sense of taste for the next day after casting this spell.
33	Nythuul	The skin of the caster is covered in a fine integument for 1d6 hours after casting. Roll 1d4 for type: (1) quills; (2) dermite; (3) wax; (4) eiderdown.
34	Pandalect Cosmei	After casting, the magician is transformed into a man-sized swan for 1d4 rounds. While transformed, the caster has full access to their mental abilities and memories, including spells; however, performing any actions that require physical manipulation take into account this new form, which may limit or prevent specific actions.
35	Kolghut	An icy chill accompanies the casting, causing the caster's blood to slow and freeze. For a number of turns equal to the spell level, the caster takes half damage from cold-based attacks, but suffers double damage from fire and heat.
36	Byzant the Necrope	For the next hour after casting the spell, the caster may only speak in the archaic language known as Old Naotic.
37	Dulce-lolo	A practitioner of verbal virtuosity, Dulce-lolo used a vocal augmentation as a means of guarding his secrets. As a result, the magician may only cast the spell while reciting it in two voices, falsetto and bass, requiring a DC 10 Personality check to successfully pull off the performance.

Table 1-4: Spell Provenance

d%	Provenance	Adjustment to Spell Effect
38	Haze of Wheary Water	As a measure against rivals stealing the spell, the text is written out in birdsong. The caster must find a means to understand the language before the spell can be memorized.
39	Zahoulik-Khuntze	When the magician learns this spell, strange sigils are engraved on the fingernails of the caster's hands. After each casting, one of the sigils flares and causes the fingernail to fall off, requiring 1 month to re-grow. If all the sigils have been so used, the spell cannot be cast until at least one fingernail is re-grown.
40	Barbanikos	Sparks fly from the caster's ears while the spell is cast, igniting any nearby flammable material within 5'. Creatures may attempt a DC 10 Ref save to spend a round attempting to put out any enkindled habiliment they may be wearing, otherwise take 1d4 damage per round they are on fire.
41-60	Unknown	Unknown provenance (or roll for mercurial magic).
61	Arch-Mage Mael Lel Laio	The caster is enveloped in a soft luminal glow that lasts for 1d6 turns. While enveloped, the caster and their allies can see up to 20' as if by the light of one of Earth's missing moons.
62	Sankaferrin	The force of unleashed magic causes nearby objects and creatures to make a DC 10 Strength save or be repulsed until they are pushed 10' away from the caster.
63	Werdna the Fulguritor	A galvanized charge accompanies castings of the spell, dissipating after 2d6 rounds. Each round there is a cumulative 5% chance that the built-up current will be released in a violent electrical discharge, striking a nearby random creature and causing 1d6 damage per round of accumulated potential.
64	Nailuj the Dream-stealer	With each casting, the caster steals a portion of the memories of a random creature within 20' of the caster, causing a temporary loss of 1 point of Intelligence.
65	Kooh of the Minor Modes	Tied to the weakening pulses of Earth's dying star, the caster receives a +1 bonus when casting this spell under the red light of the sun, but suffers a -1 penalty at all other times.
66	Clambard	By focusing the energies of the spell, the caster causes an additional +1 damage per damage die, but the spell is cast at a -1 penalty.
67	Faucelme	A mercurial intellect accompanies the spell. With each casting, the magician loses or gains memorization of a random spell from their spellbook (50% chance of each).
68	Florejin the Dream-builder	Luminous bubbles float away from the caster when casting this spell. They burst after 1d4 rounds and flitting fragments are released, covering all objects and creatures within 20' with an unpleasantly odorous plasm.
69	Enxis the Witch	Babbling small succubi appear and mimic the caster's movements while casting this spell.
70	Iucounu, the Laughing Magician	While casting, the magician is overcome by infectious merriment, requiring all creatures within 30' to make a DC 5 Will save or lose an action recovering from the shared conviviality.
71	Mune the Mage	For the next day after casting the spell, the caster is overwhelmed by a sharp astringent taste, causing all consumed food to take on a tart, floral flavor.
72	Zaraides the Sage	Spouts of green fire adumbrate all creatures within 20' of the caster, whether visible or otherwise hidden (even those cloaked in magical veils such as the <i>invisibility</i> spell). All such creatures suffer -1 to their AC for the next 1d4 rounds.
73	The Vapurials	The caster is encompassed in a shell of shimmering light that absorbs magic for the next 1d6 rounds—including the caster's own spells. The shell is shattered after taking 20 points of magical damage or absorbing a total number of spell levels equal to CL.
74	Archemand of Glaere	When suffering from a malapropism that causes a misfire such as a natural roll of 1 on a spell check or amplification roll, the magician may choose which misfire effect to apply.
75	Phunurus the Orfo	The target must make a DC 10 Will save or be compressed to a pointure for 1d4 rounds. While compressed, the target cannot be harmed, but cannot take actions or cast spells. The pointure retains the mass of the target creature, albeit in a denser form, and can be carried or moved by anyone with the strength to pick it up.

Table 1-4: Spell Provenance

d%	Provenance	Adjustment to Spell Effect
76	Namknirb the Brain Stimulator	The caster may stimulate parts of their brain to eliminate any verbal or outward physical requirements of casting this spell.
77	Felojun	Eager to abridge access to the spell's underlying matrix, Felojun modified the spell so that it may be cast without first memorizing it, allowing the magician to cast it as per a normal spell check.
78	Hepsoj	Dark entities swirl around the head of the caster as the spell is invoked, causing those creatures that can see them to make a DC 5 Will save or be overwhelmed by fear, suffering a -2 penalty to all actions against the caster.
79	Pululias	A vibrancy of life from a past aeon infuses the area near the caster. Any vegetation within 20' grows at a compounded rate, causing plants to flower, seeds to sprout and grow into small saplings, etc.
80	Ao of the Opals	During casting, the spell coalesces into a teardrop-shaped gemstone that may be thrown at a target for its effect. The potency of the jewel wears out after 1d4 hours.
81	Leetore the Limicker	Imbued with an ebullience to mirror its creator's cognomen, spells cast in limerick form gain a +1 bonus to the spell check.
82	Dibarcas Maior	Unlike their other spells, the magician may memorize this spell twice, though the spell requires twice as long to study. This does not increase the total number of spells the magician may memorize.
83	Basile Blackweb	The half-legendary magus, Basile Blackweb, refined the spell's contours, making the chance for misfire lower. Whenever a fumble is rolled, the caster may make a Luck check, with a successful check indicating that no misfire occurred.
84	Follinense	The plasm of a random creature within 10' of the caster is altered whenever this spell is cast. Roll 1d6 for type: (1) the creature gains an additional leg and its movement increases by 10'; (2) the creature sprouts a mineral-rich crust over its skin, granting +2 to its natural AC; (3) the creature's hands end in sharp claws that can make a melee attack for 1d4 damage; (4) the creature gains immense girth, causing -1 Agility, but all crits are made with +1d; (5) the creature gains two additional arms, granting one additional d14 action die per round that can be used for a physical action; (6) the creature's eyes turn into luminous blue pools, providing infravision at a range of 60'. With each transformation, the creature must also make a DC 20 Will save or permanently lose 1d6 hit points as a result of the highly painful variates and intercongeles incurred.
85	Morreion	For the next 1d6 rounds after casting this spell, all <i>force of will</i> checks by the magician are made with a +1 bonus.
86	Yrret the Diviner	Yrret was a master mathematician, able to partially bend complex formulas to his will. After casting and rolling for an aspect of the spell (damage, duration, etc.), the caster may choose to re-roll one die, the results of which must be kept.
87	The Sorcerer Pharesm	Codified by the Sorcerer Pharesm in minute detail, this spell may be cast by the magician as a ritual version, giving a bonus to the spell check based on the duration of the preparations, where 1 hour = +1, 1 week = +2, 1 year = +3, and 500 years = +4.
88	Amberlin II	Whenever casting this spell, the magician must make an automatic amplification roll; however, the amplification check is made at -1d to the magician's "down" die.
89	Llorio the Sorceress	The spell is spoken with such potency that it inflicts double damage on a single target of the caster's choosing; however, the caster must make a DC 20 Fort save or the unbound power is too strong for the tissues of the caster's body, causing blood to spurt from their mouth and nose and incurring a temporary loss of 1d6 points of Stamina.
90	Kyrol of Porphyrhyncos	After casting this spell, the magician's hands become imbued with a nimbus of pure magic. The magician may touch an object or creature and choose to discharge the nimbus, making the touched object or creature magical for the next 1d4 rounds.

Table 1-4: Spell Provenance

d%	Provenance	Adjustment to Spell Effect
91	Lazhnascenthe the Lemurian	Each time the spell is cast, a random object within 10' of the caster animates. The object follows the command of the caster and can attack with a +1 melee attack that inflicts 1d4 damage. After 1d4 rounds it reverts to its natural state.
92	Veronifer the Bland	The creator of this spell added a reinforcing resonance, doubling the duration of any effects.
93	Houllart	The spell effects an imprecation of minor annoyance ancillary to the primary effects. For the next 1d4 rounds, the target is covered in a colorful extractive. Roll 1d4 for type: (1) blue, reducing actions by -1d; (2) green, reducing movement by 10'; (3) red, causing 1 point of damage per round; (4) yellow, doubling the target's fumble range.
94	Amberlin I	Devised by the second Chidule of Porphyrhyncos, whenever casting this spell, the magician must make an automatic amplification roll; however, the amplification check is made with a +1d bonus to the magician's "up" die.
95	Zinqzin the Encyclopaedist	Whenever casting this spell, the magician temporarily gains knowledge of a random spell of the same level. This spell may be cast one time by the caster by making a spell check, but once cast it is forgotten.
96	Calantus the Calm	An intense personal force pervades the casting of this spell. With each casting, the magician makes a Personality check. With success, the target of the spell makes any associated save at a -1d penalty.
97	Valdaran the Just	A fervor of unleashed potentium causes demons to flee from the caster as if a <i>turn unholy</i> check of the same result were cast (see DCC RPG p. 96).
98	Herark the Harbinger	Knowing the lore of twenty aeons, Herark the Harbinger imbued the spell with three classes of effects. When memorizing, the magician may choose to memorize one result lower or higher than their normal rote magic result.
99	Phandaal	Listed among the "A" or "perfected" category from the arch-mage's own great catalogue, this spell is cast with a +2 bonus; however, the magician suffers a -1 penalty to all corruption and wizardly oburgation results.
100+	Mixed pedigree	Roll twice on the table, ignoring duplicate results.

WIZARDLY OBJURGATION

Second, many of the enchanters who codified the known spells of the Twenty-first Aeon took pride in their creations and jealously guarded that knowledge, imbuing the underlying patterns with subtle torsions and hidden geases. By using another magician's spell, a caster risks triggering such a built-in trap in the codified matrix, known as wizardly oburgation.

Whenever a spell check or rote magic check is fumbled by rolling a natural 1, the caster may trigger unforeseen consequences of its creator, incurring a roll for wizardly oburgation as indicated on the spell result table. This is particularly true for named spells—those spells where the creator is so well known that their sobriquet is part of the name (e.g., *Phandaal's Critique of the Chill*).

Judges may also wish to include the possibility of oburgation in non-named magic as well. If so, wizardly oburgation takes the place of patron taint for those casters without a patron in misfire results. For example, on a spell failure result of "corruption + misfire + patron taint", a roll on the wizardly oburgation table would occur in place of patron taint for casters who do not have a patron.



Table 1-5: Wizardly Objurgation (General)

Roll	Result
1 or less	The spell's creator must have cackled with pernicious delight while designing this hidden verbal alcove within the syllables of the spell: each time the spell is evoked, the caster will be afflicted with an itch and consumed exclusively with scratching until uttering the words, suddenly transmitted into their surprised cerebrum: "O Puissant Arch-Mage! Your humble subject thanks you eternally for this small pittance of your immortal power!"
2	The amused spell's creator revels in the befuddlement of the caster over failure to master the enchantment. Mocking insubstantial laughter follows the caster on subsequent attempts to cast the spell.
3	The spell creator vexes the caster with improbable obfuscation. Future castings of the spell are at a cumulative -1 penalty.
4	The spell's creator punishes the would-be magical usurper by imprisoning the caster on a dead world orbiting a distant star for an aeon. When the magician is returned to the present, mere moments have passed, but for the next 1d4 days the caster no longer understands the language of the Twenty-first Aeon.
5	The vanity of the creator causes any mirror the caster looks in to shatter.
6	The creator animates the caster's hat, which makes derisive comments whenever the caster attempts to cast a spell. If discarded or destroyed, the hat reappears the next morning on the head of the caster, who loses 1 point of Luck for each such misplacement.
7	An inveterate jokester, the spell's originator causes a poltergeist to follow the caster around for the next 1d4 days playing practical jokes at inopportune moments (making chairs disappear just before sitting down, changing a savory dish into unappetizing spurge just before a bite is taken, etc.).
8	The infectious mirth of the creator is released as a joyful caper overtakes the caster for the next 1d4 rounds, preventing any other action except dancing for the duration.
9	The caster contracts a cold for a number of days equal to 1d3 + spell level. This annoying virus causes a wracking cough, constant nasal unrest, tubercular outpourings, and disconsolate sneezing. While so debilitated, all actions are assessed a -2 penalty for the duration of this cold. A full day of bed rest will allow the caster to make a DC 10 Fort save to throw off the influence of this unusual malevolence.
10	The vanity of the spell's creator must be assuaged. The caster loses all knowledge of the spell until they dedicate a cenotaph to the narcissistic arch-mage worth at least 1,000 terces in value.
11	Unlocked effluxions re-route the caster's mental pathways. With each subsequent casting of the spell, a vigorous pressure is applied on the caster's Lobe of Directive Volition, causing them to make a DC 15 Will save or fall unconscious for 1d6 rounds.
12	Even from beyond their unknown unloving quadrant, the spell creator hates the wholesome and comely. The caster is afflicted with ashy pustules which confer a -2 penalty to rolls for any reaction or social encounter situations. If this result is rolled again, the pustules begin to periodically trickle viscous gray slime, inducing a further cumulative -2 penalty. If rolled a third time, the pustules will constantly burst and tiny itch-mites will be seen constantly crawling on any portion of the caster's visible body. Another cumulative -2 penalty shall be assessed as noted above.
13	Alerted to the spell's casting, an archveult from the planet Jangk pursues the caster to claim a bounty from its long-dead patron, arriving in 1d4 days.
14	The caster must spend twice the amount of time memorizing the spell in the future as the creator's mind-weft interferes with the ponentiation of pro-ubietal chutes required for studying the spell.
15	A low-energy void bubble pushes the caster forward in time, only returning them to the present after 1d4 rounds. The caster and any objects or creatures now standing where the caster was when they disappeared suffer 3d6 points of damage at the violence of their return.
16	The caster's spellbook erupts into magical emerald flames, destroying the spell and 1 additional spell each round until put out. The fires can only be quenched by magical means.
17	The caster is reduced to a minuscule. After 1d6 days, the caster is returned to normal size, but thereafter has an excessive and implacable desire for honey.
18	The spell's creator may have vanished into the lost aeons of the past, but their urgent vituperation of the healthful persists. The caster is afflicted with permanent Stamina loss. This loss is computed by dividing the caster's permanent Stamina score by 4, rounding down and subtracting that number from the caster's Stamina.
19	The spell creator deems the caster as a suitable proxy for their return from their void-form. The caster must make a DC 15 Will save or be taken over by the spirit of the original creator, which has been codified into the hidden symbols of the spell. While overpowered, the caster is aware of the actions of the spirit, but is incapable of opposing them. The caster may make a new save each day to throw off the possession, but after three such failed attempts, is permanently suppressed by the overwhelming will of the spirit.
20+	Roll again twice, ignoring duplicate results unless otherwise specified.

Table 1-5 lists general objurgation effects that are triggered for any named spell as the result of a misfire. If objurgation is required, the roll is 1d20 plus the spell's level minus the caster's Luck modifier. Like corruption, a magician that suffers objurgation may burn 1 point of Luck to avoid the objurgation. Finally, many of the most powerful of arch-mages of the past have imbued their magic with specific effects. In lieu of using the general table, judges may wish to create their own wizardly objurgation results for those arch-mages whose names especially resonate across the aeons.

MAGICAL ASSOCIATIONS

When a magician receives enough power, one may wish to seek out an association of other powerful sorcerers. Conversely, if one achieves enough notoriety, its delegates may even approach them. Associations are a curious lot. While an association gives the magician access to great resources, it is primarily the highest stage for showing off one's abilities to one's peers—or rivals. Even if its members are among the most powerful entities in the universe, comprehensively they are vanity-filled epicures and covetous braggadocios.

Associations are complex structures of status and rankings. Associations are typically led by a preceptor, not necessarily the most powerful magician, but one of highest standing, who has great power over the proceedings and may call meetings of the members. The preceptor also decrees penalties for violating the rules of the association, usually codified in a code of conduct, sometimes called a Monstrament. Often the preceptor has unilateral, but tenuous authority. Penalties can be harsh: rebukes can discommode a member of valuable magical talismans or even revoke one's entire capacity for magic. Regardless of the specific set of rules that govern a given association, in general they adhere to the rule of law, and pledges made by its members are a matter of public record and must be honored.

To join an association, a magician must have received an invitation, usually by a sponsor who is already a member. Some associations might have strict membership rules, even going so far as to exclude members of another sex or those who are unequivocally xenophobic, but magic is nothing else if not a meritocracy—those who demonstrate sufficient skill can overcome even the most entrenched biases. Membership typically requires performing some significant service to either the sponsor or the association (or possibly both). See "Equipoise and Exactitudes" on p. 5 for suggestions of possible requirements for admission.

ASSOCIATIONS OF THE DYING EARTH

The following associations are provided as examples—some well-known, others less so—of those who might be encountered by PCs. These associations might be sought by PCs attempting to find powerful allies or by magicians vying for membership in campaigns set in the Dying Earth.

The Obtrank Normalcy: A somewhat theocratic order of magic, the members of the Obtrank Normalcy seek to understand the world through reasoned logic. Initiates must serve as catechumen for a number of years and demonstrate an exceptional understanding of syllogistic reasoning before being admitted to the more prestigious inner circle.

The Gray Sorcerers: Named after those ancients who departed for the stars aeons ago, the Gray Sorcerers seek to find and follow their precursors into the void. Members are often engaged in recovering or acquiring what little evidence of this outward passage remains in the present, paying steep bounties for artifacts of proven pedigree. Believing that purity of anthropomorphic blood is paramount to their search, they exclude those they consider tainted from becoming members, such as anthropophages and vat-things.

Maram-Or: A group of minor magicians located in Ascolais. Members are known as Chosen Hierarchs, conferring a measure of respect by those affiliated within its area of influence.

Temuchin: An order primarily composed of sages whose goals are to document the taxonomy of magic and magical creatures and superphysic numeration. The Temuchin maintain a vast library of indexed codices in the northern wastes.

The Collegium: Also known as The Convergence, members of the Collegium revere the Nameless Synthesis, a focus of pure sentience at the core of the Hub, where somewhere between twenty and thirty distinct infinities converge. Ruled by a council of equals, its elders are allowed the control of their own private infinity.

The Guardians of Secrets: A conclave of high magicians known for egalitarian acts, the Guardians are an obscure and hidden sect whose members go to great lengths to mask their involvement in the association.



MANSES

A manse is, of course, a basic prerequisite for most other mages to consider a magician worth their attention (if not one of their equals). A grand manse is something of a signifier among magicians, and a magician with but a poor hovel commands little respect and may even be openly derided by one's peers. Seeking the right location, of sufficient power, the correct convergence of ley lines, objective beauty, and ready subjects to impress or indenture is a long and arduous process — one that lends itself to the "quest for it" aspect of DCC.

Once obtained, a magician must find means to not only maintain their manse in sufficient style, but to expand its grandeur and protect the collection of objects stored within and ensure that their peers speak of its splendors with fitting awe and envy. The table below gives suggestions for minimal annual costs for maintaining a manse based on the level of the magician. These costs represent the aggregate outlay, which may be spent in provisions for workers, magical upkeep, or even bribes paid to nearby thearchs and petty lords:

Level Annual Costs

- | | |
|----|--|
| 1 | 1,000 terces. |
| 2 | 10,000 terces. |
| 3 | 50,000 terces. |
| 4 | 100 yu-sapphires and 12 zamanders of the first water. |
| 5 | One sandestin, with an annual expenditure of one indenture point. This indenture point cannot be re-committed without an early termination of the sandestin's contract, whereby the magician's manse falls into immediate ruin. See p. 24 for more information on sandestins and indenture points. |
| 6 | One sandestin, as above, along with upkeep for 50 retainers. |
| 7 | Two sandestins and upkeep for 100 retainers, including 50 minuscules, each requiring a daily ration of two ounces of honey, a gill of Misericord, a dram and a half of malt spirits, biscuit, oil, and thrush pâté. |
| 8 | Three sandestins and upkeep for 200 retainers plus 100 minuscules. |
| 9 | Four sandestins and an entire small town or village dedicated to supplying the manse with materials, provisions, and labor over multiple generations. |
| 10 | Five sandestins and an entire district or region dedicated to supplying the manse with materials, provisions, and labor over multiple generations. |

SPELL CREATION

Wizards, magicians, witches, and their ilk are as variegated in their arcane effectuations as are a diamond's scintillations. Nonetheless, the wise simplify such variations and categorize them binarily: those who merely practice the craft, and those who evolve it. Whereas the former majority considers a discovered grimoire, scroll, or otherwise indited en-



ensorcelment to be something to learn and repeat, the latter minority considers it an imperfect phlogistic canvas—only improved by one’s own arcane pigments. These master craftsmen modify spells to their liking, and in rare cases, create entirely new ones. Such incantations, both modified and wholly original, bear the names of their authors. For those who cogitate the arcane tapestry of magic and seek to augment its enchanted weft, they may do so by effectuating spell modification or spell creation.

SPELL MODIFICATION

The aspiring spellsmith rises above arcane mediocrity by effectuating specifically localized but significant improvements on spells already created. Modifying a spell refers to changing a given result of the spell casting table (e.g., spell check result 14-17 for color spray). With the exception of changing manifestations, one may only change the individual spell check results.

The skein of thaumaturgy is delicate, and wantonly pulling at its illimitable knots unravels the ensorcelment’s fabric; thus, augmentations of a different character are ineffectual, insalubrious, and best avoided unless morbidity is desired. The sorcerer must abide by the following limits when modifying spells:

The mage must not modify the spell check ranges; these are codified into the underlying pattern governing magic and physical law.

They must not modify corruptions or misfires; one cannot control the phlogistic forces.

Finally, the ensorceler must not modify any aspect in a spell’s General section (e.g., changing a spell from use-result-corresponding-to-check to use-any-result-equal-to-or-less-than-check); this is equivalent to completely changing the magical mosaic’s pattern, and can only be done by creating an entirely new spell.

As previously mentioned, one may modify a spell’s manifestation (see below), although this is considered apprenticeship to any self-respecting master craftsman, and is not sufficiently difficult to warrant naming the spell.

The basic process for spell modification is as follows: the player determines the particular effect of the particular spell they want to change, and writes the proposed modification. They and the judge negotiate until both agree that the alteration is reasonable (see below for additional guidelines). The PC must complete two phases, Theory and Application, for the modification to become permanent.

Theory: The PC must first invest in sufficient research materials to accompany their studies. The cost is 1,000 terces per given result per level. Thus, changing one result of a level 1 spell costs 1,000 terces, whereas changing all 8 results costs 8,000. During the Theory phase, the PC spends 1 week per spell level of contiguous time devoted to research, not adventuring.

Application: Once the Theory phase is completed, the spellsmith must apply their phlogistic hypotheses “in the field,”



MAGICAL FEUDS

Magicians endlessly plot how to outdo their peers, paying jealous attention to which of their rivals has the grandest manse or most minuscules, or even who presented the most obscure magical thesis at the latest colloquium. Feuds born of these subtle imprecations never truly die; they only simmer until overtopped. Rare is the overt spell duel, though; cunning and comeuppance are valued higher than outright aggression.

Squabbling magicians are often part of the same association, its members providing a ready audience for eclipsing their rivals. These subtle intrigues may span years or even aeons, providing a number of opportunities for role-playing by players and judges. Examples of possible inciting reasons for squabbling magicians are included below.

Jealous rival: The magician incurs the wrath of a fellow member of one's association who seeks to undermine their place in its order. The rival seeds doubt into the other members of the association by spreading libelous rumors and even going so far as to blame minor acts of imprecation on them.

Brighter star: The magician showed up another attendee at a recent grand ball, a preterite recording of which has continued to incite the victim's anger. The attendee is waiting for the right moment to revenge the perceived slight.

Dyspeptic familiar: The magician is accused of passing another magician's beloved pet simiode an illness that discomfited it for a number of weeks, during which time the discommoded magician had to tend to the creature day and night.

Inconvenienced servitor: A fellow sorcerer accuses one of the magician's sandestins of obstructing a loyal servant while on an errand that took it through a field next to the magician's manse. The servant returned with the errand unfulfilled and with its ears tweaked into a distended shape, which took many days of foul-smelling baths to cure.

Missing menagerie: After losing a prized bird-man from an aviary, the magician discovered feathers near a rival's manse where one of the rival's great cats is housed.

Recovered malfeasance: The magician pursued a ruffian onto the property of another magician—where, before properly notifying their rival, they dealt with the delinquent in a manner that destroyed a large number of the other's singular glass trees.

meaning that they must successfully cast the modification a particular number of times while adventuring (i.e., in actual gaming sessions). During this application phase, the spell is "warped" such that spell check results higher than the modification's do not manifest. Any result greater than or

equal to the target spell check triggers a Luck check from the caster. If successful, the new effect occurs; otherwise the casting results in automatic misfire, but is not lost for the day. Note that since the caster is actively trying to change the spell, the spell functions abnormally until the change is mastered. In game terms, the PC must successfully cast the new effect a number of times equal to the spell's level.

Once a PC has completed the Application phase, the spell is no longer warped and contains the proposed modification; the previous result, having been replaced, is permanently forgotten. The arcane instructions automatically change in a caster's mind, with the mental or written symbols describing the spell being interpreted an entirely different way. One may consider spell instructions like a homonym, but a caster's mind only comprehends one of its definitions. The spell's name gains the caster's name as a prefix, such as *Hepsoj's color spray*.

The aforementioned negotiation between player and judge to agree upon the proposed modification should neither be prolonged nor laborious. The intent of the Theory + Application process is to outline a base approach if a modification seems to be equal in power to that being replaced. If a judge feels that this is not the case (either there is too much damage, or duration is too long, etc.) then both of the above phases can be made more costly. The judge may consider the spell to be one level higher when determining costs of terces and research time. Similarly, for the Application phase, the judge can increase the required number of successes. Moreover, additional requirements can transcend game mechanics; the aspiring spellsmith may have to quest for rare components, forgotten lore, archveult treatises, or even sacrifice a body part. (How many fingers are needed to cast a spell, really?) With this being said, a modification should be rejected if it is obviously more powerful than a higher spell check result.

Manifestations: It is significantly easier to modify a spell's manifestations. One need only follow the Theory stage above; success is automatic at its conclusion. Altering a manifestation is thus a trivial matter, and other mages will ridicule a buffoon who adds one's name to a spell just for changing the way it looks.

Example of Spell Modification: In his hubris and desire for knowledge, the arch-theorist Yrret seeks to modify the widely-known level 1 spell *magic missile*. After carefully weighing the cost of treasure and time, he decides to attempt to modify a single result—result 24-27, which provides a single missile doing 4d12+CL damage—to allow him to cast multiple missiles instead. Consulting with his judge, the player determines that a reasonable modification would be 1d5+3 missiles for 1d7+CL damage each, as this falls between the preceding result 20-23, which allows the caster to throw 1d4+2 missiles that each do 1d6+CL damage, and result 28-29, with 1d6+3 missiles doing 1d8+CL damage each (albeit with better range). An unreasonable modification would be 1d8+4 missiles at 1d10+CL damage each (unreasonable because the proposed 24-27 result is more powerful than that for 28-29), unless there was some compensating penalty, such as limiting its range to 15'.

After investing the requisite 1,000 terces for material components for his research (1,000 terces per spell level), Yrret spends a week in study (1 week per spell level), forcing the complex theories into his mind for the required Application phase. While adventuring, he encounters an indifferent grue which attacks him. Attempting to apply the new spell result and save himself from becoming a grue snack, he makes a spell check and rolls a 12; the spell functions normally inflicting both 1 point of damage and an impression of arcane frailty. The amused ocular bat lets Yrret try again, since a struggle improves the prey's flavor. The discommoded mage casts again, this time obtaining a 29, high enough to trigger the new result (must be greater than or equal to target range—in this case, 24-27). In order to control the unleashed phlogiston, he then makes a Luck check, rolling a 14 against his Luck of 12, a failure with automatic misfire! Two missiles speed from Yrret's hands only to ricochet back on him, doing 1 point of damage each. At this point, the grue buckles over with extreme cachinnation, gesturing for the stultified ensorceler to try one more time. He casts and obtains a 25, again high enough to trigger the new result. He makes the required Luck check and rolls a 10 against his Luck of 12, a success! Multiple missiles stream from Yrret's hands and pierce the grue, surceasing its entertainment and felling it in a wash of magical energy. Having completed the Application phase (must successfully cast the new effect once per spell level), Yrret now permanently replaces result 24-27 with its modification and renames the spell *Yrret's multifarious magic missile*, to the envy of his fellow ensorcelers.

For magicians, the process retains its essential characteristics, requiring the magician to successfully cast the spell at the target modified result or higher and successfully pass the subsequent Luck check. Due to the rote learning nature of their magic, a magician typically seeks to modify the result they have learned, as that is the result most easily effectuated, but there is nothing that prevents a magician, in theory, from attempting to modify a different result and striving to achieve it through amplification rolls (see p. 20) or some other modification to the rote magic effect.

SPELL CREATION

Creating a spell is conceptually similar to modifying a spell. However, it takes significantly more work from the player and the PC. Like a modification, the player must fully write the proposed spell (general section, misfires, corruptions, manifestations, and spell check results), and then negotiate with the judge. Unlike a modification, to create a new spell a PC must have an open spell slot. Those whose minds and grimoires are full must wait until their capacities increase (usually by gaining a level). Magicians and vat-things who cast using rote magic may attempt spell creation at any time. The process for spell creation consists of two phases: Inspiration, which solidifies the spell's general properties, and Ascending Development, which internalizes the individual spell check results.

Inspiration: One does not simply wake up and restructure phlogiston into a heretofore undiscovered pattern. Inspi-

ration is required. Even though the player has written the spell, something must catalyze the PC's mind. It may be a quest, a near-death experience, a phlogiston disturbance from a spell duel, an encounter with a supernatural entity, etc. See Table 7-1: Where is Spell Knowledge Found (DCC RPG, p. 315) for additional ideas. Regardless, once a suitable event occurs during a gaming session, the player must indicate what has inspired the PC to see the mosaic of magic in a new way. The PC must then make a check as if they were learning a new spell, i.e., a check against DC 10 + spell level; the check consists of 1d20 + Intelligence modifier + caster modifier. Note that this is not a spell check, so spellburn is prohibited. If successful, the magician has glimpsed the spell's basic framework and may proceed with ascending development (below). If failed, the PC may not try to create this spell again until they gain a level. With inspiration, the general, corruption, misfire, and manifestation sections are solidified, but the spell is warped (see above) until the Ascending Development phase is completed.

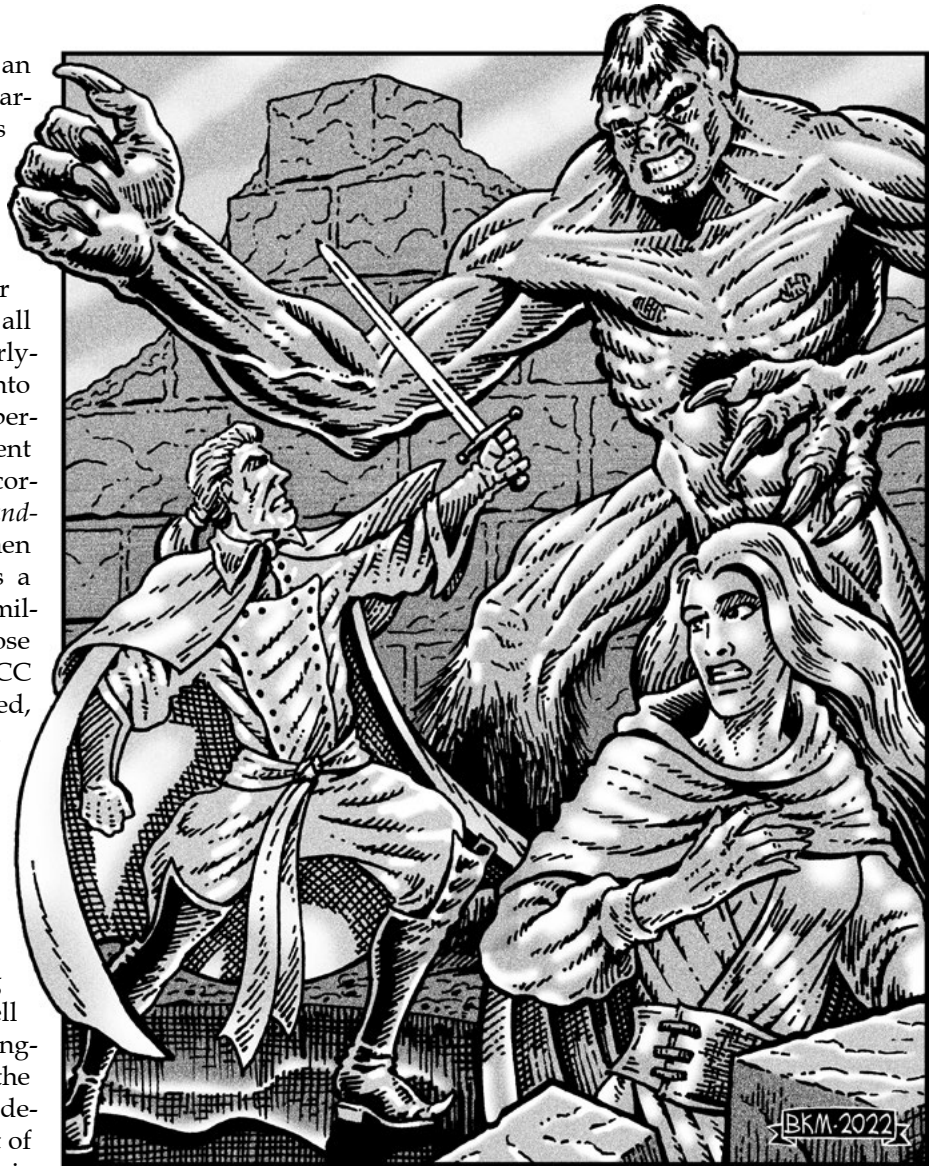
Ascending Development: To create the spell, the PC follows the Theory and Application phases as detailed in spell modification. The ensorceler starts with the lowest successful spell check result (e.g., 12-13 for a level 1 spell), pays the terces and research time costs for the Theory phase, and completes the Application phase for that result (with the number of passed Luck checks equal to the spell's level). Next, the spell's development ascends to the next spell check result (e.g., 14-17 for a level 1 spell), and the caster must again complete the Theory and Application phases and their associated costs. The process continues until the Application phase for the highest spell check result (e.g., 32+ for a level 1 spell) is completed. At this time, the spell ceases being warped and solidifies into its intended ensorcelment. The mage names the spell as desired, perhaps with terminology such as *Xarfaggio's Physical Malepsy* or *Arnhoult's Sequestrion Digitalia*, and cosmic entities who have foreseen the spell's creation record its pattern and creator.

The successful creation of a spell is a costly endeavor. A level 1 spell requires 8,000 terces and 8 weeks of research (the costs of the Theory phases for 8 different spell check results), and then also at least 8 different adventuring sessions for the Application phases. The higher spell check results are difficult to attain multiple times, so their Application phases may span multiple adventures. A level 3 spell has triple the cost! The processes of Inspiration and Ascending Development are significantly more demanding than learning a spell from another wizard's grimoire, and this is how it must be. Circumnavigating the multiverse is much easier after someone has already shown the way.

Unlike spell modification, a magician's rote magic ability does not change the process for spell creation, as part of the process of codifying a new spell is taming the underlying phlogiston energies into a form in which they can be reliably recreated. During the Ascending Development phase, a magician makes a spell check for each result level as above. However, once the spell is formed, the magician makes a final rote magic spell check to determine the result that the spell takes the form of for future castings.

One who has created their own spell has an undulating aura noticeable by all with arcane tendencies. This identifies them as master craftsman, a spellsmith, and gains them standing above those thaumaturgic charlatans who have not accomplished such a deed. Those mere practitioners of the craft feel a natural inferiority in their presence, granting the PC a +1d bonus in all social dealings with them, while similarly-talented masters may offer membership into eldritch associations and secret cabals. Supernatural entities may desire to take such talent into their folds, offering a +1d bonus to corresponding *demon summoning*, *summon sand-estin*, and *patron bond* spells/rituals. When casting *find familiar*, the spellsmith gains a +1d bonus to the check and, despite the familiar having their same alignment, may choose any alignment category for the results (DCC RPG p. 316). Finally, for each spell created, the magician gains a cumulative +2 bonus to learning any spell written by another. Learning others' methods is easier once one has developed their own way of restructuring magical patterns.

[Authors' note: While the in-game benefits to spell creation are obvious from a PC's perspective, they are also rewarding for the player. The elation of using a spell of your own creation to overcome a challenging obstacle in the game – possibly saving the party from a TPK – cannot be sufficiently described with words. Writing a spell is a bit of work, but the enjoyment of using it in play is worth it!]



CHAPTER II:

MAGICIAN ABILITIES, LIMITATIONS, AND POWERS

This section details additional rules for magicians, including making amplification rolls, controlling those supernatural and captious entities known as sandestins, and channeling the raw forces of magic using *force of will*. Due to their ability to memorize spells and hold them in their minds for later use, these rules also provide guidance on use of a magician's rote magic spellcasting with standard DCC RPG spells.

SELECTING SPELLS AT FIRST LEVEL

Magicians and vat-things may spend decades toiling under an arcane mentor, learning the craft of magic that has been passed down since the age of Grand Motholam, or they may plunder another magician's manse, seeking lore that has been hoarded by a rival sorcerer. Unlike a wizard, a magician can acquire an unlimited number of spells, though they may only hold a fraction of their amassed knowledge in their mind at a time.

At 1st level, a magician starts with a set of spells that have been inherited from a past master of magic along with a number of additional randomly determined spells. At higher levels, a magician must seek out knowledge of new spells in order to learn them, usually jealously guarded by their possessors.

A magician selects spells at 1st level using the following method:

- Roll for a starting libram on Table 2-1 below to determine the beginning book of spells the magician acquired through tutelage, bargaining, or outright theft. Alternatively, the judge may work with the player to select the spells that make up the magician's core spellbook based on the character's specific background.
- Roll for any additional spells the magician has learned through years of study and quest for arcane knowledge, re-rolling any duplicates. For each point of Intelligence above 10, the magician knows one additional spell (for example, a magician with an Intelligence of 12 would begin with knowledge of two additional spells in addition to those listed in their starting libram). Vat-things know one additional spell for each point of Intelligence above 14.
- For each spell the magician starts with, roll a rote magic spell check: using the magician's rote magic spell check die, add their Intelligence modifier and level to the roll to determine the specific spell effect the magician has learned. As with any roll, the magician may also burn Luck to increase the results. In all cases, the magician

knows at least the minimum spell result, ignoring any results of "Lost, failure." When rolling a natural 1 on the rote magic spell check, the magician learns the minimum result but also rolls for wizardly objurgation.

Table 2-1: Magician's Starting Libram

d6	Libram	Spells
1	<i>Phandaal's Comprehensive Cyclopedia of Beginner Magics</i>	<i>Phandaal's Critique of the Chill*</i> <i>Phandaal's Mantle of Stealth*</i> <i>Animal summoning</i> <i>Cantrip</i> <i>Color spray</i> <i>Enlarge</i>
2	<i>Houlart's Minor Imprecations</i>	<i>Houlart's Visceral Pang*</i> <i>Comprehend languages</i> <i>Force manipulation</i> <i>Runic alphabet, mortal</i> <i>Sleep</i> <i>Spell of Soft Silence*</i>
3	<i>Lugwiler's Obscurities</i>	<i>Lugwiler's Dismal Itch*</i> <i>The Charm of Untiring Nourishment*</i> <i>Choking cloud</i> <i>Ekim's mystical mask</i> <i>Ventriloquism</i> <i>Ward portal</i>
4	<i>Arnhoult's Delightful Arcana</i>	<i>Arnhoult's Sequestrious Digitalia*</i> <i>Lutar Brassnose's Twelve-fold Bounty*</i> <i>Magic missile</i> <i>Magic shield</i> <i>Read magic</i> <i>Ropework</i>
5	<i>Khulip's Mental Enhancements</i>	<i>Khulip's Nasal Enhancement*</i> <i>Charm person</i> <i>Detect magic</i> <i>Flaming hands</i> <i>Mending</i> <i>Spell of Macroïd Castigation*</i>
6	<i>Panguire's Titillating Delights</i>	<i>Panguire's Triumphant Displasms*</i> <i>Chill touch</i> <i>The Excellent Prismatic Spray*</i> <i>Feather fall</i> <i>Find familiar</i> <i>Spider climb</i>

*Indicates new spells for DCC Dying Earth.

Acquiring new spells: In the setting of DCC Dying Earth, knowledge is scarce and jealously guarded, and rivals are unlikely to part with spells unless given a suitable repayment. Unlike a wizard, a magician may acquire a new spell at any time—they do not need to advance in level to do so. However, to learn to cast a new spell, one must be of the appropriate level, must spend time studying the spell, and must make a spell check to determine the success of their study. As always, obtaining magical knowledge should be part of the adventure. Finding new spells and magical knowledge should be a motivational goal for any magician player.

- A magician may have an unlimited number of spells in their libram, but can only memorize a number of spells based on their level and abilities. Any time a magician shares a spell, the judge should determine the appropriate equipose or exactitude that is incurred.
- If the magician has heard stories of a new spell (through adventuring, another character, discovering a spell in a scroll or tome, or other game activities), they may identify that spell to learn. The magician must be of the appropriate level to learn the spell.
- To learn a spell from another magician, they must be of the appropriate level. Shared spells are learned exactly as the magician who is teaching the spell knows it, including manifestations. For example, if a magician has a rote magic spell check of 16 for *magic missile*, they can share only the specific result associated with that spell check to another magician.
- The magician must dedicate some time to learning and practicing the spell. Assume at least one week per spell level, though it may vary.
- When the magician has studied the spell sufficiently, they either make a check against DC 10 + spell level—or, if the knowledge is being passed down from another practitioner, against a DC equal to the rote magic spell check being taught. The check consists of the magician's rote magic spell check die + Intelligence modifier + caster level. If passed, they learn the spell. If failed, they cannot attempt to learn that spell again until they have advanced another level.

Ritual spells: Spells that have a casting time of more than a single day, such as some ritual spells, do not have to be re-memorized each day in order for the magician to continue casting the spell; however, the spell counts against the magician's memorized spell limit and a new spell cannot be memorized until they complete the casting or willfully discard the memorized ritual and abnegate its incomplete effects.

Required spellburn: Whenever a spell description calls for required spellburn, a magician can substitute Personality for the required Stamina, Strength, or Agility (see "Force of Will", below).

Spell check modifications: Whenever a die modification is indicated for a spell check, the magician's effective memorized result is modified by one full spell check result for each die modification, taking the lowest value of the new result range for the new spell check. For example, a magician

who memorized *magic missile* with a result of 18 receives (as the result of an earlier event) a +1d bonus to their next spell check. They now cast it with an effective one-time spell check result of 20, the lowest value of the next highest spell check result. Similarly, if a -2d penalty had been imposed, their *magic missile* would have an effective spell check of 12. Modifications that do not involve the die chain are applied directly to the magician's learned spell check on a point-for-point basis, sometimes to no effect.

Taking lower results: Like a wizard, whenever a spell result indicates that the caster can take a result equal to or less than the spell check, a magician may choose to invoke an effect of lesser power to produce a weaker but potentially more useful result. However, a magician's meticulous study of magic also allows them to attempt to manipulate a spell's underlying fabric directly. A magician may choose to burn 1 point of Luck to take any lower result, regardless of whether the spell allows it.

Lesser and greater magic: Even the most powerful of magicians risk their sanity in attempting to bring order to the twisting pathways of magic; this is especially true for those spells that are so complex and mind-bending that the strain of memorizing them can tear a mind apart. Any spell with a rote magic spell check of 20 or greater, *regardless of level*, is considered one of these formidable spells, which the magician must treat with care. At any given time, a magician may only memorize a number of formidable spells equal to one's level. Memorizing more requires that the magician burn 1 point of Personality (temporarily, as if utilizing spellburn) for each such spell to hold the spell in their mind.

Empowered spells: A magician may purposely discard a memorized spell to empower the one-time casting of another spell. The discarded spell's memorized result must be equal to or higher than the target spell. This automatically increases the target spell's efficacy by one full spell check result, with the lowest value of the new result range being the new spell check DC. This method of discarding one memorized spell to empower another requires the magician to burn 1 point of Personality. For example, a magician casting *magic missile* with a memorized result of 18 chooses to expend 1 point of Personality and discard *magic shield* with a result of 19, which is higher than the target spell. As a result, they cast *magic missile* with an effective spell check of 20, the lowest value of the next highest spell check result. A magician may only discard a single spell to gain this augmented effect.

Amplification rolls: By understanding the patterns of magic, a magician can attempt to manipulate the torsions of underlying phlogiston to amplify their casting from a fixed spell check. In doing so, the magician risks losing control of the spell and its effects, transfiguring the casting into a weakened version of the spell—or even rendering the spell solvent of magical effects. The master mathematician, Yrret, codified the effect as follows: the amplification roll requires two dice of the same number of faces, preferably of different colors: the up die, and the down die. At 1st level, a magician's amplification die is a d3. As their abilities expand, a magician's amplification die increases as shown in Table 3-6: Magician (see *Player's Libram*, p. 25).



To make an amplification check, the caster rolls both the up die and the down die and determines the resulting amplification effect as follows:

- If both dice show 1s, then the spell is lost for the day. Furthermore, the magician must roll on the spell's failure table as if a natural 1 was rolled on a spell check.
- If the down die is larger than the up die, the caster subtracts the value of the down die from the fixed spell check. This may result in the spell being lost if the new spell check value is lower than the minimum required to cast the spell.
- If the up die is equal to or larger than the down die, the caster adds the value of the up die to the fixed spell check.
- If both dice show the maximum, then the caster adds the sum of both dice to the spell check.
- In all cases, the new spell check value replaces the original spell check for purposes of any saving throws.

For example, a caster with a d3 amplification die attempts to amplify a memorized *magic missile* result of 16. After taking the action to cast the spell but before determining the effect, the caster rolls two d3s, designating one as the up die and one as the down die, and gets a result of 2 on the up die and 3 on the down die. The caster subtracts the value of the down die from the fixed spell check and the spell goes off with a weakened result of 13. The next time they attempt to cast *magic missile*, they roll a 3 on both the up die and the down die, a critical success! The caster adds both dice to the fixed spell check and the spell goes off this time with an amplified result of 22.

Note that amplification results only ever count for a single casting of the spell. A magician may choose to amplify an empowered spell, adjusting the empowered spell check result with an amplification check. A magician may also burn Luck to modify the results of an amplification check, but only once the results of the amplification effect have been determined, modifying the resulting spell check, whether higher or lower. Finally, a magician may burn a point of Luck to avoid spell misfire as a result of rolling 1s on both amplification dice. As a reminder, as with any Luck burn, the presence of a wayfarer in the party may result in the loss of Luck from the magician, in which case the original spell failure holds.

Forced amplification rolls: Certain conditions can cause the magician to make forced amplification rolls when casting a memorized spell, including wearing any kind of heavy armor (see *Player's Libram*, p. 39). In addition, casting memorized spells requires the magician's full concentration or they risk losing control of the forces they are attempting to shape and uttering a malapropism during a key part of the invocation or irreversibly altering the inflection. While casting a memorized spell, the standard DCC RPG rules for concentration apply: a magician can take no action beyond walking at half speed; combat damage, a fall, or other significant interruptions while casting a memorized spell require the spellcaster to make a DC 11 Will save or lose focus, requiring a forced amplification roll.

The secret of renewed youth: A magician often devotes years of study to finding means to extend one's own life and overcome death. A powerful magician may even live for aeons, or extend their life through artificial means such as clones and replacement bodies grown in vats.

A magician does not normally die from natural aging; instead, their body ages an order of magnitude slower per level for each year of actual time. For example, a 1st-level magician ages a year for each 10 years, a 2nd-level magician ages a year for each 100 years, and so on, until they become functionally immortal.

Further, when a magician is killed through bleeding out, instead of recovering the body, they make a reincarnation check by rolling 1d20 + Luck modifier + caster level and referring to Table 2-2.

Table 2-2: Magician Reincarnation

Roll	Result
1 or less	The magician's preparations are warped as their mind-skein undergoes a pro-ubietal torsion. The magician arises from their vats 1d3 days later as a transformed creature. Roll 1d4: (1) the magician crawls from the vats as a mindless magical hybrid (e.g., a gid, deodand, erb, bazil, etc.); (2) the magician is transfigured into the familiar or sandestin of a rival wizard or magician; (3) the magician emerges as a 0-level vat-thing with a dim haunting memory of its former self; (4) the new form intercongeles into an oleaginous duplicate of the character bent on erasing the knowledge of their former self from existence. The character becomes an NPC controlled by the judge to use in the campaign.
2-11	Failure. The magician's essence is forever lost in time and space.
12-13	The magician emerges in a simple animal form 1d3 days later. Roll 1d14 on Table 7-5: Familiar Physical Configuration (DCC RPG, p. 318) and use the magician's alignment to determine the physical configuration of the magician's reincarnation.
14-19	The magician returns as a duplicate of their original form 1d3 days later, weakened as a result of a flaw in the matrix. The magician suffers a permanent loss of 1d6 hit points.
20-21	The magician returns as a duplicate of their original form 1d3 hours later, slightly weakened as a result of a minor flaw in the matrix. The magician suffers a permanent loss of 1d3 hit points.
22+	The magician returns in their original form 1d3 hours later as an exact duplicate of the original, with any temporary stat or hit point loss fully recovered.

FORCE OF WILL

Morreion made a furious motion; as his hand swept the air, it left a trail of sparks. "Magic derives from personal force! My passion alone will defeat the archvults! I glory in the forthcoming confrontation. Ah, but they will regret their deeds!"

☞ Morreion, *Rhialto the Marvellous* (RM.III.11) ☞



At need, a magician can direct magic by channeling one's raw passion, unleashing nearly illimitable will and power against any imprecation, perceived or real. They can use this ability to attack opponents, shatter objects, or even as a means of defense against magical assaults and ensorcelments.

To use *force of will* against a target, a magician must expend a minimum of 1 point of Personality and make a *force of will* check on Table 2-3, rolling 1d20 plus their caster level plus the amount of expended Personality. Personality expended

in this way returns as per the rules for healing spellburn damage (see DCC RPG p. 107). Each day the magician does not attempt a *force of will*, 1 point of Personality is recovered. Any magician who rolls a natural 1 on a *force of will* check suffers the loss of ability points and the associated failure (see below), and also loses 1 point of Personality *permanently*.

In addition, *force of will* can also be used to counter *any* spell cast at the magician per the spell duel rules in the DCC RPG core book (p. 98). When countering in this way, the result of the *force of will* check is used as the value of the defender's spell check for purposes of resolving the spell duel. Any result that includes a successful casting for the defender is resolved per the effects of the appropriate result on Table 2-3.

Finally, when a spell calls for automatic spellburn, a magician may use *force of will* to substitute Personality for the required Stamina, Strength, or Agility. They also use *force of will* for any spell that mandates spellburn as a requirement to cast, substituting Personality for Stamina, Strength, or Agility.

Table 2-3: Force of Will

Roll	Range	Result
1	-	Failure and worse! The magician's constricted passion cracks open, causing 1d20 damage as it washes through them.
2-11	-	Failure. The magician's efforts are diffuse and undirected.
12-13	30'	A flicker of emotion spurts forth in a blast of crackling power, causing 1d3+CL damage to the target. Non-magical objects up to the size of an apple that are not immediately destroyed by the blast automatically shatter unless they make a DC 8 Fort save. The object's save is based on the type of material: glass has a +0 save, wood or clay have +1, stone has +2, and iron or steel have +3. Unique or specialized materials may have other properties and benefits at the judge's discretion.
14-17	30'	A surge of emotion spurts forth in a blast of crackling power, causing 1d6+CL damage to the target. Non-magical objects the size of a scepter or rod automatically shatter as above unless they make a DC 10 Fort save.
18-19	30'	A bolt of passion lashes forth in a blast of crackling power, causing 1d10+CL damage to the target. Non-magical objects the size of a weapon automatically shatter as above unless they make a DC 12 Fort save.
20-23	60'	The magician's rage breaks against the target with a scintillate fury, causing 2d10+CL damage. Non-magical objects the size of a small chest or boulder automatically shatter as above unless they make a DC 14 Fort save.
24-27	60'	A lance of wrath strikes the target, causing 3d10+CL damage. Non-magical objects the size of a table or medium-size boulder automatically shatter as above unless they make a DC 16 Fort save.
28-29	60'	A lash of apoplectic fury scourges the target, causing 4d12+CL damage. Non-magical objects the size of a wagon or a large boulder automatically shatter as above unless they make a DC 18 Fort save.
30-31	120'	A towering blast of rage strikes the target, causing 6d12+CL damage. Non-magical objects the size of a small house or large slab of rock automatically shatter as above unless they make a DC 20 Fort save.
32+	240'	The charge of the entire magician's personal force blasts out in a surge of power, causing 8d12+CL damage to the target. Large non-magical objects such as castle walls, spires, and buildings automatically shatter as above unless they make a DC 24 Fort save. Magic items can also be broken if the <i>force of will</i> check exceeds the spell check used to create the item, and a minimum <i>permanent</i> Personality expenditure of 1 point per magical modifier point of the item to be shattered is required. If successful, the magic item fractures with a crack that echoes throughout the sub-worlds, inflicting 1d12 points of magical damage per point of the item's modifier to everything within 30'.

SANDESTINS

Every magician of consequence employs one or more sandestins, creatures made of pure phlogiston that are connected to the underlying matrix of magic in ways that are not well understood, but which allow them access to powerful effects. Magicians spend years in the study of these entities and those who succeed in binding them to their wills can tap into those boundless forces—for a price.

Great Phandaal systematized the control of sandestins in the age Grand Motholam. Sandestins may be bound to service after the magician complete the level 2 ritual spell, *summon sandestin*. This ritual requires the magician to devote time and study to the entity they wish to summon and make a spell check to do so. In all cases, the magician must capture and bind a chug, those singular entities feared by sandestins above all others. See the *summon sandestin* spell (p. 68) for more information on summoning sandestins and acquiring chugs. With a successful casting, the summoned sandestin is determined by the spell check. The higher the result, the more powerful the sandestin and the greater effect it has on the magician's magic, from the lowly and frail elementals to those fractious entities known as daihaks, which may include even demons or minor gods.

Sandestins are semi-intelligent and have wills of their own. The more powerful sandestins may even work to undermine or deceive their masters if they believe it will earn them a faster release, and a magician must guard against such deceptions or attempts to subvert the terms of their service in the course of interactions with these creatures. The table below identifies a sandestin's nature:

Table 2-4: Sandestin Nature

d20	Nature
1	Acerbic
2	Bibulous
3	Cachectic
4	Captious
5	Churlish
6	Desultory
7	Fractious
8	Insidious
9	Jejune
10	Loquacious
11	Obdurate
12	Obstreperous
13	Peevish
14	Punctilious
15	Pusillanimous
16	Rachitic
17	Rancorous
18	Reticent
19	Sardonic
20	Torpid

Sandestin abilities: Sandestins are conduits for magical effects both wondrous and mundane, offering a magician a means to effectuate magic normally beyond their knowledge or skill. In practical terms, sandestins may command magic in one of two ways.

First, depending on the type, most sandestins have access to and can cast arcane spells. A magician can command a sandestin to cast spells, even one that the magician may not have memorized or even acquired knowledge of. When casting spells, the sandestin is a conduit for the magician's own magical force. As such, the sandestin makes a spell check as if the spell were being cast by the magician, using the magician's Intelligence modifier + caster level, and determining the result based on the spell, ignoring any result of "Lost. Failure." or "Failure, but spell is not lost." Misfires are treated as normal, as if the magician cast the spell himself.

Second, a magician may make *any* request of a magical nature of a sandestin in one's service. This can be as simple as manifesting a suitable wardrobe for a particular occasion or as complex as transporting the magician across the aeons. In return, a sandestin may also ask for additional relief from its indenture (see "Indenture Points", below). Sandestins will also make note of when something is beyond their power, or acts that they do not wish to perform, such as defying the gods; in all cases the judge is the ultimate arbiter of whether the sandestin can perform a specific task. Regardless of the request, it is always the magician's abilities that ultimately determine the success or failure of the request.

Whenever a magician commands a controlled sandestin to effectuate magic in this manner, a spell check is rolled (usually 1d20 + Intelligence modifier + caster level) and compared to Table 2-5. Depending on the result, the sandestin's ability to fulfill the requests vary. Simple requests are granted rather easily; more demanding requests, not as much. Judges can also use similar spells as a guide for the types of requests, with the result of the spell check requiring roughly the same result as an equivalent spell.

Table 2-5: Sandestin Requests

Roll	Result
1	Fumble, failure, and worse. The exasperated sandestin returns to La and may not be summoned again for 24 hours. Each instance also reduces the sandestin's indenture by any agreed to amount prior to issuing the request.
2-5	Failure. The disquieted sandestin may not effect magic for 1d4 hours.
6-10	The sandestin may realize very simple magical effects: creating a minor source of light, opening a latch from a distance, taking the temperature of an object or location within sight, levitating a pebble, or temporarily summoning a physical object that disappears after 1d4 rounds.
11-15	The sandestin may realize minor magical effects: creating a light source that illuminates a medium sized area, unlocking or disabling simple mecha-

nisms, slightly increasing or decreasing the temperature of an object or location, or summoning a physical object that disappears after 1 day.

- 16-20 The sandestin may realize more complex magical effects: creating a light source that illuminates a large area, unlocking or disabling complex mechanisms, heating or freezing an object or location to abnormal temperatures, or permanently summoning a physical object such as a weapon.
- 21-25 The sandestin may realize major magical effects: carrying the party across a gaping chasm, disabling magical instruments, amplifying the magician's voice to command an army, summoning magical aid, or smiting an enemy.
- 26-30 The sandestin may realize greater magics: affect the weather (draw down a lightning strike, dismiss storm clouds, summon a cyclone); supernal feats of strength (topple a pyramid, smash a giant statue into a thousand pieces); or incredible magical displays (control a swirling column of fire, split into a hundred mirror images).
- 31+ The sandestin may realize truly wondrous magics: raising a manse, transporting the party across time, provisioning an entire army, etc.

To command a sandestin, a magician must be able to communicate with it, and the sandestin must be in the presence of the magician. Most magicians carry their sandestins in a special vessel which they keep on their person; however, there may be circumstances where the sandestin is not nearby or is reluctant to appear. For example, a sandestin tasked with watching a magician's magical artifacts is not available to serve the magician's request until relieved of its task, even if only temporarily.

A note of warning: sandestins typically do not act of their own initiative, even if the peril of the magician is at stake. In fact, sandestins may willfully misinterpret or seek to fulfill the only letter of a magician's commands, especially if they feel slighted or mistreated. For example, a request for a cup of tea may result in receiving a cold, weak brew of bitter burdock leaves, or a request to carry the party across a chasm may be conducted via an especially nauseating itinerary. A magician must be careful when conducting such negotiations with their sandestin!

INDENTURE POINTS

Sandestins do not enter into a magician's service willingly, and will only do so if compelled and under the terms of a contract. The sandestin's contract specifies the length of service in terms of indenture points — a measure of the number of times a magician may call upon the sandestin's service before the sandestin is released from its magical compact. For some sandestins this may be on a per-request basis, and each time they are employed by the magician they become fractionally closer to release. Others may enter long-term agreements that reduce the sandestin's indenture tally for a specific term of service, usually for attending to more mundane

household tasks that the magician delegates. Regardless, all sandestins resent the onerous quality of their indenture and continuously seek for means to abridge its duration.

Table 2-6 presents examples of requested tasks and the required indenture. These are provided as guidelines only; the judge should always be the final arbiter of such requests, applying any mitigating or exacerbating circumstances based on the specific demand.

Table 2-6: Sandestin Indenture Points

Example Tasks	Required Indenture Points
Maintain a manse.	One full point per year. Especially grand or excessively large manses may require the services of additional sandestins (see "Manses" on p. 14 for more information).
Keep watch over a designated area, and alert the magician to trespassers.	One quarter point per century of the sandestin's duration.
Fetch an object from a known location.	Nominal reduction of term of service.
Find a lost object of unknown pedigree.	One quarter point, and an additional quarter point to retrieve it.
Protection from all harm.	Half a point per encounter.
Give up service to another magician.	Substantial reduction in total indenture; requires acquiring the sandestin's chug from the magician currently served.
Illuminate a section of the magician's vision on a distant land.	One quarter point per turn of scrying.
Time travel.	One full point per aeon.
Each year of service.	One full point, awarded upon the anniversary of the contract, or sooner if a reduced term of service has been incurred as a result of ancillary service.

There is no limit to the number of sandestins a magician may employ, with some of the more powerful arch-mages employing multiple servants. However, a magician may only have a total number of active indenture points equal to their caster level. For example, a 5th-level magician with a sandestin with two indenture points and a sandestin with three indenture points could not take on another sandestin until the indenture points for either of the existing sandestins is reduced. A magician can always voluntarily reduce the indenture points for one of their sandestins, but can never increase it without performing the *summon sandestin* ritual again.

CHAPTER III: WITCH PACTS, SQUALMS, AND DEMONIC CORRUPTION

*"Even here is beauty," he whispered. "Weird and grotesque,
but a sight to enchant the mind."*

∞ T'sais, *The Dying Earth* (DE:III) ∞



Witch magic is a new type of magic introduced in DCC Dying Earth, blending the elements of arcane and divine spellcasting. Unlike magicians, who spend years of study to master their spellcraft, witches are granted power through pacts with extraplanar entities, many malignant and dark.

Depending on the entity, the witch also gains an affinity for casting certain spells, or types of sympathetic magic. In return, they are expected to further the will of their avowed patron, and even contribute to its potency through offerings or sacrifice.

At 1st level, a witch's spells are determined by their pact entity, as follows:

- For each spell known by the witch, roll on Table 5-2 (see p. 41). The number of spells a witch starts with at 1st level is equal to 3 modified by their Personality score (plus *ensqualm*).
- At least one of the spells rolled must be from the witch's sympathetic group based on alignment. If none of the resulting spells are from the witch's sympathetic group, re-roll the last spell until one from the sympathetic group is selected.
- Judges may instead choose to assign spells granted by a witch's pact entity based on its specific characteristics. If so, it is recommended that at least one spell be from the group of spells that are sympathetic to that entity.

PACT ENTITIES



At 1st level, a witch chooses an entity to enter a pact with. In return, the entity gains a loyal follower who extends its reach in the mortal realm. Below is a list of the entities that exist in the Dying Earth available to witches, though judges and players may wish to devise their own. Each entity also includes suggestions for the types of sympathetic magic that the entity grants.

Adelmar: One of five demons whose dark worlds were breached by Yasbane the Obviator in the high years of Great Magics of old Lumarth. Before being expelled by the Thurists during the Sampathissic Wars, Yasbane constructed domed sacrararies to house these ruler-divinities, which were

TABLE 3-1: WITCH BIRTH GIFTS

While the source of a witch's magic is primarily through the entity they make a pact with, a witch may also have an innate affinity for the arts one practice. As an optional rule, such gifts may be the result of a benefice placed by another witch at childbirth, or as the manifestation of a lineage of ancestral practitioners. Judges wishing to do so may grant witch PCs a birth gift by rolling on the table below. The nature, along with any benefits of a specific gift, are left to the judge:

d10 Birth Gift

- 1 The witch has the ability to see the color of souls.
- 2 Squalms and curses uttered by the witch are particularly potent.
- 3 The witch has an unnatural beauty. Roll 1d4 for type: (1) cadaverous; (2) fey; (3) aquiline; (4) ethereal.
- 4 The witch has an intuitive connection to animals.
- 5 The witch hears spirits or gods talking to them directly.
- 6 The witch has knowledge of a curse passed down for generations in their family. See "Squalms and Curses" on p. 31 for sample curses.
- 7 The witch has a natural healing skill or an ability to cleanse troubled souls.
- 8 The witch exists partially in the dream world. They may learn things in their dreams, or even travel to other worlds.
- 9 The witch has a natural ability to grow things.
- 10 The witch has an ability to predict the weather.

preserved in the hope of rescuing the archfiends from their own malevolent evil. The Thurists now keep a chronolog of months named after the demons, beginning with Adelmar, along with Jastenave, Phampoun, Suul, and Yaunt. Adelmar himself appears as a leather-winged humanoid with great webbed feet who sits on a massive stone throne in the cav-

erns beneath his temple. Sympathetic magic granted to his followers includes spells associated with the elements.

Blikdak, Ruler-Divinity of the demon-world Jeldred: A grotesque arthropod shaped by the illimitable fears and greed of humanity, Blikdak appears as a huge malformed face with a lolling tongue and tentacles sprouting from its mouth. Prevented from crossing through the barrier of the underworld by the curator of the museum of man, manifestations in the form of ethereal ghosts escape its genetrix and roam the material world. Sympathetic magic includes spells associated with decay and death.

Cazdal, the virtuous and depraved: Cazdal is worshiped by the Grays of Ampridatvir, whose belief in their god is so potent that the other human inhabitants of Ampridatvir, the Greens, are viewed as ghosts or demons. Sympathetic magic includes spells associated with wards and portals.

Dangott: An inexorable god whose worshipers feed heretics to sacred apes. Sympathetic magic includes spells associated with righteous slaughter.

Ethodea, goddess of mercy: Once widely worshipped in more empyrean aeons, she finds little adherents in the present age where the dying sun casts its weak light over the fading earth. Sympathetic magic includes spells associated with benediction or compassion.

Gilfig: The Prime Adept of the Gilfigites, Gilfig is believed to be responsible for life, death, and the future and past as codified in the sacred texts known as the Gneustic Dogma. He is commonly depicted as a multi-armed human, his feet resting upon the necks of ecstatic supplicants, with toes elongated and curled upward to indicate elegance and delicacy. Sympathetic magic includes spells that transmute the properties of a creature, object, or environment.

The God of Utter Justice: Conceived by a long-dead race of veracious worshippers, the God of utter justice resides in their crumbled temples east of the Maurenron Mountains. Despite the waning aeons, the god's power remains strong enough to make a mold of the past, including dissolving any known power or magics. The God of utter justice can pierce the veils of those who submit to stand before him in judgment, and to each who faces him, the god wills and justice is done. Sympathetic magic includes spells associated with finding truth and rooting out evil.

Jastenave: The second of five demons of old Lumarth whose domes were preserved during the Sampathissic Wars. Jastenave appears as an enormous black shape whose features are hidden in folds of darkness. Sympathetic magic includes spells associated with sight.

Keino the sea-demon: A fiend of the northern seas, Keino is said to dwell at the silent shores, awaiting the sun to dim and go out so that he may finally lurch onto land in the waning light. Sympathetic magic includes spells associated with agony and torture.

Kraan: The Encephalitic Fiend is known to entice both witches and magicians into his service, witches through pacts and

magicians seeking to bond with him as a powerful patron. Sympathetic magic includes spells associated with pain and acid. For more details on Kraan, see *Intimate Anatomy of Several Creatures and Personages of the Twenty-First Aeon*, p. 12.

Mandingo, the three-eyed Goddess of Luck: Sought by wayfarers and ship captains, Mandingo offers those who worship her little sign of her favors. Sympathetic magic includes spells associated with fortune or chance.

Miamatta: The Ultimate God of Gods to the peoples of Old Tustvold, Miamatta's appearance has been long lost to the passing aeons, and he remains little known outside a small cult of worshipers. Sympathetic magic includes spells that manipulate the energies of life and death.

The Murthe, the sorceress Llorio: A patron to female witches, during the Seventeenth Aeon, the Murthe led the witches in the war of the wizards and witches, eventually overthrowing the wizards and driving them into hiding. Sympathetic magic includes spells that affect the minds of others, influencing or controlling their behavior.

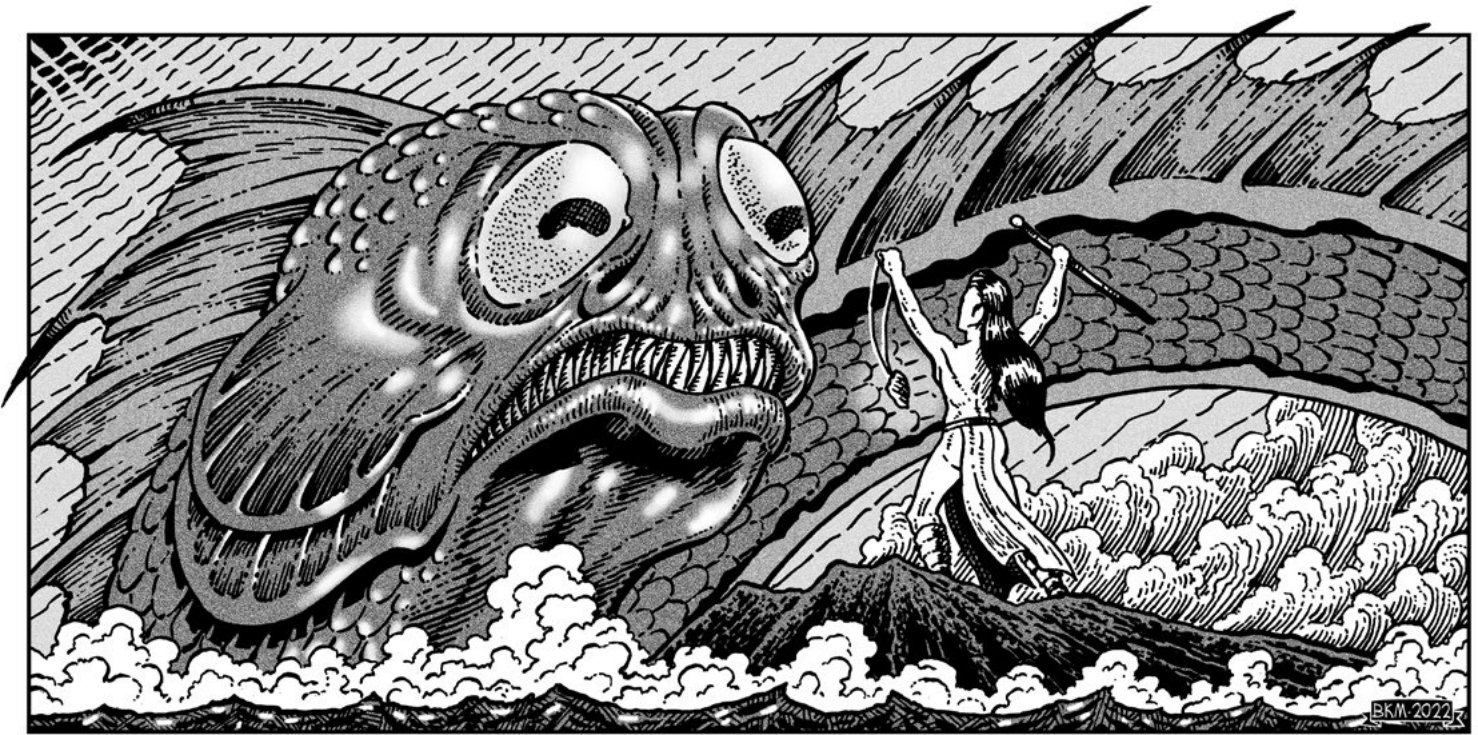
Nameless Syncreis: Whether a concept or idea, its followers at the Collegium believe exists at the core of the Hub where somewhere between twenty and thirty distinct infinities converge. Sympathetic magic includes spells associated with knowledge, soothsaying, or that reveal information.

Pansiu, the excellent principle and the essential evil: A god worshiped by the Greens of Ampridatvir. Pansiu's followers cannot see those worshipers of Cazdal who wear the color gray. Sympathetic magic includes spells that are protective in nature.

Paphnis: Goddess of Beauty and Gynodyne of the Century, Paphnis' primarily place of worship is on the island of Lausicaa, where she is said to have once paused on the summit of Mount Dein to rest. Sympathetic magic includes spells associated with charms and youth.

Phampoun: The third of the five demons of old Lumarth whose domes were preserved during the Sampathissic Wars, Phampoun is perhaps the most irascible of the five by reason of his sensitive eyes. Phampoun appears as a large, gray-torsoed creature with splayed feet and thick arms terminating in three-foot long fingers bedecked with a hundred jeweled rings. His massive snout-shaped head holds two black hemispheres that shutter his enormous eyes, each the size of a dishpan, against any penetrating source of light that might disturb his rest. A homunculus growth on his lolling tongue known as Pulsifer greets those who would attempt to conduct discourse with the demon, whose sleep preserves against interruptions by mooncalves and simpletons. Sympathetic magic includes spells associated with darkness.

Sadlark: An entity of the overworld whose form is composed of lines of force, worshipers of Sadlark strive to attain the personal essence of the noble demiurge. Sympathetic magic includes spells associated with order and the unseen pathways of magic.



Suul: One of the five demons of old Lumarth whose domes were preserved during the Sampathissic Wars. Suul form is that of a low and broad quadruped of a swimming green color, with eyes like scarlet lights. Sympathetic magic includes spells associated with fire.

Thial: Commonly invoked in curses, Thial is a dark entity of the sub-worlds whose worshippers include witches. Thial's appearance is not well-known as he rarely manifests before even those who worship him, and when doing so, spikes the eyes of those whom he curses with his visible form. Sympathetic magic includes spells associated with sight and blindness.

TOTALITY: TOTALITY is all of space, viewed from the inverse. In material form, it displays qualities reminiscent of both coelenterate and echinoderm, appearing as a gelatinous globe swimming with luminous particles from which a number of transparent tubes or tentacles dwindle away to nothing. TOTALITY is indifferent to its worshippers, who access the power it grants by binding their life-force to the deeper universal genetrix it represents, connecting them through space and time throughout the multi-verse. Sympathetic magic includes spells that transmute magical energy into a desired effect or force.

Unda-Hrada, agent of the sub-world La-Er: A demon with hundreds of tentacles, during the Cutz Wars of the Eighteenth Aeon, Unda-Hrada attempted to breach an opening to the earth and was driven back to the dark world La-Er. Simmering with hate and madness, Unda-Hrada now seeks to subvert and manipulate those witches who call on him for power. His agents act as spies, and those in his service can be recognized by their eyes, which are glazed over with milky scales. Sympathetic magic includes spells associated with summoning and service.

Wiulio: A divine creature worshiped by the peculiarly devout peoples of Cuirnif and the Tsombol Marsh, who dif-

fer on the appropriate gestures of obeisance to honor him. Sympathetic magic includes spells associated with hunts and stealth.

Yaunt: The last of the five demons of old Lumarth whose domes were preserved during the Sampathissic Wars, Yaunt appears as a ball of sparkling green motes that swim in invisible currents and shimmer when his anger is roused. Sympathetic magic includes spells associated with will and domination.

Yelisea, the Great God: Yelisea's worshippers include the people of the long-vanished land of Farwan. Largely forgotten, some witches seek out Yelisea's power by reviving ancient rites, including the summoning of dark winged beasts to carry off sacrifices. Sympathetic magic includes spells associated with summoning and worship.

Yob, the fish-god: An ancient god whose worshippers deem as efficacious as any. Witches who enter a pact with Yob often dwell near bodies of water, waiting to read that which comes from the sea for signs of the god's will. Sympathetic magic includes spells that are associated with conjuration or the transportation of objects and creatures from one location to another.

Zita, goddess of unknowable things: Zita offers hidden knowledge and lore to her worshippers, gathered from the whispers of the dying as their souls are conducted to the halls of their eternal durance. Sympathetic magic includes spells that deceive the senses or minds of others.

Zo Zam, the eight-headed god of creation: Among the many tales of creation attributed to Zo Zam is that after creating cosmos he struck off his divine toe, which then became one of the lesser gods, while the drops of blood dispersed to form the eight races of humankind. A witch who follows Zo Zam has sympathetic magic for spells associated with life and growth.

DEMONIC CORRUPTION

A witch must serve their immortal master with caution, lest they succumb to the growing corruption of the entity's essence. Each and every time a witch rolls a natural 1 on a spell check, they must roll 1d20 on Table 3-2, adding their current demonic taint value to the roll. This roll is reduced by the witch's Luck modifier. Any duplicate rolls for demonic corruption that a witch has already acquired are re-rolled unless multiple effects are specified. Unless stated otherwise, all effects are permanent and can only be reversed by appealing directly to the witch's entity – typically an extraordinary and perilous request.



Table 3-2: Demonic Corruption

Roll	Result
1 or less	The witch is infused with the force of their pact entity. Each time this corruption is rolled, the witch adds +1 to their Strength, Agility, or Stamina score (roll 1d3 to determine which) and loses 1 point of Personality as the transfusion slowly overwhelms their natural form.
2	The witch takes on an aspect of the unearthly existence of their master, no longer having internal organs and becoming immune to critical hits.
3	The blood of the sub-world that courses through the witch grows more powerful over time. Each time this corruption is rolled, the witch gains a +1d cumulative bonus when rolling for hit points upon leveling.
4	The witch becomes tied to the hidden cycle of a dark moon which reels around Earth, and which cannot be seen except when it casts its shadow upon the sun. Every month, the witch receives a +1 bonus to spell checks during the fortnight when the invisible dark orb waxes, followed by an equal period of waning where all spell checks are made with a -1 penalty.
5	Demonic taint. Roll 1d4: (1) the witch's fingers elongate into claws, which can be used to make a melee attack for 1d6 damage; (2) the witch's feet and legs become goat-like, transforming into shaggy, cloven-hooved members and granting +5' climb; (3) vestigial leathern wings grow from the witch's back; (4) the witch's tongue is elongated into a prehensile member that can be used to grasp and carry small objects.
6	The witch's pact entity infuses their curses, marking the witch's words with a potent vituperation. Each time this corruption is rolled, victims of the witch's <i>ensqualm</i> suffer a cumulative -1 penalty to saving throws made to resist the effects.
7	The witch's face takes on the appearance of their pact entity (e.g., pointed teeth, jagged eyebrows, snake-like pupils, or an integument of lines of force in place of skin).
8	The witch's entity chooses to use them as a tool in its unfathomable plans as otherworldly blood flows through the mortal witch. The first time this is rolled, the witch's spell checks are all made with a +1 bonus and their skin is hot to the touch. The second time this is rolled, the witch's spell checks gain a +2 bonus, and anyone coming into direct contact suffers 1 hit point of burning damage. Flammable objects, such as clothes, instantly ignite if in contact with the witch's flesh. The third time this is rolled, the entity's blood subsumes the witch and they temporarily become an unearthly white-hot furnace. For the next 1d6 rounds, the witch's spells are cast with a +1d bonus, and all creatures within 10' take 1d6 burning damage each round. After the blood-fire burns its course, the witch is reduced to a febrile and weakened state, causing a permanent loss of 1 point of Stamina.
9	The witch becomes addicted to the sensations of the otherworldly plane of their pact entity and seeks to surround themselves with objects and echoes of it. If the result is rolled a second time, the witch prefers the company of those preternatural creatures from their entity's plane to that of their own kind and will take steps to aid the former over their own needs. If the result is rolled a third time, the witch abandons the earth to join the other transcendent servants of their entity.
10	The witch has power over the demonic servants of their pact entity. Each time this corruption is rolled, the witch receives a +1 bonus to cast <i>demon summoning</i> . If the witch does not already know <i>demon summoning</i> , the first time this demonic corruption result is rolled the witch is instead gifted the spell from their pact entity.
11	The witch ages faster than normal, and becomes physically weaker at an accelerated rate. For each year of actual time, the witch ages ten years and also loses 1 point of Strength.

Table 3-2: Demonic Corruption

Roll	Result
12	For a full day each month, the witch transforms into the unnatural form of a servant of their pact entity. During these transformations, the witch has no recollection of their actions or activities.
13	The witch is infused with otherworldly plasm, turning their skin an abyssal emerald color and granting a +1 bonus to all saving throws.
14	The witch is reformed into a purified vessel for their pact entity's power. The witch may hold points of spellburn as if one caster level higher when performing a ritual sacrifice.
15	A shard of corruption pierces the witch's soul and lodges permanently thereafter. Regardless of alignment, any attempts to detect evil always indicate the witch's presence.
16	The witch's form shifts unpredictably as their physical contours cross with those of their multifarious entity. Each day, roll 1d6 for the aspect of the patron imbued into the witch's appearance: (1) tendrils of shredded gray plasms; (2) wings and glowing eyes; (3) worm-like lineament; (4) long black horns; (5) dark red skin with eyes like scarlet lights; (6) tentacles.
17	The witch's pact entity gifts its servant with an obstreperous homunculus that grows from the witch's body. Roll 1d3 to determine the location: (1) tongue; (2) head; (3) chest. The homunculus has its own will, and acts a spy for the entity. Attempting to sever or otherwise remove the homunculi from the host causes a permanent loss of 2d6 hit points, instantly and irrevocably slaying the witch if they are reduced to 0 hit points.
18	The witch gains insight into the underlying patterns of the multiverse. Once per day, they may <i>detect invisible</i> as if cast with a spell check result of 16. However, the newly overwhelming nature of reality causes all of the witch's sight-based actions to be performed at a -1 penalty.
19	Demonic tongue. The witch may only speak using the language of the sub-world until the next Sabbath.
20	The witch's connection to their pact entity begins to weaken the barriers between worlds. Each time this result is rolled, there is a cumulative 1% chance each day that a malignant entity will draw upon the energies of the void to force the witch to perform some nefarious deed.
21	The witch is enervated by the link to their pact entity. Each time this corruption is rolled, the witch suffers a cumulative -1d penalty when rolling for hit points upon leveling.
22	The witch's tongue becomes swollen and elongated, making their curses less potent. Each time this corruption is rolled, victims of the witch's <i>ensqualm</i> receive a cumulative +1 bonus to any saving throws made to resist the effects.
23	The witch loses their sense of sight in the now-peculiar earth-light, and can only see if in another plane or on other planets; otherwise they are blind.
24	The witch's skin becomes horribly scarred and warped in the fashion of their pact entity, granting resistance to attacks. The witch only takes half damage from attacks of one type (roll 1d6): (1) fire; (2) cold; (3) electrical; (4) acid; (5) physical; (6) magical. As a consequence of this newfound immunity, the witch makes saving throws at a -1d penalty for all other types of damage.
25	The witch automatically gains a point of demonic taint each time they cast a spell, regardless of the spell check result. This effect lasts until the next Sabbath.
26	The witch loses their sense of time outside within the confines of the earth. All of the witch's casting times for spells are extended by one round.
27	The witch's pact entity suggests a sacrifice from the witch before restoring vitality to others. When using <i>transfer vitality</i> , the witch must make a DC 10 Will save or suffer an equal sacrifice of Strength, Agility, or Stamina to that of the subject.
28	The witch loses the ability to cast <i>ensqualm</i> until the next Sabbath.
29	Tendrils of skein-like force adhere to the witch's soul, binding it to the originating world of the otherworldly entity they have made a pact with. If killed, the witch's soul is claimed altogether by their master. The witch's body cannot be revived or rolled for recovering the body checks.
30+	A sliver of soul energy is claimed by a demon lord. Each time this corruption is rolled, the witch experiences unearthly pain, suffering 2d6 damage and a permanent loss of 1 point in all ability scores.

SQUALMS AND CURSES

A witch's curse is a source of apprehension and misery for wanderers in the Dying Earth. Even magicians, who normally hold disdain for the type of occult magic practiced by witches, dread the manifestation of a witch's asperity, knowing from their own history of the War of the Wizards and Witches that a witch can control subtle and terrifying maledictions for those who cross them.

A witch invokes a curse using the level 1 witch spell *en-squalm* (see p. 96), selecting from the list of known curses or squалms they have acquired. A witch's known squалms are typically learned from the entity they make a pact with, though others can be shared as a gift between practitioners. The following are new curses that can be granted by a witch's pact entity or found among the various covens that hide among the dying Earth. Judges and players are also encouraged to come up with their own curses following the guidance in the core book (see DCC RPG p. 438).

CURSE OF BLIGHT

Moderate Curse

With this curse, the witch inflicts a malignant influence that withers the subject's hopes or prospects, or checks the prosperity of its victim. To invoke, the witch must take an object or belonging that the victim has grown or cultivated and reduce it to ashes while chanting the following:

*Like withered hag-apples, And stumps of rotten teeth,
Desolate and lifeless,
Is your enduring emolument.*

The curse carries a -2 Luck penalty and causes the target to slowly wither over time, losing 1 hit point a month until death. The curse cannot be removed except by a powerful casting of *remove curse*, but can be temporarily halted by bathing in the oil extracted from a sackful of telanxis blooms each day.

CURSE OF DISCOMFITURE

Moderate Curse

With this curse, the witch causes the subject to lose whatever it yearns for most — its heart's desire. To cast, the witch must place their hand over the target's chest and recite the following:

*May you lose your heart's-desire,
Whatever its nature;
You shall be bereft,
Before a single day is gone.*

While the curse lasts only a single day, it carries a -2 Luck penalty. In addition, before the end of the day, the target of the curse will lose its heart's desire. Attempting to willfully fixate on another desire has no effect, though if a new desire truly takes the place of an existing one, then it would be subject to the curse. The judge should arbitrate what the

characters heart's desire is. It can be an immediate desire — for example, the desire for water or the desire for victory in battle — or a need, such as finding a lost item or returning to one's home. The curse can only be lifted when the subject is prevented, even temporarily, from achieving their desire.

CURSE OF DOTAGE

Major Curse

This dreadful curse comes from the lips of beings wholly devoted to the dark entities Kraan or Thial and it is typically inflicted by minor demons, black wizards, and the foulest of dark witches. This curse slowly empties the mind of the victim, stripping away their memories and experiences. Usually cast upon a particularly dangerous foe or hated rival, the curse is delivered by spitting into the face of the victim after reciting the following lines:

*May dark Thial spike your eyes!
As the light of wisdom dies,
Cursed be your soul, twisted most fasid,
May Kraan hold your living brain in acid!*

The curse carries a -4 Luck penalty and a -2 penalty to Willpower saving throws. In addition, the target permanently loses 1 point of Intelligence per month until reduced to a drooling cretin of 0 Intelligence. The curse can be lifted by the actions of the witch who laid the curse, usually requiring a great boon or sacrifice to be made to please them.

This is a very powerful curse and inflicting it takes a grave toll on the bestower as well. The witch loses hit points equal to the Intelligence of the victim and may only regain them, one point at a time, as Intelligence is drained from the victim. The placement of this curse is not taken lightly, and its results are normally ruinous.

CURSE OF DOUBT

Minor Curse

This fairly common curse is delivered by witches impatient with wizardly interference in their machinations. The target sorcerer becomes uncertain in their spell-craft and fills with self-doubt. This curse typically lasts for the duration of one lunar month as reckoned by the orbit of earth's lost moon, although curses lasting up to a full year are not unknown. An angry witch passes on the curse with the following utterance:

*Memory, such a fragile thing,
Spellcasting such power does bring,
Until the old moon has changed about,
Let this wizard be filled with doubt.*

The curse carries a -1 penalty to both Luck and all spell checks, as well as forcing the re-roll of the first successful spell check of the day. It can be remedied by waiting the indicated time or by slaying the witch who invoked it.

CURSE OF ENSQUALMATION

Major Curse

By the means of this curse, the witch causes a victim to slowly change gender. As gender is both a somewhat fluid construct within people's perceptions as well as a physical trait, the change affects a victim both physically and according to his or her understanding of the opposite gender. Thus, a less enlightened person might find himself typically darting their tongue about their lips and engaging in facetious conversations regarding flower-planting or color schemes, while the more open-minded may find their behavior less constrained by traditional gender roles; the changes in such cases may be confined merely to the physical transformations.

Unlike most curses, no rhyme need be spoken, but the witch must see the victim at a distance of less than 20' for the squalm to take effect. While casting the curse, the witch is able to create some minor cantrips such as beautifully bewitching lights, enthralling phantasmal musics and so on, in order to lure the victim into proximity.

Once afflicted, the victim slowly transforms into a person of the opposite gender over a period of 1d4+1 days. During this period, the victim is entirely convinced that nothing is wrong and will deny the evidence of any changes, unless making a DC 18 Will save. Even if the save is made, the victim will be indisposed for 1d3+1 days, during which time they may take no actions besides sleeping, complaining, and experiencing the symptoms of disquieting fever. If the transformation is completed, the victim will deny having been the first gender altogether and view any such assertions to the contrary as provocations to anger, and perhaps even violence.

Calanctus the Calm invented a remedy for the curse, which involves an evocation of the Second Retrotropic, followed by a stabilizing unguent. Acquiring the knowledge and ingredients for this process is likely to be quite challenging for those who are not already arch-magicians!

CURSE OF EVERLASTING TEDIUM

Moderate Curse

The witch inflicts life of unending boredom on the recipient of this curse. To invoke, the witch must drone the following verse in a monotone for a full round in front of the recipient:

*While Earth grows cold,
And swings through darkness,
You must stay,
Ending all your ventures before they start.*

While cursed, the victim incurs a -1 Luck each day spent actively adventuring. Luck lost in this manner can only be recovered for each day spent not adventuring. Judges should decide what constitutes such inactivity in the context of their game, but examples might include spending time in a town recovering after plundering a nearby ruin, a day sell-

ing baubles stolen from a magician's manse, or hiding from the authorities after performing some indelicate imprecations. Lost Luck is restored at a rate of one point per full day spent in idleness.

The curse can be lifted by a magician who seeks some distant treasure or artifact and successfully enlists the target to go on the quest for the item. Once the magician's quest is completed, the curse is removed and any lost Luck is restored. Such everlasting tedium can also be effectively cancelled by any curse that causes the immediate onset of death to the victim, nullifying the effects of both curses.

CURSE OF HAPLESSNESS

Minor Curse

With this curse, the witch turns the subject's arms or implements against them, breaking or even injuring the victim when they are used. To invoke, the witch chants this rhyme while tying a knot in a piece of string obtained from the victim's clothing:

*A newborn's mewl,
A mother's shawl,
A father's sword,
Cast away all.*

The subject incurs -1 Luck, and while cursed, whenever using a weapon they are proficient in, the chance for a fumble when attacking with that weapon doubles. Thus a warrior who would normally fumble on a roll of a natural 1 would instead fumble on a natural 1 or 2. The curse can only be lifted by somehow capturing the cry of a newborn and entombing it, along with an article of clothing worn by the victim and one of their weapons, in an unmarked grave.

CURSE OF INDETERMINATE QUIETUS

Major Curse

This curse affects a single unfortunate, whom the witch targets with a mark of disquietude. This is an extraordinarily powerful curse, one that may only be invoked by the witch when they are dying (or bleeding out). When reduced to zero hit points, a witch may make a DC 15 Will save to invoke the curse against the creature responsible for dealing the death-blow as a last action before falling unconscious, though the judge has the final say in whether circumstances will permit it. With their final breaths, the witch speaks the following lines:

*The dying sun,
Bloated and waning,
Takes life of all,
Who have or will live.*

The curse has no immediate effect, but the victim will die at a random time as determined by the judge. This doom may come as a result of a natural accident or supernatural event. The curse may only be broken through the intervention of a divine deity or an extremely powerful casting of *remove curse*.



CURSE OF THE INORDINATE UMBRAGE

Moderate Curse

By the means of this curse, the witch causes a victim to become violently incensed at even the smallest of slights, and to requite such slights with a violent response. To affect the curse, the witch must touch the victim's face with some substance from their own body, such as spit or an eyelash (requiring an attack roll in some situations) and then recite the following verse:

*Foul enemy of mine!
These hard words curdle your soul,
And make every living thing that moves,
An enemy of thine!*

Henceforth, the victim gains a -2 Luck penalty and will take umbrage at any slight—perceived or real—from any man, woman, child, or other creature. If provoked in even the slightest way (such as by a server delivering a soup that is too cold or a peasant seeking to cheat them a half-terce for a bushel of soggy lentils), the victim must make a DC 12 Will save or violently strike at the offender regardless of the legal, moral, or situational consequences. The victim of the curse will seek to destroy the offender, fighting to the death unless the offending party escapes the cursed's line of sight.

Typically cast upon a victim who pursues the witch with undue persistence, the curse can only be broken when the witch is prevented from making a sacrifice at the next Sabbath, whether via the witch's death or by other means.

Should the victim of the curse be slain before the curse is lifted, the victim manifests as an un-dead wraith to continue wreaking their wrath upon the world.

Vituperative Wraith: Init +2; Atk rend +3 melee (1d7+1) and bite +2 melee (1d3 plus special); AC 14; HD 4d8; MV 30'; Act 2d20; SP bite (any creature bitten by the vituperative wraith must make a DC 10 Will save or be afflicted with the curse of inordinate umbrage as if cast by the original witch); SV Fort +4, Ref +4, Will +2; AL N; Crit U/1d8.

Witches may fashion a fetish doll of their victim, involving teakwood, rare perfumes, and a lock of the victim's hair, said construction not entailing a cost of less than 200 terces. The curse may be cast upon the fetish doll rather than directly upon the victim, but such indirect sorcery by proxy confers a -5 penalty to the check to invoke the curse.

CURSE OF MISFORTUNATE AMELIORATION

Moderate Curse

Before the War of the Wizards and Witches, the Eleventh Epoch of the Seventeenth Aeon begot multifarious curses and spells, one progeny being the curse of misfortunate amelioration. Originally invoked by a vengeful witch against those seeking services from priests and magicians, the imprecation is used by those wishing vengeance for an offense (obloquy, libidinous advances, attempts to impose moribundity, etc.). The malediction is invoked by holding few drops of the victim's blood and saying the following into the sanguine sample:

*Ungrateful cur who scorns my aid,
Instead seek healing touch divined.
Ethodea's bounty a debt unpaid,
Salubrity found but fortune missed,
Until yourself in ground you've laid,
Thrice snake entwined and poison kissed.*

The curse carries no immediately perceivable penalty. However, whenever the victim is invigorated with healing effectuated by anyone other than the invoker, the salubrious unfortunate loses 1 point of Luck. This loss cannot be regained as part of any class' normal rules for Luck recovery, including thieves, wayfarers, and halflings. The curse is insidious and can ruin the life of its victim before one realizes they are cursed. A witch can make an Intelligence check (1d20 + caster level) to recognize the symptoms (DC 12 to realize the victim is cursed, DC 18 to recognize the specific curse, and DC 20 to identify the originator).

The curse can only be remedied by the victim lying in the ground (a hole, minor excavation, grave, etc.), accompanied by three venomous snakes. When one of the vipers successfully poisons the victim via a failed save, the curse is lifted and lost Luck restored. Slaying the malediction's originator does not dispel the imprecation's effects.

CURSE OF THE OVERWORLD

Major Curse

This curse is common to witches who have been insulted or embarrassed, and to Overworld denizens who prefer spreading seeds of entropic dismay to immediate physical destruction. The curse is invoked by covering the target's third eye (with hand, tentacle, or other suitable appendage) and reciting this phrase:

*Of Sadlark's realm do I curse thee,
Vitality corporeal desist,
Eyes earth-light blind no longer see,
Restorative ensorcelments resist.
Without fortune, thine fates insist,
Obsequies shall be your lot.
Renounced desire to exist,
Lest another's hope is all for not,
Dreams destroyed, an empty plot.*

The curse carries a -2 Luck penalty and effectuates deep despondency in its victim (who pines for a better place), while gradually blinding them and disabling their internal organs (which are not needed in the Overworld). Each day the curse persists, the victim loses 1 of their maximum hit points, with death occurring at 0, and suffers a cumulative -1 penalty to all actions, skill checks, etc., that require sight. Thus, one who has carried the curse for five days has 5 fewer maximum hit points and a -5 penalty to rolls involving vision. This latter penalty only applies on or in Earth; other planets and planes incur no such detriment. The ensqualmed unfortunate suffers such melancholia that their very spirit resists magical healing; when subjected to ameliorating enchantments, the affected must make a Will save vs. DC 15 plus the number of HD healed (DC 18 for 3 HD of healing) to benefit from the effects.

The curse can be remedied by actively imparting a similar hopelessness into another, perhaps by burning down one's home, forcing exile, imprisonment, etc. The judge is the final arbiter as to whether the demoralization is sufficient, but they should ensure that the in-game consequences are significant. Although not mentioned in the ensqualmation's invocation, an alternate remedy exists: If a victim simply views the Overworld, either by traveling there or by magical scrying, the curse is lifted.

CURSE OF PROSOPAGNOSIA

Moderate Curse

This curse is known among those witches of the Sousanese Coast who are worshipers of Kraan. Members of these particular covens are known to tamper with memory at the behest of their dark god, and woe betide to those who cross or anger them. The curse is delivered by the witch stroking the side of their own nose while reciting these lines:

*Remember not who travels alongside,
During sea voyage, long march, or ride.
Wipe the knowledge from your mind,
Leaving only stares behind.
A piece of wisdom you no longer know,
Telling the face of your friend from foe.*

The curse carries a -2 Luck penalty and makes the victim unable to recognize faces of anyone they encounter. In combat the victim must succeed in a Luck check to avoid attacking one of their allies. The curse can be remedied by severing and consuming the nose of the witch who issued the curse.

CURSE OF UNYIELDING MERRIMENT

Major Curse

This, one of the direst of banes, poses great risk to both the target as well as the witch invoking it. Favored by the witch Ameth, it is rumored to also have been the cause of her demise. Unlike most curses issued with the spoken word, this is a curse which is passed along almost jovially, with the playing of an instrument (becoming the focus of the curse) and a song-like refrain. Once cursed, the victim may not cease playing until the instrument of focus is taken from their hands, passing the curse on to the next victim. The placement of this dread curse requires a fine wind instrument of at least 100 terces value, and the victim to take up the instrument of focus and begin playing while the witch utters the incantation:

*Let us dance through the day,
And revel through the night,
Making merriment,
Until the fading of our light.*

This curse inflicts a penalty of -1 Stamina per year. When the victim reaches 0 Stamina, they can no longer continue to play and finally collapse with the sudden weight of years of thrall-dom. Upon cessation of their playing, the victim dies. This

curse may only be lifted by the willful taking up of the instrument by another person, simply by indicating to the current victim that they wish to play. Once the curse is lifted, any lost Stamina is recovered per the rules for healing ability damage. While the victim is under the effects of the curse, the witch does not age, and so will often seek out new victims before the current one expires. If a new victim cannot be found before the death of the old, the witch suddenly and instantly ages a year for each point of Stamina of the original victim.

Unlike other curses, the witch themselves can be placed in jeopardy by this incantation. When in the presence of the music of the instrument of focus, the witch must make a DC 10 Will save or become enraptured by the music of their own curse and begins to dance with increasing fervor, mood matching the music being played. Each turn, the witch may make a new Will save to break free from the dance, with the DC increasing in difficulty by +1 for each subsequent turn they are exposed. In addition, the ever-increasing physical demands of the dancing cause the witch to lose 1 point of Stamina each turn they are under the sway of the music. The witch will continue the frenetic caper until they reach 0 Stamina and collapses in a foaming fit, all the while continuing to dance until either the music or the witch's heart stops.

CURSE OF THE VILE VISAGE

Major Curse

By means of this curse, the witch afflicts their chosen target with the visage of the foulest of fiends trafficking from the sub-worlds. Rarely used, but greatly feared, this curse steals the face of its victim and exchanges it with that of a demon in the service of the witch's master. The placement of the curse requires the witch to dance sky-clad under the unseen dark moon while reciting the following verse thrice:

*Face of horror doth appear,
Upon visage held so dear.
By the night's moonless dark,
And the day's sun shining bright,
Enspell this mild countenance,
To become a gruesome sight.
Dreadful solitude be the fate,
For the target, my heart's hate.*

The curse immediately inflicts a -1 Luck penalty and reduces the victim's Personality to 1 for purposes of interactions with other living creatures. Concealing one's face, by way of a mask or other enveilment, reduces the penalty to -5 Personality (minimum of 1) although it may arouse suspicions of those encountered. Removal of the curse requires the acquiescence of the witch and the utterance of the counter-curse:

*Face of horror now begone,
With the breaking of the dawn,
Let the sun's cleansing light,
Burn nighttime's shadows away.
Restore to them their visage,
As dark overcome by day,
Return the face of man most plain,
Until he should vex me again.*

Should the demonic entity wearing the purloined visage be slain, the face of the victim is forever lost without direct intervention by greater beings at the judge's discretion, such as the ancient gods of the past.



CHAPTER IV: PHILOSOPHY AND RELIGION IN THE DYING EARTH



In the waning days of the Dying Earth, philosophy and theology are rampant. The few remaining strange souls cling to sophistic doctrines and irrational beliefs, some awaiting the infinite night when the red sun should finally flicker and go black with feverish merriment, others with terror or wearisome melancholy. In all, the gods—whether worshipped, ignored, or even disavowed—are used in service of the various philosophies that permeate the world's disparate sects and peoples.

CLERICS IN THE DYING EARTH

Rather than divine magic-wielding adventurers, clerics in DCC Dying Earth are hierophants and false prophets, divine theocrats, and ascetic hermits. They are the true believers of obscure sects that have evolved strange rites and practices, leading bands of pilgrims to a holy site or overseeing the unbroken continuation of observances whose origins and meanings are lost in time.

For judges who wish to allow clerics in their DCC Dying Earth games, know that the ancient gods are often as indifferent as the ancient Earth's inhabitants, and divine magic has

an altered place in the setting. Many deities are long dead or forgotten, lost to the aeons and buried with their fallen civilizations of worshippers along with any temple, shrine, or marker of their existence. Even those who remain have long lost contact with the vestiges of humanity that wait in the dim twilight for the sun to finally fade and go forever dark. This makes divine spell casting in the Dying Earth setting especially challenging. Gods may answer sullenly, take an inordinate amount of time to respond, or not reply at all. Depending on the nature of the god and the strength of its divine power, a cleric's deity may have to be summoned from forgotten reliquaries—or even require the cleric to turn to darker entities to create a connection in their desperation.

Gods may take on one of several states depending on the circumstances of their worshippers or followers. Outlined below are suggested effects of divine spellcasting based on the state of the deity and its relationship with the Dying Earth. Judges should feel free to use these as inspiration to create ways for divine magic to manifest in their own games. In addition to the altered rules for spellcasting, several new spells are introduced for use by clerics who adventure in the Dying Earth setting. See Table 5-2 on p. 41 for the list of divine/witch spells relevant to DCC Dying Earth.



Table 4-1: Gods and Demons for Clerics

State	Notes	Disapproval Effect	Spellcasting and Other Effects
Mad	Mad gods still exist in some fashion, but the long aeons have fractured their reason, making them capricious and unpredictable. Worshippers may be rewarded as easily as they might be the subject of divine wrath. Mad gods may require their clerics to follow confusing or contradictory precepts or suffer potentially deadly reversal effects instead of spell failure.	For every two points of disapproval, the caster gains a +1 bonus to spell checks and reduces all saving throws by 1.	When casting a spell, the cleric must make a DC 15 Will save or temporarily shift alignments. Attempting to call upon <i>divine aid</i> , regardless of whether it is successful or not, requires the cleric to make a Will save vs. the target DC or immediately suffer insanity and a loss of 1d4 Personality (both temporary).
Dead	Dead gods can only be reached through extreme effort, and the rays of the dying sun affect spellcasting in their name. These gods are the hardest to reach, and additional effort must be made to contact them. This may involve the use of sacrifices, finding a holy site once associated with the deity, or the use of necromantic magics.	Disapproval range immediately reverts back to 1 if the cleric kills an enemy in combat.	The cleric must cast each spell as a ritual. In addition, a cleric of a dead god gains 1d8 additional hit points when the cleric first successfully casts a spell that manages to reach the necrotic deity. <i>Divine aid</i> will not work.
Uncaring	Those gods that have lost interest after witnessing aeons of humanity pass have grown indifferent. They have no care for the affairs of the Dying Earth, and must be coaxed into helping any worshippers that remain. Clerics who follow uncaring deities may need to incur automatic corruption, perform some great act of devotion, or even spellburn to reach their deity.	Ignore all disapproval effects.	The cleric receives automatic corruption when casting spells. The type of corruption is based on the level of the spell as follows: level 1 and 2—minor; level 3 and 4—major; level 5—greater. <i>Divine aid</i> is cast at a -5 penalty.
Forgotten	Forgotten gods may have once held sway over large sects or great empires, but have no organized followers, and are only dimly remembered—if at all. As a result, these gods are diminished, and so are their effects. Clerics who worship forgotten gods may cast spells with a reduced die, or incur reduced damage or duration as a result.	DC 15 Will save each combat, or the cleric will spend the first round of combat attempting to commune with their forgotten deity instead of taking any other action.	Unless the caster holds a relic or object related to the god in hand (a piece of wood, a stone, etc.), all spell checks are performed with a -1d penalty. <i>Divine aid</i> can only be cast in locations or environments which were once sacred to their deity.
Dreaming	Not all the ancient earth-gods are gone, some lie in deep slumber, awaiting the last light of the sun to wink out before awaking in the resulting darkness. Dreaming gods are lost in their own visions.	DC 15 Will save each day or disapproval range begins at 5.	The cleric is subject to nightmarish hallucinations when casting spells and must make a DC 15 Will save or become overwhelmed with the sensory overload. If successful, the spell is cast with increased effect, incurring double damage or duration, as the power of the dreaming god's mind crosses into the physical world. <i>Divine aid</i> may only be cast when the cleric is asleep.

CHAPTER V: SPELLS OF THE DYING EARTH

At one time a thousand or more runes, spells, incantations, curses, and sorceries had been known... A hundred spells Phandaal personally had formulated – though rumor said that demons whispered at his ear when he wrought magic... only a few more than a hundred spells remained to the knowledge of man.

∞ Mazirian the Magician, *The Dying Earth* (DE.II) ∞



The history of the Dying Earth is such that all known lore has been created and re-created innumerable times as it is passed down—or lost—throughout the vast cycles of history. The few remaining spells left to the denizens of the Twenty-first Aeon are but a fraction of those that were once known by the great arch-mages of Grand Motholam. This chapter details additional spells inspired by the Dying Earth stories, from *The Spell of Forlorn Encystment* to *The Excellent Prismatic Spray* to the potent spells synonymous with the great sorcerers of the past. These spells are fully compatible with DCC RPG spells and have been crafted with results that evoke the setting of the novels. As a result, judges can create a campaign set in the Dying Earth using only the new spells without any of the additional setting rules.



Below, DCC Dying Earth spells are presented alongside the spells from the DCC RPG core book to allow judges to take advantage of the expanded spell tables. Given the infinite history of the Dying Earth, some judges may even wish to introduce spells from other settings, and suggestions for including them are provided below. Spells are organized alphabetically. The tables organize the spells by level, while each spell entry provides more detail.

SPELL ENTRIES

Each DCC Dying Earth spell includes the following elements:

Manifestation: Like DCC RPG, when one spellcaster faces another, one does not necessarily know what spells are being thrown at them; all one can observe is the visual effect. This entry provides options for the visual manifestation of a spell. When a caster first learns a spell, they learn to create it with one of these manifestations.

Unlike DCC RPG, however, these visual cues for a specific spell remain static if a magician learns to cast a spell that has been provided from a sage or acquired from a rival. Like spell provenance, a spell's manifestation represents the specific spell formula that has been handed down from earlier aeons. As an option for judges, once a manifestation has been identified for a spell, any time that spell is passed from one magician to another, it retains the original manifestation. Instead of the player rolling for a manifestation upon learning a new spell, judges may wish to select specific manifestations based on the source or creator of the spell, as suits their game. Furthermore, magicians may recognize a spell based on its manifestation with a DC 15 + spell level Intelligence check.

Corruption: For arcane spells, a randomized list of potential corruption effects, which can potentially occur when the caster rolls a natural 1. The minor, major, and greater corruption tables can be found in the DCC RPG core book, pp. 116-119.

Misfire: For arcane spells, a randomized list of potential misfire effects, which can potentially occur when the caster rolls a natural 1. This includes wizardly objurgation, which is described in more detail on p. 11.

Caster Level: Note that the use of "CL" refers to the caster's level and is used in many spell results and misfire calculations.

Table 5-1: Arcane Spells

	1st Level	2nd Level	3rd Level	4th Level	5th Level
1	Animal summoning	Arcane Affinity	Binding*	Control fire	Hepsoj's fecund fungi
2	<i>Arnhoult's Sequestrious Digitalia</i> 42	<i>Clambard's Rein of Long Nerves</i> 60	Breathe life	Control ice	Lokerimon's unerring hunter
3	Cantrip	Detect Evil*	Consult spirit	<i>Gilgad's Instantaneous Galvanic Thrust</i> 86	Magic bulwark
4	<i>The Charm of Untiring Nourishment</i> 43	Detect Invisible	Demon summoning	<i>The Inside Out and Over</i> 87	Mind purge
5	Charm person	ESP	Dispel magic	Lokerimon's orderly assistance	Replication
6	Chill touch	<i>Felojun's Second Hypnotic Spell</i> 61	Eldritch hound	Polymorph	<i>Spell of Sending to the Past</i> 91
7	Choking cloud	Fire resistance	Emirikol's entropic maelstrom	<i>Spell of Forlorn Encystment</i> 88	<i>Spell of Temporal Stasis</i> 93
8	Color spray	Forget	Eternal champion	Transmute earth	(Other Setting)†
9	Comprehend languages	<i>Houlart's Blue Extractive</i> 62	Fireball	Wizard sense	
10	Detect magic*	Invisibility	Fly	(Other Setting)†	
11	Ekim's mystical mask	Invisible companion	<i>The Green and Purple Postponement of Joy</i> 74		
12	Enlarge	Knock	Gust of wind		
13	<i>The Excellent Prismatic Spray</i> 45	Levitate	Haste		
14	Feather fall	Locate object	<i>Life Gong</i> 75		
15	Find familiar	Magic mouth	Lightning bolt		
16	Flaming hands	Mirror image	Make potion		
17	Force manipulation	Monster summoning	Paralysis*		
18	<i>Houlart's Visceral Pang</i> 46	Nythuul's porcupine coat	<i>Phandaal's Gyrator</i> 77		
19	Invoke patron**	Phantasm	Planar step		
20	<i>Khulip's Nasal Enhancement</i> 47	<i>Radl's Pervasion of the Incorrect Chord</i> 64	Runic alphabet, fey		
21	<i>Lugwiler's Dismal Itch</i> 49	<i>Rhialto's Green Turmoil</i> 65	Slow		
22	<i>Lutar Brassnose's Twelve-fold Bounty</i> 50	Ray of enfeeblement	<i>Spell of Internal Efforescence</i> 79		
23	Magic missile	Scare	<i>Spell of the Omnipotent Sphere</i> 80		
24	Magic shield	Scorching ray	<i>Spell of the Slow Hour</i> 82		
25	Mending	Shatter	Sword magic		

Table 5-1: Arcane Spells

	1st Level	2nd Level	3rd Level	4th Level	5th Level
25	Mending	Shatter	Sword magic		
26	<i>Panguire's Triumphant Displasms</i> 52	<i>Spell of the Tireless Legs</i> 67	<i>Thasdrubal's Laganetic Transfer</i> 84		
27	Patron bond**	Spider web	Transference		
28	<i>Phandaal's Critique of the Chill</i> 54	Strength	Turn to stone		
29	<i>Phandaal's Mantle of Stealth</i> 56	<i>Summon Sandestin</i> 68	Water breathing		
30	Read magic	<i>Tinkler's Old-fashioned Froust</i> 70	Write magic		
31	Ropework	Wizard staff	(Patron spell)**		
32	Runic alphabet, mortal	<i>Xarfaggio's Physical Malepsy</i> 71	(Other Setting)†		
33	Sleep	(Patron spell)**			
34	<i>Spell of Macroid Castigation</i> 57	(Other Setting)†			
35	<i>Spell of Soft Silence</i> 58				
36	Spider climb				
37	Ventriloquism				
38	Ward portal				
39	(Patron spell)**				
40	(Other Setting)†				

Page numbers are included next to new spells appearing in this volume. See DCC RPG p. 127 for original spell list.

* As per divine spell of same name. Because the arcane version of the spell is a different spell level, the magician receives a -2 penalty to spell checks when attempting to learn the spell with a rote magic spell check. For example, *binding* is a level 2 divine spell but a level 3 arcane spell; therefore the magician applies a -2 penalty to their rote magic spell check when learning the spell. On a result of a natural 1, in addition to wizardly objurgation, the magician also 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 magician receives both of these spells.

*** Ignore this result if the magician does not have the spell *patron bond*. If they do have a patron, they gain the appropriate patron spell. Consult your judge for more information.

† If this result is rolled, the judge is free to select a spell from another setting or world from among the millions of civilizations that have risen and fallen throughout the vast history of the Dying Earth. Suggestions for spells from official DCC publications can be selected by level as follows:

Level 1: *confounding glamour*, *Mouse's painful suffering* (DCC Lankhmar: *Judge's Guide to Nehwon*)

Level 2: *altered visage* (DCC #73: *Emirikol was Framed*), *Hristomilo's phantasmic fog*, *Mouse's transference* (DCC Lankhmar)

Level 3: *bestow geas*, *conjure rime of frost* (DCC Lankhmar)

Level 4: *Hristomilo's strangling fog* (DCC Lankhmar)

Level 5: *The great spell* (DCC Lankhmar)

Table 5-2: Witch/Divine Spells

	1st Level	2nd Level	3rd Level	4th level	5th level
1	Animal summoning‡	Banish†	Animate dead#	Control fire‡	Magic bulwark‡
2	<i>The Charm of Untiring Nourishment</i> † 43	Binding†	Consult spirit‡	Control ice‡	Mind purge#
3	Charm person†	Detect invisible‡	Fly‡	Polymorph‡	<i>Paroxysm of Enlightenment</i> ‡ 99
4	Chill touch#	ESP†	Make potion‡	Sanctify / desecrate†	Righteous fire†
5	<i>Consecrate path</i> † 95	Forget#	<i>Imprison the Incorporeal</i> # 97	Vermin blight#	Whirling doom‡
6	Darkness#	Levitate‡	Sword magic†		
7	Demon summoning#^	Locate object‡	Transference†		
8	Detect evil†	Neutralize poison or disease‡	True name†		
9	Detect magic‡	Phantasm#	Write magic#		
10	Enlarge‡	Ray of enfeeblement†	(Patron spell)**		
11	<i>Ensqualm</i> * 96	Restore vitality‡			
12	Find familiar‡	Scare#			
13	Mending‡	Snake charm#			
14	Paralysis#	Stinging stone#			
15	Protection from evil‡	Strength†			
16	Resist cold or heat#	(Patron spell)**			
17	Second sight†				
18	Sleep†				
19	<i>Spell of Macroid Castigation</i> # 57				
20	<i>Spell of Soft Silence</i> ‡ 58				
21	(Patron spell)**				

Page numbers are included next to new spells appearing in this volume. See DCC RPG pp. 127-128 for original spell lists.

Sympathetic spells of sub-world entities

‡ Sympathetic spells of neutral entities

† Sympathetic spells of overworld entities

^ As per the level 3 wizard spell (DCC RPG p. 206).

* Ignore rolls of this result when selecting a witch's starting spells.

** Ignore this result if the witch does not have a pact entity that has patron spells. If the entity has patron spells, the witch gains the appropriate patron spell.



LEVEL 1 ARCANES SPELLS

ARNHOULT'S SEQUESTRIOUS DIGITALIA

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

General Arnhoult was 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.

THE CHARM OF UNTIRING NOURISHMENT

Level: 1 Range: Self or touch Duration: Varies Casting time: 1 round Save: None

General The progenitor of this practical spell has been lost to time, but it is agreed upon by many profundit scholars that *The Charm of Untiring Nourishment* has been in use since at least the First Epoch of the Eighteenth Aeon. Put simply, it is one of the oldest of the known spells. With this enchantment, the sorcerer is able to assuage a body of lassitude and its most basic necessities: food, water, and air. Powerful invocations of this charm have been known to insulate the body from inhospitable conditions and even prolong the flame of life itself.

When invoked, the mage may choose any result at or below the spell check. In addition, for each spell result level the caster moves down, they may impart the charm on one additional recipient. For example, if the magician's spell check resulted in the 20-23 range, choosing instead to invoke the 18-19 range result would allow them to anoint two recipients with benefits of the charm. The recipient may terminate the spell at will by consuming the merest morsel of nourishment, ending the enchantment. Once terminated and regardless of the duration, the recipient is overcome by a ravenousness craving for viands of all types and must gorge themselves until satiated, or suffer from an intense inanition and exhaustion of will.

Manifestation Roll 1d4: (1) recipient is enveloped in a coruscating spectrum of tiny lights; (2) a steadfast crystalline sphere surrounds the receiver's head; (3) beneficiary's flesh is transfigured into organic marble (roll 1d4): (i) pearl white with blue veining; (ii) fungus black with silver speckles; (iii) ash gray with red and white veining; (iv) moss green with black and gold speckles; (4) awardee develops a large hump on their back that slowly diminishes throughout the enchantment's duration.

Corruption	Roll 1d6: (1-2) black gallberries sprout from enchanter's hair, and amanita nectar weeps from their eyes and nose; (3) despite a hard and difficult life under the red and bloated sun, sorcerer gains more than thrice their current weight and Stamina is permanently reduced by 1; (4) mage's body can no longer process prepared meals, and they may only eat raw and bloodied carrion; (5) mage has an insatiable hunger. A successful DC 10 Will save is required each hour they want to perform any action other than eating; (6) spell's duration is halved for any future castings.
Misfire	Roll 1d6: (1) caster's flesh turns crimson, smelling of meadow-sweet nectar for 1d4 days; (2) mage is plagued with hiccups for 1d4 days, causing a -1d penalty to all spellcasting during that time; (3) food rots and wine spoils at caster's touch for the next 1d6 days; (4) everyone within 20' of caster must make a successful DC 12 Fort save or fall unconscious for 1d4 hours. Upon waking, they must eat for at least one continuous hour; (5) 1d4 spurge fruit painfully sprout from caster's back and burst for 1 point of damage each; (6) sorcerer continually vomits rampion and pulpy black gallberries for 1d4 rounds.

1	Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + misfire + patron taint (or wizardly objurgation if no patron); (1) corruption; (2) patron taint (or corruption if no patron); (3+) misfire.
2-11	Lost. Failure.
12-13	Even the most nascent thaumaturge may be able to bestow a reprieve from the pedestrian necessities of food, drink, and breath without the mortal form succumbing to harm. The body can be sustained in such a manner for 1 day.
14-17	The mage alleviates the hardships wrought by blistering deserts or the inhospitable arctic. The receiver is relieved of the need to eat or drink and their flesh is harbored from damage caused by the tragic heat of the desert, or the fatally freezing cold of the arctic. The receiver is immune for 2d5+CL days.
18-19	The sorcerer suspends the need to breathe while submerged under water. The subject is exempt to the temperatures and dangerous pressures of deep water, and is unaffected by a rapid change of depth. The aquatic effects last for 1d16+CL hours.
20-23	The magician circumvents the essential act of breathing while surrounded within a torrid conflagration. In addition, the beneficiary and their personal possessions are immune to incineration by banal flames for a period of 2d4+CL hours. When confronted by arcane flames during that same period of duration, a DC 18 Fort save is required to only suffer minimal possible damage, else only half damage is incurred.
24-27	The ensorceler uses the charm to nourish the mind, bringing tranquility to a geist wracked by chaos. For a period of 1d6 turns, a window of clarity and peace is opened and the beneficiary is able to recall lost memories or complete a mental task in one-fifth the normal time required. This spell result also allows the mage to learn and memorize new spells with a +1d bonus to their spell check.
28-29	With this powerful invocation, the magus suspends the recipient's need to eat, drink, or breathe in the cold vacuum of the void. The assignee's flesh and vital organs are protected against sudden and fatal intercongeles in such an environment. The charm can protect the recipient for 4d30 years.
30-31	The sorcerer is able to insulate the body from the passage of time. The recipient is required to meditate and fast under each effulgent full moon as atonement for the gift of age-defyment. The awardee ceases to age for 5d20+CL years.
32+	The mage instills an eternal dormancy over the recipient that alleviates the body's need for food, drink, or breath. The body also ceases to age while under the thrall of this most powerful evocation of the charm. The mind and body are at peace as they hibernate away the aeons. This invocation of the charm expires in 1d6 thousands of years.



THE EXCELLENT PRISMATIC SPRAY

Level: 1 Range: Varies Duration: Varies Casting time: 1 action Save: See below

General *The Excellent Prismatic Spray* is too useful and ubiquitous a spell to bear the name of any one magician, for what magician would not wish to claim credit for that most practical of spells, of equal use to slay or to cajole by the very threat of its application? If its utility were questioned, there is again the splendid visual effects it creates as it darts the target with thousands of flashing multi-colored filaments even as it lethally punctures them.

Indeed, when the spell was first fashioned in the Seventeenth Aeon, it was simply *The Excellent Spray*, before Havatchoul the Impotent is rumored to have discovered the prismatic variation in an apocryphal tome of even earlier vintage. Perhaps Havatchoul himself invented the prismatic variation but eschewed taking credit for the many poor souls yet to be fatally punctured by the trillions of colorful darts it has since launched.

At higher results, the prismatic spray manifests qualities that the caster may select for specific purposes. (Many-hued sprays contain most or all of the colors and cancel each other out, preventing these conditions.) In each case, the target must make a Willpower save vs. the spell check result to resist the additional effect(s).

The special properties of each color in addition to any damage inflicted are as follows:

Ray Color	Damage	Special Effects (Will save vs. spell check to avoid)
Red	Fire	Flammable items carried by the target are ignited.
Orange	Acid	Metal items carried by the target are corroded and destroyed.
Yellow	Blinding	Victims are dazzled and sightless for 1d4+CL rounds.
Green	Corruption	Targets suffer a random corruption (roll 1d7): (1-2) minor; (3-4) major; (5-6) greater; (7) permanently turn an unnatural, daring shade of emerald.
Blue	Cold	Afflicted creatures suffer a -1d penalty to actions for 1d4+CL rounds.
Indigo	Paralysis	Targets are transformed into brittle crystalline statues for 1d4 rounds. During this time, the crystalline creatures suffer double damage from physical attacks.
Violet	Actinic	Afflicted creatures become noxious and weak, temporarily losing 1d6 Stamina for 1d4+CL hours. If a target falls below 0 Stamina, the victim falls unconscious until the effect ends.

Manifestation Roll 1d4: (1-2) target is pierced from all directions with thousands of multicolored darts; (3) a storm of variously tinted arrows issues from caster's outstretched hand and pepper the target with missiles; (4) target is lanced from within by pricking shafts of coruscating energies, exploding outward in a rainbow mist.

Corruption Roll 1d7: (1-3) minor corruption; (4-5) major corruption; (6) greater corruption; (7) roll 1d6 to determine corruption *and* roll 1d7 to determine which color the caster's skin takes on permanently: (i) red; (ii) orange; (iii) yellow; (iv) green; (v) blue; (vi) indigo; (vii) violet.

Misfire Roll 1d4: (1) caster takes 2d6 damage as the spray intended to punish a deserving recalcitrant focuses on the caster instead; (2) the prismatic spray does no damage of any kind but instead coalesces into a color-cloud centered upon the intended target: all within a 50' radius must make a DC 12 Will save or be fascinated and helpless until it dissipates in 1d4 rounds; (3) glowing darts ricochet about randomly, doing 1d6 damage to all creatures within 30' of the caster who fail a DC 10 Ref save; (4) bright flashes of light detonate, requiring a DC 12 Fort save of all creatures within 50' of the caster to avoid being blinded for 1d6 rounds. The chain of multi-hued explosions can be seen from up to half a league away.

1 Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + misfire + patron taint (or wizardly objurgation if no patron); (1-2) corruption; (3) patron taint (or corruption if no patron); (4+) misfire.

2-11 Lost. Failure.

12-13 The caster fashions a shower of blazingly multicolored filaments at one miscreant within 30'. The prismatic storm of brilliant needles does 1d3 damage.

- 14-17 The caster calls down a spray of many-hued lancing lights at one obstinate creature within 40'. Roll 1d7 to determine the nature of the spray: (1) red; (2) orange; (3) blue; (4) yellow; (5) violet; (6) indigo; (7) green. The spray inflicts 1d6 points of damage in addition to any ancillary effects of the specific color.
- 18-19 The caster summons two sprays composed of bright scintillating needles, choosing between red, blue, or orange for both sprays. The missiles can be directed against a single target within 40' or split to between two targets if desired. Each spray inflicts 2d5+CL damage in addition to any ancillary effects of the specific color selected.
- 20-23 The magician summons a number of colorful missiles equal to the caster's level and may dispatch the swarm at any targets within a range of 50', not targeting the same rascal twice. The caster may choose red, blue, yellow, or orange, but must use the same color on all sprays. The sprays inflict 2d7+CL points of damage in addition to any ancillary effects of the specific color selected.
- 24-27 The caster dispatches a spray of gaudy projectiles at any target within 100', doing 2d12+CL points of damage to any one unfortunate. The caster may select the desired color.
- 28-29 Each round for the next seven rounds, the caster summons a different colored spray to dispatch at a target within 50'. The caster may select the color of the spray each round, but may not repeat colors. Each spray imparts 2d7 points of damage in addition to any ancillary effects of the specific color.
- 30-31 The caster directs a blindingly bright aurora of lethality at any one mark within 200', choosing the color and doing 4d10 damage in addition to any ancillary effects. If the target dies, the caster may direct a secondary spray at another hapless fool for 4d8 damage the next round, and if this foe dies, the caster may direct at another scoundrel for 4d7 damage, and so on until reaching the end of the dice chain. As the sprays progress from target to target, the caster may choose to use any color for subsequent sprays, even ones that have occurred in the sequence previously.
- 32+ The caster calls forth one blazing death-spray from each of the spectrum's seven colors. Each spray inflicts 2d14+CL damage in addition to any ancillary effects, and the caster may distribute or concentrate the various sprays amongst the soon-to-be dead as they wish.

HOULART'S VISCERAL PANG

Level: 1 Range: Varies Duration: Varies Casting time: 1 action Save: Fort vs. spell check

General A sophisticated polymath, Houlart experimented in many different avenues of magical study. Indeed, Houlart's core obsession seemed to be that of collecting and collating many sundry creatures, trinkets, tchotchkes, objects d'art, bric-a-brac, songs, poems, and facts from across time and space in the process of becoming a paragon of erudition. This quest had its greatest expression in his *Preterite Recordium*, but Houlart also fashioned many useful spells in the vein of ensuring obeisance from the various partners and peons who executed his injunctions and gathered the items later to compose his stores.

It is worth noting that this spell is one of the most debilitating and painful ways to harm another individual without actually burning, cutting, or otherwise causing them to undergo some sort of corporeal disruption. The subtle Houlart used the spell to compel or torment, but liked to leave his victims intact and unable to prove that any mischief had been done. Houlart roamed far and wide in the service of his acquisitions using this spell as a keen tactic to influence many a complex arbitrage.

The pang itself causes no permanent injury past the spell's immediate effects, subject to the discretion of the judge. The caster may take a lower result of the spell by relinquishing the ability to target the particular part of the victim's body. In such a case, roll 1d12 to determine the location: (1) left hand; (2) right hand; (3) right arm; (4) left arm; (5) left leg; (6) right leg; (7) left foot; (8) right foot; (9) chest; (10) abdomen; (11) head; (12) groin.

Manifestation Roll 1d4: (1) a few wisps of white smoke issue from the affected body part of the victim; (2) a tiny apricot-hued imp is seen streaking through the air with a sparking silver lance, which lands in the victim's affected body part; (3) temporary discoloration of the dermis, chitin, or other bodily surface for 1d4 rounds; (4) Houlart's subtlety is remarkable! There is no manifestation.

Corruption Roll 1d6: (1-3) minor corruption; (4-5) major corruption; (6) greater corruption.

Misfire Roll 1d4: (1) caster is blasted by intense pain, resulting in a -1d penalty to all actions for 1d4 rounds.

Randomly determine the location of the discomfiture as above; (2) caster misdirects an intense agony at the nearest ally, inducing 1d4 points of damage and causing them to lose their next action; (3) caster is wracked with misery, falling down and shaking with spasms for one round; (4) instead of torment, the pang causes the merest of tickles in its intended target.

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 inflicts 1d4 damage to any designated body part of a victim within 30'. The pain is so severe as to make the sufferer take a -2 penalty to all actions for the next 1d4 rounds. However, the discomfort is imaginary and the victim instantaneously heals after the spell ends. If the pain caused the target to die, they miraculously awaken and recover.
14-17	The caster inflicts 1d4 points of damage to the belly of a victim within 30'. The misery is so intense that the target needs to make a second Fort save vs. the spell check to suppress nausea. Failing this second saving throw, the victim can only vomit uncontrollably for their next action and thereafter suffers a -1d penalty to all action dice for the next 1d3 rounds.
18-19	The caster inflicts 1d6 points of damage to the hands of a victim within 30'. Due to the intensity of the pain, the victim must make a second Fort save or faint and lay unconscious for 1d4 rounds. Any victim so afflicted also drops any held objects.
20-23	The ensorceler inflicts 1d4+CL damage on a number of targets up to the caster's level within 50', choosing the body part they wish to afflict. The victims are debilitated with constant pain and suffer a penalty equal to -1 per caster level to all actions for the next 1d4+CL rounds.
24-27	The caster inflicts 1d6+CL damage per round to a designated body part of a single victim within 50'. The victim is debilitated with a constant pain during this period, and suffers a penalty equal to -1 per caster level to all action dice for the next 1d6+CL rounds. The victim is in such pain that they must make a Will save vs. the spell check to avoid going mad from the pain and attacking the nearest creature or entity, whether ally or enemy.
28-29	The caster inflicts 1d8+CL damage per round upon a number of unfortunates up to the caster's level within 50', causing the victims to be wracked with pain for 1d8+CL rounds. During this time, the victims may take no action except to writhe helplessly and ponder the course of events that have put them in the way of such a puissant magician.
30-31	The caster inflicts 1d10+CL damage per rounds on 1d10+CL targets within 50', causing them to be wracked with pain for 1d10+CL rounds. During this time, the victims lose all actions except for the vituperations likely to occur when such scoundrels find themselves in desperate situations.
32+	The magician inflicts a permanent, debilitating pain upon an ill-fated adversary within sight, striking them with 1d12 damage per caster level. When and if recovered, the victim is likely to bear a compelling animosity for the caster, as the star-crossed wretch permanently suffers a -2 penalty to all action dice that require the specific targeted limb: right arm, left arm, right leg, or left leg (caster to declare).

KHULIP'S NASAL ENHANCEMENT

Level: 1	Range: Varies	Duration Varies	Casting time: 1 action	Save: See below
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General Khulip is a mystery among magicians, known for his utilitarian *Nasal Enhancement* and little else. There are some who theorize that he was slain amid the flexuous disruptions of the Nineteenth Aeon, which brusquely terminated the careers of many a fledgling magician. Others have proposed that his only known spell is useful, but hardly domineering, and thus he may have been unceremoniously dispatched by more capable peers.

The last significant school of thought speculates that Khulip was not a magician at all, but an unusually fortunate wayfarer who stumbled upon a most convenient dweomer and then gave his name to it. If this be the case, doubtless many magicians have enhanced and improved the spell over the centuries, and, in fact, Khulip is perhaps the one who refined it to its current practicality.

Despite this speculation, the *Nasal Enhancement* is an eminently pragmatic spell; consequently, a caster may desire a less powerful result than their final spell check. In order to choose a lesser result, the ensorceler must have successfully modified or created a spell themself.

To use the spell, the caster's face (or at least nose) must be uncovered and relatively clear. Very strong odors, gases, smokes, vapors, or severe congestion may preclude or curtail the efficacy of the spell, and those spells which entail an assault on the olfactory senses force the caster to roll a save vs. those spells at a -1d penalty during the span of this spell's effects.

Manifestation	Roll 1d4: (1) caster's nose elongates precipitously 1d4 inches; (2) caster's nose twitches for a duration of the spell; (3) caster's nostrils dilate profusely, causing a great whistling sound with every olfactory inhalation; (4) thick black nose hairs sprout from the nostrils of the caster, waving with frond-like motions.
Corruption	Roll 1d7: (1-3) minor corruption; (4-5) major corruption; (6) greater corruption; (7) roll a random manifestation as above, which thereafter becomes permanent.
Misfire	Roll 1d4: (1) caster loses their sense of smell and taste for a number of turns equal to caster's level; (2) caster is stunned by an onrushing wave of olfactory sensations, stumbling and senseless for 1d4 rounds; (3) caster's nose grows to a rubbery length of 1d6 feet and remains for a number of rounds equal to caster's level, imparting a -1d penalty to all actions for the duration; (4) casting is reversed for 1d4 rounds! Roll another spell check, re-rolling any result lower than 12. Caster is afflicted by the reverse of the nasal enhancement. For example, a result of 13 causes the caster to lose their sense of smell; on 15, they may not distinguish the properties of any magical item whatsoever, etc.

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 is endowed with an extraordinarily keen olfactory sense for 1d4+CL rounds. During this time they can smell all creatures within 50' and, if a creature is not directly visible, can attempt a DC 7 Intelligence check to identify the type of creature or the type of substance. Note that if the substance is unknown to the caster, this does not magically make them aware of what it is.
14-17	The caster may inhale a whiff of any substance within 20' and discern whether it is poisonous (or venomous). If the substance is inherently dangerous just by virtue of inhaling its vapors or gas, the caster receives a prodigious bonus to their saving throw equal to their caster level. The caster may understand the nature of the poison: how it acts upon a victim, how quickly, the general nature of its harm, and with a DC 14 Intelligence check, whether an antidote exists and what that antidote might be. The olfactory enhancement lasts for 1d6 turns.
18-19	The caster's nose is able to detect falsehoods, deceptions, and forgeries. The caster's nose will twitch if anyone should utter a falsehood within 50', so long as this lie is audible to and in a language understood by the caster. This sense extends to writing: if reading and presented with a written untruth of some kind, the caster's nose will also twitch. Intelligent creatures who are aware of the caster's lie-detecting prowess may receive a Will save vs. the spell check at the judge's discretion. The redolent truth-sniffer lasts for 2d6+CL rounds.
20-23	The caster's enchanted proboscis can identify the properties of magical items, including the general function, limitations, school of magic, and the name of the individual who enchanted it. This includes any item that is blessed, cursed, enchanted, or has some supernatural property. This will extend up to 1 turn, during which time the caster must be close enough to smell the item from a distance of no more than 1'. The examination takes one full round and no other actions may be undertaken in this round. The caster may undertake this examination upon a number of items up to the caster's level, and they must be completed in the space of 1 turn, after which the spell ends.
24-27	For the next hour, the caster may smell danger up to 50' away. Any trap, hidden creature, or being of malicious or hurtful intent toward the caster, generally or specifically, will be detected as an intense smoky odor similar to that of sulfur. The dangerous object or creature is understood, but the exact nature of the danger may not be obvious. The danger sensed could be something intended beyond the spell's duration; the intensity of the smell indicates whether the danger is imminent (chokingly acerbic smell) or far-off (faint aroma of wood-smoke).

- 28-29 The caster's olfactory sense develops exponentially into a faculty almost equivalent to vision. The magician's capability of scent is now so strong that they may actually navigate an area without sight, being able to smell pitfalls, objects, etc., without penalty. General details that could be discerned by touch are comprehensible, and the composition of objects (and the type of creature) is obvious from their odor, but color is not observable under this expression of the spell. This capability persists for 2d6+CL turns. This permutation of the spell also allows the caster to track any scent unfailingly for the duration of the spell.
- 30-31 The caster's sense of scent grows so precise that they may determine the weakness of a creature or object by smelling it at a distance of no more than 10'. This could include determining a creature's vulnerability (such as a were-vole's sensitivity to sunlight), the gap in a suit of armor, or the weakest point in a structure. If the weakness sensed is a structural or material deficiency that can be directly attacked, such as a failing in a suit of armor or a gap in a dragon's scales, knowing and exploiting the weakness confers a bonus equal to the caster's level to attack rolls by the caster against the target. The spell persists for 1d6+CL turns. Detecting a creature's weakness requires one full round of concentration during which no movement or other action is permissible.
- 32+ The caster is blessed with an adenoid of true bellipotence. For the next 1d7+CL turns, the caster may use any or all of the spell results listed above, choosing any of the olfactory effectuations. Only one effect may be used at a time. In addition, the nose, and its attendant olfactory prowess, can be sent anywhere the caster has seen directly or remotely (such as by scrying), and may use any of the abilities outlined above per the constraints already delineated. During such nasal projection, the caster may take no other actions and their true body retains no sense of smell.

LUGWILER'S DISMAL ITCH

Level: 1 Range: 30' Duration: Varies Casting time: 1 action Save: Fort vs. spell check

General A magician abhorred even from the obscurity of the Seventeenth Aeon, Lugwiler was a decrepit invalid jealous of others' good health and thus became a paragon of corporeal irritations. Safely ensconced in his quarters at the legendary Tower of Sooun, his poor health seems to have distracted him from producing more potent or variable spells. Perhaps Lugwiler simply delighted in causing discomfort and humiliation to his victims. The society of the Seventeenth Aeon seems to have shunned him after both his rivals and those rejecting his amorous advances suffered many vile forms of bodily disharmony. Fortunately, most of his oeuvre is lost to Twenty-first-Aeon sorcerers.

Some pontificate that this spell has persisted because of its clarity, being one of the most primitive thaumaturgies and a favorite of beginning prestidigitators (or perhaps those who tutor them). Conventionally employed for high-spirited rakehellery, a caster may desire a less powerful result than their final spell check. In order to choose a lesser result, the ensorceler must have successfully modified or created a spell himself.

Manifestation Roll 1d4: (1) victim is afflicted with untoward crimson splotches upon the skin; (2) irritating brown pustules erupt from the target's epidermis; (3) obnoxious verdant vapors sweep over the target, leaving repellant scarlet stripes upon the body; (4) no outward change to the body or manifestation is observed by the bemused and unaffected watchers.

Corruption Roll 1d6: (1-3) minor corruption; (4-5) major corruption; (6) greater corruption.

Misfire Roll 1d4: (1) caster itches uncontrollably and all actions suffer a -2 penalty for 1d4+CL rounds; (2) the nearest non-target itches uncontrollably for the following round and can do nothing but scratch. The next round, the next nearest creature is so affected. This cycle persists for 1d4 rounds; (3) re-roll the spell check: caster and all creatures within 20' are affected by the new result; (4) caster itches uncontrollably for the following round and can do nothing but scratch, inflicting 1d4 points of damage in the process.

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

2-11 Lost. Failure.

12-13 The caster may target one unfortunate, who, upon failing a save, feels the dim tickling sting of 777 mites at once. For one round, the target may take no other action besides frantically scratching.

- 14-17 The caster's hands are imbued with the curse of irascible Lugwiler. For the next 2d4+CL rounds, any target successfully touched by the caster must make a save or be unable to take any action except attending to the insistent itch-pangs for 1d4 rounds. In addition, any other creatures touched by the afflicted victim must make a Fort save vs. the spell check or be tormented by the same agitating sensations.
- 18-19 The caster may target up to 1d6 creatures, who are tormented with the bites of a dozen blue fanticules. Victims failing their save can do nothing but divest themselves of clothes and armor in a frantic effort to scratch themselves. The spell lasts for one round per point of AC bonus worn by the target (not counting any Agility modifier), or until the target succeeds on a Fort save in subsequent rounds to end the effect.
- 20-23 The caster may target one source of annoyance to be afflicted with predatory mammalian timp. Not only will this unlucky person itch to the point of complete distraction for 1d6+CL rounds, the unloved vagabond is thereafter prey for a brood of subcutaneous timp-nymphs, which will erupt within 1d4 hours, causing 3d6 damage (DC 10 Fort save for half). The actual moment of eruption is unpleasant for the victim and off-putting to the reluctant viewer.
- 24-27 The caster may target 1d6 hapless wretches with aggravated gangue-agitation. For the next 1d6+CL rounds, individuals so afflicted immediately seek to immerse themselves wholly within any liquid available; failing that, the victims seek a means to burn away the itch or even plunge into a source of fire to subdue the vexation. No matter the secondary effects, the vexed unfortunates suffer 1 hit point of damage per round. The caster may cease the endeavors of the diligent gangue-protozoa at will.
- 28-29 The caster designates a circular border at a radius of 15' with a layer of invisible winged sprites. The border persists for 2d4+CL rounds. Any creatures passing through this area without the approval of the caster are immediately struck by the sprites' meticulous itching darts and must make a Fort save or be afflicted with a -1d penalty to all actions and suffer 1d3 damage per round for the spell's duration. Once triggered by crossing the border, the spell's effects continue whether a victim leaves or stays in the area. The sprites disperse noisily at the caster's whim.
- 30-31 The caster summons forth a cloud of semitransparent pink locusts, which persists for 3d5+CL rounds. This cloud fills roughly a 10' high × 20' wide × 20' long area and may be moved by the caster as wished, up to 30' per round. Individuals within the area of the cloud must make a save or be so afflicted by locust itch-pangs as to be helpless to take any action besides scratching or attempting to move out of the cloud. In addition, each quarry of the rose-colored swarm suffers 1d4 damage per round. This damage is not subject to magical healing due to the supernally pungent pink locust venom unless *neutralize poison or disease* is first cast on the victim. The rose-colored locusts immediately fall dead and twitching at the caster's deadly command.
- 32+ The caster may target one unrepentant enemy; upon failing a save, this ill-fated personage will be consumed by the extra-worldly itching caused by 1,000 miniature flantics. So supremely irritating is this sensation that the target can do nothing but claw haplessly at their skin, taking 1d4 damage per round until dead or restrained. If restrained, the victim is helpless to perform any action except whimper for release at the hands of the magisterial caster, obsequiously agreeing to any terms in exchange for a cessation of the dismal condition, which lasts until dismissed by the caster. Even afterward, the target's skin will forever be blotted with ugly long scratch scars, causing them to permanently lose 1 point of Stamina and engendering a -1d penalty to all reaction and social interaction rolls. Only the caster may choose to mitigate these latter two penalties with a preparation of *Lugwiler's Surreptitious Salve*, presumably at the cost of some suitably significant service or humiliating obeisance.

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.

PANGUIRE'S TRIUMPHANT DISPLASMS

Level: 1 Range: 20' per CL Duration: Varies Casting time: 1 action Save: Will vs. spell check

General Panguire was a pacifist who enjoyed humiliating others as opposed to acts of violence. One of Grand Motholam's great magicians, Panguire was non-lethally more lethal than many lethally-focused voyevodes. His *Triumphant Displasms* entertained arch-priests' courts, as he effectuated them as pranks on himself and others. Although humorous to behold, a displasm-afflicted individual (or group) is practically nullified in their efficacy by clever application of Panguire's formulae.

Panguire is rumored to have cast this upon himself occasionally in order to entertain village children. On the other hand, Lucounu the Laughing Magician has employed the spell simply for depravity's sake.

Mages who have mastered these inditements (i.e., learned the spell) may choose any result equal to or less than the spell check. Those mooncalves who read it from a scroll are stuck with what they get. The caster may not terminate the spell's effects early unless the victim submits to the magic (automatically failing the save).

Manifestation Roll 1d4: (1) an effluxion of variegated sparks stream from caster's hands to the target; (2) claret smoke

forms around the target and dissipates when casting finishes; (3) tiny, painless lightning bolts rain down upon the target; (4) trumpets encircle the caster and play a plangent fanfare as the spell is spoken.

Corruption Roll 1d6: (1-3) minor corruption; (4-5) major corruption; (6) greater corruption.

Misfire Roll 1d4: (1) caster is afflicted with a different displasm for 1d4 rounds, each determined by rolling 1d16+12 and comparing to the spell results below; (2) the displasm heals the target for 1d6+CL damage, soothing injuries and ameliorating any lingering impingements; (3) nearest ally within range suffers a random displasm below as if the target, determined by a spell check using 1d16+12; (4) caster must pass a DC 15 Will save or be stationarily vibrated by a displasmed standing wave, becoming paralyzed for 1d4 rounds.

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 weak-willed victim stutters uncontrollably for a number of rounds equal to the caster's level. This displasm affects every spoken sentence, and incurs a -1d penalty to spell checks. Prolixity is next to impossible.

14-17 For a number of rounds equal to the caster's level, the target's arm (or other appropriate appendage) loudly slaps their own cheek once per round. The victim may choose which arm is affected. Any action (climbing, carrying something, etc.) that requires both arms is extremely difficult (imparting a -2d penalty to checks). This penalty also applies to stealth checks, unless some muffling devices are added to the hand and face.

18-19 For a number of turns equal to the caster's level, the caster creates a flawless timekeeping device by imposing synchronous hiccups in exact 1-second intervals upon an individual; the caster may choose eructation instead of hiccups, if desirable. Additionally, the victim slurs their speech, and randomly lurches and staggers as if inebriated. This displasm imposes -2d penalties to spell checks and skill/ability checks that require regulated breathing (e.g., swimming). The same -2d penalty applies to Personality checks involving verbal persuasion, inspiration, etc. – unless the conversation involves another drunkard, in which case the -2d penalty becomes a +2d bonus.

20-23 An additional leg extends from the victim's hip. This appendage does whatever it can to foil the attempts of its neighboring legs. The afflicted's movement is reduced by 5' and running becomes impossible. The displasm also grants a +1d bonus to attacks against the victim, who has difficulty dodging. Any attempt to trip the victim gains a +1d bonus due to the supernumerary leg's help. Strangely, the afflicted may dance a saltarello quite proficiently. The effect lasts for a number of turns equal to the caster's level.

24-27 Two demon arms protrude from the afflicted: one from the chest, the other from the back. Each round, both appendages attempt to strike any allies within melee range using the caster's attack bonus and inflicting 1d3+1 damage. The arms are quite pesky, and try to hold the victim's weapon arm, cover their eyes, pull on nearby objects, or otherwise interfere with the victim, inflicting a -2d penalty to all actions. The demonic arms exist for 1d4+CL rounds before falling to the ground and dissolving.

28-29 The victim does their best imitation of a floundering fish out of water. The afflicted is thrown prone, and flops and belabors along the ground in a random direction, 10' per round. During the displasm's duration, the victim's lungs contract painfully as they suffer 1d3+CL points of damage per round. The effect lasts for 2d6+CL rounds.

30-31 The caster may choose up to 2 targets within range and apply any single displasm. Both targets must be afflicted with the same displasm.

32+ The caster may apply any two displasms upon a number of targets up to their caster level, within range; the displasms between victims need not be the same.



PHANDAAL'S CRITIQUE OF THE CHILL

Level: 1 Range: Varies Duration: Varies Casting time: 1 action Save: See below

General The arch-necromancer Phandaal the Great personally formulated one hundred various ensorcelments, though some have been lost to the aeons, or reappropriated by the demons who allegedly suggested them. One enchantment that has nonetheless persisted is *Phandaal's Critique of the Chill*. It is said that, despite the magician's superlative facilities for life-span prolongment, he abhorred beings which defeated moribundity by the alternative techniques derived from the sub-worlds and demon lands. These creatures, un-dead and demons, he classified as "chill-imbued." His *Critique* targets these creatures specifically and is highly ineffectual against all others. Chill-imbued creatures are those with un-dead traits (gauns, ghosts, ghouls, sylphs, vampires, etc.) or demon traits (named demons and their monstrous underlings).

Phandaal's Critique affects the aforementioned "chill" in a variety of ways, providing both offensive and defensive boons to the ensorceler. In some cases, the energy that creates stars is channeled to melt the chill of sub-world denizens. In others, the caster's very radiation of being dissuades chill-imbued beasts from attacking the mage and may even cause foes to flee. Most effects bestow the sorcerer with some protection against a particular ability effectuated by these aberrations. Consequently, the chill-besetted mage often desires a particular casting of *Phandaal's Critique of the Chill* to address a specific inconvenience. However, the arcane formulae of the arch-necromancer are not so easily manipulated. In order to choose a result less than one's spell check, the ensorceler must have successfully modified or created a spell himself.

Manifestation Roll 1d4: (1) the air undulates around the sorcerer as if a mirage; (2) sorcerer's skin cracks as almost-blinding rays of light burst from within; (3) a column of searing light illuminates the target; (4) serpentine streams of flaming light stretch from caster's fingers to the target.

Corruption Roll 1d8: (1) mage perpetually feels the chill of the sub-world and must pass a DC 11 Fort save each day to gain benefits from resting; (2) ensorceler gains an un-dead pallor, and anyone touching the caster's skin suffers 1d3 damage from the chill; (3) sorcerer's weaker hand becomes sub-world-touched and is permanently numb, causing a -1d penalty to spell checks and prohibiting dual wielding; (4) caster's leg becomes sub-world-touched and is permanently numb, inflicting penalties of -5' to movement and -1d to associated checks; (5) mage's eyes are fogged by the spirit planes, resulting in a -1d penalty to attack non-chill targets, but a +1d bonus to attack the chill-imbued, and the mage can now see any such creatures employing invisibility; (6) minor corruption; (7) major corruption; (8) greater corruption.

Misfire Roll 1d4: (1) sorcerer becomes the desired target of all chill-imbued within 100' and they gain a +1d bonus to attack the caster for 3d6 rounds; (2) each round for 3d6 rounds, the caster must pass a DC 18 Will save or flee from all chill-imbued within 100'; (3) mage is susceptible to the chill and suffers a -2d penalty to saving throws from all un-dead and demonic effects for 3d6 rounds; (4) caster sends six searing rays of stellar creation to automatically strike up to the six nearest allies for 1d6 damage each, with any remaining rays striking the caster.

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 Un-dead and demonic monstrosities avoid discommoding the sorcerer and prefer to inflict their unique discomfitures on alternate targets. If no other potential victims are available, a chill-imbued creature must make a Will save vs. the spell check in order to attack the ensorcelled mage. The effect persists for 1d3+CL rounds or until the caster takes any aggressive action (whichever is less), during which time all un-dead and demonic cold and chill damage inflicted upon the mage is reduced to 1 point per die.

14-17 A searing ray of stellar creation unerringly strikes one un-dead or demonic monstrosity within 150' and line of sight to the ensorceler for 1d6+CL damage. If the target is a chill-imbued creature with paralytic abilities, it is unable to employ them against the mage for 1d3+CL rounds. If the target is not chill-imbued, it only suffers 1d3 damage.

18-19 The aspiring arch-necromancer chooses one un-dead or demonic monstrosity within 150' line of sight. This chill-imbued unfortunate finds the caster's presence to be wholly insalubrious and desires only to maximize the distance between itself and the mage's searing critique. The victim must pass a Will save vs. the spell check each round or spend its actions fleeing. The effect lasts for 1d4+CL rounds, during which

time the ensorceler is emboldened and receives a +2d bonus to saving throws against fear effects from any chill-imbued beast.

- 20-23 Un-dead and demonic monstrosities avoid discommoding the sorcerer and up to 2 chosen allies within a 5' radius, and prefer to inflict their unique discomfitures on alternate targets. If no other potential victims are available, a chill-imbued creature must make a Will save vs. the spell check in order to attack the ensorcelled mage or their charges (who must remain within 5' to benefit). The effect persists for 1d6+CL rounds or until one of the protected takes any aggressive action (whichever is less), during which time the mage and their allies utilize 1d100 for saving throws vs. un-dead and demonic drain attacks (ability, blood, level, etc.); if no save is allowed, the protected may still avoid the effect by making a d20 check (no modifiers) vs. DC of 10 + damage inflicted.
- 24-27 The sorcerer propels 1d6+3 searing rays of stellar creation which may be distributed among un-dead or demonic targets within line of sight as desired. The rays unerringly strike for 1d8+CL damage. If the targets are chill-imbued creatures that can inflict curses, they are unable to invoke such maladive vituperations against the mage for 1d6+CL rounds. A target that is not chill-imbued only suffers 1d3 damage per ray.
- 28-29 The ensorceler chooses one or more un-dead or demonic monstrosities within 300' and line of sight; the total HD of the targets must be less than or equal to the spell check. These chill-imbued unfortunates find the caster's presence to be wholly insalubrious and desire only to maximize the distance between themselves and the mage's searing critique. The victims must pass a Will save vs. the spell check each round or spend their actions fleeing. The effect lasts for 1d8+CL rounds, during which time the sorcerer is so pure of purpose that they utilize 1d100 for saving throws vs. possession from any chill-imbued adversary.
- 30-31 The mage shrieks a critique of conversion, targeting a single chill-imbued creature within line of sight (including being seen through a scrying device). The target must make a Will save vs. the spell check, though it receives a +4 bonus for each HD that exceeds the caster's. For example, an 8 HD creature has a +12 bonus (in addition to normal Will save bonuses) against a level 5 sorcerer. A failed save results in the creature becoming the sorcerer's thrall, willing to obey any telepathic command of the caster (though the creature cannot respond unless it already has telepathic abilities or speaks a known language). A new saving throw is allowed after each week, with a cumulative +1d bonus to the save for each additional week (i.e., d24 after 1 week, d30 after 2+ weeks). A creature that passes its Will save targets only the mage and hunts the caster until one of them is destroyed.
- 32+ Phandaal reaches through space and time, aiding the aspiring arch-necromancer in creating a nonpareil critique that radiates an aura of untouchable fury. Un-dead and demonic monstrosities avoid discommoding the sorcerer and any ally within a 10' radius, and prefer to inflict their unique discomfitures on alternate targets. If no other potential victims are available, a chill-imbued creature must make a Will save vs. the spell check in order to attack the ensorcelled mage or their charges (who must remain within 10' to benefit). Unlike lesser-powered similar effects, the aura of untouchable fury protects those who remain within it, and those enclosed by the mage's aura may take aggressive action without surceasing its benefits, which persist for 1d12+CL rounds. While the aura endures, once per round the sorcerer may spend their largest action die to direct a searing ray of stellar creation which unerringly strikes one un-dead or demonic monstrosity within 150' and line of sight and inflicts 1d10+CL damage. For the effect's duration, the caster may bestow additional benefits to all who stay within 10'. The magician may roll 1d6 or choose any one of the following benefits for each odd-numbered caster level possessed (one at 1st level, two at 3rd, three at 5th, etc.): (1) all un-dead and demonic cold and chill damage inflicted is reduced to 1 point per die; (2) immunity to un-dead and demonic paralytic effects; (3) +2d bonuses to saves against un-dead and demonic fear effects; (4) utilize 1d100 for saves vs. un-dead and demonic drain attacks (ability, blood, level, etc.); (5) immunity to un-dead and demonic curses; (6) utilize 1d100 for saves vs. un-dead and demonic possession.



PHANDAAL'S MANTLE OF STEALTH

Level: 1 Range: Self Duration: Varies Casting time: 1 action Save: See below

General Though revered in sorcerous circles, those zealots who cast Phandaal down during Pontecilla the Pious' purge of Grand Motholam named him Phandaal the Corrupt, accusing him of trade with demonic entities. His *Mantle of Stealth* is said to be one of the legacies of the Arch-Necromancer, though there were few witnesses to the many crimes attributed to this seldom seen magician, now dead these many years. *Phandaal's Mantle of Stealth* allows the caster to hide oneself from the weak-minded and the foolish—the vast majority of mortals, in the eyes of the sub-world.

Manifestation Roll 1d4: (1) caster reaches up to the heavens and draws their hands down slowly over their body, which disappears as the hands pass across it; (2) caster's body appears as if painted upon a column of smoke, which drifts apart until they can no longer be seen; (3) caster takes a step backward and seems to become one with whatever is in the background; (4) a shadow passes across the caster's body, until only their eyes can be seen—then the eyes disappear as well.

Corruption Roll 1d6: (1) caster can no longer abide to be looked at directly and attempts to interact without being seen, speaking from behind screens, around corners, while wearing a mask, or using similar techniques. If they cannot so interact, the caster takes a -2d penalty to all skill checks involving personal interaction; (2) caster can no longer perceive their own reflection, either in mirrors or any reflective surface; (3) caster's face becomes a revolting horror and none can stand to meet their gaze; (4) caster becomes blind in one eye. If this result is rolled again, they go completely blind; (5) caster develops a kind of insanity and cannot help but imagine hidden horrors everywhere, always hiding just out of sight. They lose 2 points of Personality as their fear of imagined horrors affect every interaction; (6) every word the caster writes disappears an instant after they make a mark, making it impossible to record history or scribe scrolls.

Misfire Roll 1d6: (1) caster's greatest enemy is perfectly invisible to them for a full month; (2) caster's skin glows phosphorescent green for 1 turn, making it nearly impossible for them to achieve stealth; (3) the being(s) the caster meant to deceive has a sudden intuition that someone is coming to do them mischief or violence, and is prone to be especially vigilant until their wariness is satisfied; (4) the shade of Phandaal takes revenge for the caster's impertinence and gracelessness. Caster cannot use the *Mantle of Stealth* for 1d3 days; (5) caster's eyeballs turn invisible and all light bends around them, blinding caster for 1d6 rounds; (6) caster is suddenly full of fear. They must make a DC 13 Will save or run shrieking, dropping everything as they go, for 1d6 rounds.

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 For the next turn, the caster is stealthier than normal, getting a +2 bonus to checks to hide or sneak.

14-17 For the next turn, the caster becomes extremely stealthy, getting a bonus to checks to hide or sneak equal to 2+CL.

18-19 The caster receives a bonus to checks to hide and sneak equal to 4+CL for 1 turn. In addition, they are perfectly invisible to creatures with 1 HD or less who are not arcane spellcasters, or are not beings gifted with heightened senses. The invisibility effect is negated as soon as the caster attacks or casts a spell, but the enhanced stealth remains for the duration of the spell.

20-23 The caster receives a bonus to checks to hide and sneak equal to 5+CL for a number of turns equal to the caster's level. In addition, they are perfectly invisible to creatures with fewer HD than the caster's level. Arcane spellcasters and creatures with heightened senses may spot the hidden caster by making a Will save vs. the spell check. If their save is successful, they perceive the caster. The invisibility effect is negated as soon as the caster attacks or casts a spell, but the enhanced stealth remains for the duration of the spell.

24-27 The caster receives a bonus to checks to hide and sneak equal to 6+CL for a number of hours equal to the caster's level. In addition, they are perfectly invisible to creatures with fewer HD than the caster's level +1. Arcane spellcasters may spot the hidden caster by making a Will save vs. the spell check. If their save is successful, they perceive the caster. At this level of spell power, creatures with heightened senses who are not arcane spellcasters receive no saving throw against the invisibility effect. The invisibility is negated as soon as the caster attacks or casts a spell, but the enhanced stealth remains for the duration of the spell.

28-29	The caster receives a bonus to checks to hide and sneak equal to 7+CL for 1d5+CL hours. In addition, they are perfectly invisible and inaudible to creatures with fewer HD than the caster's level +2. The invisibility effect is eliminated as soon as the caster attacks another creature, but the enhanced stealth remains for the duration of the spell. Casting spells that only target themselves or inanimate objects does not cancel the invisibility, but the spellcasting may well give away the caster's position.
30-31	The caster receives a bonus to checks to hide and sneak equal to 8+CL for a number of days equal to the caster's level. In addition, they are perfectly invisible and inaudible to creatures with fewer HD than the caster's level +4. The invisibility effect is eliminated as soon as the caster attacks another creature, but the enhanced stealth remains for the duration of the spell. Casting spells that only target themselves or inanimate objects does not cancel the invisibility, but the spellcasting may well give away the caster's position.
32+	The caster is invisible and inaudible to all creatures until they either choose to dispel the effect or physically attack another creature. The effect is rendered inert as soon as the caster attacks another creature, but the caster receives a bonus to hide and sneak equal to 8+CL for a full week after the spell's casting. Casting spells that only target themselves or inanimate objects does not cancel the invisibility, but the spellcasting may well give away the caster's position.

SPELL OF MACROID CASTIGATION
C.A.K.A. "SPELL OF THE MACROID TOE"

Level: 1 Range: 10' per CL Duration: 1 turn per CL Casting time: 1 action Save: Fort vs. spell check

General By means of the spell, the magician unleashes transmogrifying energies focused upon a single point of their target's physiognomy. The results can be anywhere from benignly cosmetic and superficial to dangerously grotesque and horrifically painful. While a magician can target any of a number of small anatomical areas (such as a lip, finger, eyelid, or even a nostril), there are many adherents to the magical arts who learn variations, selecting specific physical attributes and focusing on them to the exclusion of all others (the *Spell of the Macroid Toe* is one such variant). In these cases, the magician is treated as being one caster level *higher* for purposes of the spell effects.

Manifestation Roll 1d4: (1) targeted appendage visibly enlarges to the stated proportion; (2) targeted point liquefies, elongating and expanding to the greater size; (3) the flesh of the targeted area blackens, swells, and ruptures as a new appendage appears in a burst of neoplastic growth; (4) the appendage is obscured by a flash and puff of smoke, emerging in its enlarged state.

Corruption Roll 1d8: (1) caster's eyebrows are permanently enlarged to double normal size; (2) caster's eyes are reduced to half normal size, causing a -1d penalty to all vision-related checks; (3) caster suffers asymmetrical growth of their foot to double its normal size, inflicting a -1d penalty to attempts to sneak silently; (4) caster's fingers extend by 1d8", determined randomly per digit, making it difficult to grasp objects and resulting in a loss of 1 point of Agility; (5) caster's toes each grow by 1d4", determined randomly per toe, painfully bursting through footwear, affecting caster's speed by -5'; (6) minor corruption; (7) major corruption; (8) greater corruption.

Misfire Roll 1d4: (1) re-roll the spell check: nearest ally is affected by the spell (if no nearby ally, caster suffers spell result); (2) all allies within 20' suffer the re-rolled spell's effects, with appendages determined at random; (3) targeted area is reduced instead of enlarged; (4) caster's tongue becomes engorged for 1d6 rounds, preventing all speech and spellcasting.

1 Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + misfire + patron taint (or wizardly objurgation if no patron); (1-2) corruption; (3) patron taint (or corruption if no patron); (4+) misfire.

2-11 Lost. Failure.

12-13 The targeted feature increases in size and mass, becoming 10% larger and causing slight discomfort and distraction. Actions taken that are directly impacted by the growth suffer a -1 penalty.

14-17 The targeted feature grotesquely swells to 50% larger and becomes a discomforting deformity. Actions taken that are directly impacted by the growth suffer a -2 penalty.

18-19	The selected physical detail doubles in size and mass. Any actions taken that are directly impacted by the afflicted phalange suffer a -2 penalty while all other actions suffer a -1 penalty from the distraction caused by the sudden transmutation.
20-23	The targeted anatomical feature suffers from an increase in size of 200%. Any actions taken that are directly impacted by the enlarged area suffer a -1d penalty while all other actions suffer a -1 penalty from the distraction caused by the sudden transmutation.
24-27	A five-fold increase in mass strains the physical form beyond any semblance of normal or human. A finger becomes akin to a misshapen overripe banana, facial features distort in horrific fashion, toes swell to a half-pound of useless meat and gristle, and pain wracks the body of the victim. The victim suffers a -2d penalty to any actions associated with the afflicted area and -2 to all other actions.
28-29	The targeted area increases in mass by ten-fold. A two-pound finger makes spellcasting impossible, an elephantine toe severely curtails movement, an engorged nose pulls the victim's face toward the ground, etc., at the judge's discretion. Actions requiring the use of the distorted flesh require a DC 10 Strength check to perform and even then suffer a -2d penalty, while unrelated actions suffer from a -1d penalty inflicted by the cumbersome nature of the change.
30-31	The targeted area increases in size by a factor of 100, becoming a colossal and painful tumor attached to its unwilling host. Victim suffers a loss of 1d3+CL points of Stamina and Agility while being tortured by the unbearable agonies caused by the physical transformation. The victim must make a DC 10 Strength check to perform any action and even then incurs a penalty of -2d to all actions for the duration.
32+	Taking place over a period of 5 rounds, the signaled member rapidly and horrifically increases in size to that of a house, covering an area of over 1,000 square feet and weighing over 40 tons. The power of this transformation is so great that unprepared individuals within 10' of the target must make a DC 15 Reflex save to avoid being crushed to death by the first round of growth. Those unable to move at a minimum speed of 20' cannot escape the expansive growth. The fleshy mass is not powerful enough to overcome obstacles such as stone walls but will form elongated protrusions through windows and other openings until it has reached its full size. The targeted victim of the spell is rendered helpless by the transformation, reducing both their Stamina and Agility to 3, and can no longer take any actions requiring even the slightest physical effort. Due to the massive trauma inflicted, the lost attribute points recover at the rate of 1 point per week.

SPELL OF SOFT SILENCE

Level: 1 Range: 10' per CL or as below Duration: 1 turn per CL or as below Casting time: 1 action Save: Will vs. spell check

General An enchantment of ancient, but lost pedigree: by quelling the underlying torsions in the fabric of space, this spell creates an area of silence, allowing the caster and any allies to move silently, or to make some object or creature completely inaudible.

Manifestation Roll 1d4: (1) a shimmering cone falls over the target; (2) a wysen-imp appears and sucks all ambient noises into a leather bag before vanishing; (3) visible waves of sound ripple from the caster's fingers and cancel out noise coming from the target; (4) a silent "pop" goes off in the ears of all creatures in the target area, after which no further noise can be heard.

Corruption Roll 1d6: (1) caster grows increasingly deaf. All listen checks are made with a -1d penalty; (2) caster's feet no longer make any noise when walking. This persists regardless of footwear worn; (3) caster's voice may only be heard as a whisper, even when shouting; (4-5) minor corruption; (6) major corruption.

Misfire Roll 1d4: (1) caster encases their head in a 1'-diameter bubble of silence for the next 1d6 turns; (2) the sounds of the caster and any allies within 10' are amplified (normal speech becomes a vociferous bellow, a bag of coins clang like chimes, etc.) for 1d6 rounds; (3) for the next 1d6 rounds, the caster's thoughts are heard in the minds of all creatures within 100'; (4) belled necklaces appear around the necks of the caster and their allies. The bells ring out whenever the wearer moves and can only be removed with a DC 20 Pick Lock check.

1 Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + misfire + patron taint (or

wizardly objugation if no patron); (1-2) corruption; (3) patron taint (or corruption if no patron); (4+) misfire.

- 2-11 Lost. Failure.
- 12-13 A single target is verbally silenced. This applies only to spoken communication or language and not to other sounds. The target is still capable of generating noises by striking objects, throwing weapons, etc.
- 14-17 All noises made by creatures within a 10' radius centered on a point of the caster's choosing are suppressed. While so dampened, attempts to sneak or hide by the creatures are made with a +2d bonus to the check.
- 18-19 A single target is completely silenced. Moreover, the target does not realize they are no longer making noise—inwardly they continue to hear their own voice, commands, etc., and only realize the effects through the actions (or inactions) of those around them. While silenced, the target cannot cast any spells unless they specifically may be evoked without a verbal manifestation.
- 20-23 A 15' sphere of silence is created by the caster, which can be centered in space, on an object, or on a creature. Within the area, all sound ceases, and it is impossible to have spoken conversation or cast spells unless they specifically may be evoked without a verbal manifestation. If centered upon a moveable object, the sphere moves with the center for the duration of the spell. If cast on an unwilling target, it may make a save to negate the effects.
- 24-27 The caster creates a 20'-square cube of silence centered on a spot designated by the caster. Within the area, all sound ceases, and it is impossible to have spoken conversation or cast spells unless they specifically may be evoked without a verbal manifestation. In addition, the area can be reshaped by the caster, so long as the dimensions do not exceed a total volume of the original cube (e.g., an area of silence 10' wide × 10' tall × 80' long).
- 28-29 The caster completely silences all sound within range of the spell. The caster can designate which creatures are affected and which are not. Within the area, all sound ceases, and it is impossible to have spoken conversation or cast spells unless they specifically may be evoked without a verbal manifestation.
- 30-31 A stifling potency washes outward from the caster, silencing an entire village or small town targeted by the caster. All inhabitants of the targeted area are silenced unless specifically spared by the caster; moreover, the silence follows individuals leaving the area for the duration of the spell. While under the effect, all sound ceases, and it is impossible to have spoken conversation or cast spells unless they specifically may be evoked without a verbal manifestation.
- 32+ With a resonating stillness that presages the cold sun, an entire area is cursed to *permanent* silence by the caster. The caster may designate an area up to a half-mile radius anywhere within 100 miles of their own position, and may choose to designate creatures that are not affected by the spell at the time of casting or at the time they enter the area. Thereafter, any creature entering the zone must make a Will save or be utterly silenced while inside the cursed region. Within the area, all sound ceases, and it is impossible to have spoken conversation or cast spells unless they specifically may be evoked without a verbal manifestation.



LEVEL 2 ARCANES SPELLS

CLAMBARD'S REIN OF LONG NERVES

Level: 2 Range: Self Duration: Varies Casting time: One year or longer Save: None

General Clambard was a scaramouch; his prideful boasting hardening hearts of many, even those of his allies. As his braggadocio grew to ever greater heights, so his courage fell to fathomless depths, and his habits turned to drunkenness. After a weeklong comotation upon spiced green wine, Clambard formulated this ritual method of striking at a remove with spell-craft while absenting oneself from the fray.

Clambard postulated that a magician may tie the senses of other individuals to his own, for the purposes of spying as well as for casting magic through them. This spell is the mechanism by which such a bond is forged. This affinity comes after much time and labor is expended, the magician needing to spend at least one year in deep study of the mechanisms of each of the five senses that one wishes to be able to join with their own. This affinity also comes with a cost: the connective powers resulting from the casting may only be used so long as the magician has the formulae for the spell ready in their mind. Note the casting time can, in game terms, be considered to overlap with adventuring time or be a lull between adventures.

After a magician has spent the requisite casting time to fully understand the workings of at least one sense, and the chosen ancillaries are gathered for the rite, a spell check is made. The spell check determines the benefits of the linkage, as noted below. Many magicians utilize appropriate methods of spellburn at this point (i.e., temporarily blinding or deafening themselves) to ensure a beneficial result.

Once the sensory linkage is forged, the magician may switch their attentions to the senses of any of their ancillaries at will, including casting spells through them. Spells channeled through an ancillary must use a targeting method appropriate for the senses linked: touch spells require a linking of the sense of touch, line of sight spells require connected vision, etc. The linked senses themselves are available to use remotely, as if they were the caster's own. The magician may eavesdrop on conversations, examine distant vistas from the safety of one's library, smell the freshness of thaumaturgical ingredients purchased by an apprentice, etc. It should be noted that extremely powerful sensory input such as blinding flashes of light, overwhelming pain, or deafening sounds will project back through the link unbidden – forcing the magician to concentrate on shutting out the sensory input until it subsides.

Manifestation Manifestations only occur when the magician draws upon the linkage to their ancillary senses. Roll 1d3: (1) magician's eyes alight with the fiery orange of a newly kindled glow-box; (2) the ghostly visage of the ancillary hovers in front of the magician; (3) a silvery cord extends from the magician's body, stretching through the astral plane and emerging again to connect to the body of the chosen ancillary.

Corruption Roll 1d6: (1-3) magician permanently loses their sense of taste; (4-5) magician's eyes milk over, reducing their clear vision to 30'; (6) magician suffers from motion sickness when traveling at a speed of greater than that of a brisk walk. While sickened, all actions suffer a -1d penalty.

1 The sensory union fails and the magician automatically suffers corruption and wizardly objurgation. The magician may not attempt another casting of this ritual without spending half again as much time in study.

2-13 The sensory union fails and the magician may not attempt another casting of this ritual without spending half again as much time in study.

14-15 The magician weakly fetters the selected senses of a single ancillary to their own, allowing them to cast a single spell via that connection each day before exhausting the linkage, and requiring a full day of recovery on the part of the ancillary.

16-19 The magician forges a strong sensory bond with a single ancillary, allowing them to cast two spells per day via their connection before exhausting the linkage. The ancillary must spend a full day of bed rest to recover from the strain of the magical energies to allow the magician to re-establish their linkage.

20-21 The magician binds the selected senses of a chosen pair of ancillaries to their own, allowing them to cast two spells per day via each of their connections before exhausting the linkages. An exhausted ancillary must spend a full day of bed rest to recover from the strain to allow the magician to re-establish their linkage.

- 22-25 The magician constructs a powerful sensory bond with a chosen pair of ancillaries, allowing them to cast two spells per day via each of their connections before exhausting the linkages. An exhausted linkage is restored after a full day, requiring no specific rest from the ancillary to recover from the strain. Should an ancillary also be a magician, spells cast this way gain a +2 bonus to their spell check.
- 26-29 The magician's senses bridge between themselves and up to a trio of chosen ancillaries, allowing the remote casting of two spells per day via each of their connections before exhausting the link. The exhausted linkage is restored after a full day, requiring no specific rest from the ancillary to recover from the strain. Should an ancillary also be a magician, spells cast this way gain a +1d bonus to their spell check.
- 30-31 The magician creates a masterful sensory affinity between themselves and up to a trio of chosen ancillaries. This shared bond allows for the remote casting of up to three spells per day via each of their connections before exhausting the links. The exhausted linkage is restored after a full day, requiring no specific rest from the ancillary to recover from the strain. Should an ancillary also be a magician, spells cast this way gain a +1d bonus to their spell check. Should the ancillary magician also have a working knowledge of the spell cast through the linkage, this bonus increases to +2d.
- 32-33 The magician organizes a sensory web between themselves and up to four chosen ancillaries, allowing all within the web to borrow the senses of the ancillaries (although not those of the magician), allowing for quick sensory communication between the members of the web, dependent upon the senses shared. Additionally, this shared bond allows for the remote casting of up to four spells per day via each of their connections before exhausting the link, removing the ancillary from the sensory web. The exhausted linkage is restored after a full day, requiring no specific rest from the ancillary to recover from the strain. Should an ancillary also be a magician, spells cast this way gain a +1d bonus to their spell check. Should the ancillary magician also have a working knowledge of the spell cast through the linkage, this bonus increases to +2d.
- 34+ The magician organizes a complete sensory web between themselves and up to six chosen ancillaries, allowing all within the web to borrow the senses of any within the web, including those of the magician, allowing for quick sensory communication between the members of the web, dependent upon the senses shared. Additionally, this shared bond allows for the remote casting of up to six spells per day via each of their connections before exhausting the link, removing the ancillary from the sensory web. The exhausted linkage is restored after a full day, requiring no specific rest from the ancillary to recover from the strain. Should an ancillary also be a magician, spells cast this way gain a +1d bonus to their spell check. Should the ancillary magician also have a working knowledge of the spell cast through the linkage, this bonus increases to +2d.

FELOJUN'S SECOND HYPNOTIC SPELL

Level: 2 Range: 30' or more Duration: 1 round or more Casting time: 1 action Save: Will vs. spell check

General The caster invokes Master Felojun's art of suggestion and mesmerism to mentally dominate a living creature. The target must be able to understand the caster's language, hear the caster's voice, and have an Intelligence of 3 or more. In many instances, the spell's effects can be continued for as long as the caster maintains focus, taking no other action except to concentrate on the spell. If the caster is struck for any damage, the focus is automatically broken.

Manifestation Roll 1d4: (1) caster's pupils swirl in multi-chromatic spirals; (2) caster's hands dart and weave, seeming to vanish into the air; (3) caster's body shimmers from side to side like a cobra; (4) caster exhales blue smoke with each spoken word, resulting in a cloud that hangs over the targets.

Corruption Roll 1d6: (1-3) caster permanently loses their voice and henceforth is only able to speak at a breathy whisper; (4) caster becomes mentally pliable and readily succumbs to even the baldest lies and deceptions; (5) major corruption; (6) greater corruption.

Misfire Roll 1d4: (1) caster and all allies within the sound of the caster's voice suffer a -2d penalty to all action dice for the next round; (2) caster inadvertently mesmerizes themselves and must attempt a DC 15 Will save or be paralyzed for 1d3 rounds; (3) caster succumbs to a weaker mental state, suffering a -1d penalty to all Will saves for the next 24 hours; (4) caster infuriates targets, drawing their immediate ire (and attacks).

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	Failure, but spell is not lost.
14-15	The caster intones the Incantation of Paralysis, targeting a number of creatures up to the caster's level within a 90' radius. On a failed save, the target's action dice suffer a -2d penalty for as long as the caster maintains focus.
16-19	The caster intones the Incantation of Paralysis, targeting a number of creatures up to the caster's level, within a 180' radius. On a failed save, the target's action dice suffer a -4d penalty for as long as the caster maintains focus.
20-21	The caster intones the Incantation of Paralysis, targeting a number of creatures up to the caster's level within earshot. On a failed save, the targets are paralyzed and unable to move for as long as the caster maintains focus.
22-25	The caster intones the Incantation of Mesmerism, compelling a number of creatures up to the caster's level within earshot. On a failed save, each target must obey the caster's command to the best of its ability. If the command is counter to its nature (e.g., attacking an ally) the target receives a +4 bonus to its Will save. A target cannot be compelled to harm itself. The mesmerism lasts for as long as the caster maintains focus.
26-29	The caster intones the Antiphon of Mesmerism, compelling a number of creatures up to twice the caster's level within earshot. On a failed save, each target must obey its master's command to the best of its ability. If the command is counter to its nature (e.g., attacking an ally) the target receives a +4 bonus to its Will save. A target cannot be compelled to harm itself. The mesmerism lasts for as long as the caster maintains focus.
30-31	The caster intones the Antiphon of Mesmerism, compelling a number of creatures up to twice the caster's level within the sound of the magician's voice. On a failed save, each target must obey its master's command to the best of its ability, including actions counter to its nature, such as attacking allies. A target cannot be compelled to harm itself. The mesmerism lasts for as long as the caster maintains focus.
32-33	The caster intones the Monophonic Plainchant of Supreme Quietus, hypnotizing a number of creatures up to twice the caster's level within the sound of the magician's voice. On a failed save, a target believes it has died – its breath becomes impossibly shallow, its heart rate drops precipitously, and for all intents the target appears deceased. The target remains catatonic until roused or it dies from dehydration or exposure.
34+	The caster intones the Monophonic Plainchant of Supreme Quietus, hypnotizing any number of creatures within the sound of the ensorceler's voice. On a failed save, a target believes it has died – it ceases to breathe, its heart rate drops precipitously, and for all intents the target appears deceased. The target cannot be roused so long as the caster maintains focus, and the target dies from its belief if the caster's focus is not broken within five rounds.

HOULART'S BLUE EXTRACTIVE

Level: 2 Range: 100' Duration: Varies Casting time: 1 action Save: Will vs. spell check

General In the process of collecting his many trinkets and accouterments, the esteemed Houllart was compelled to occasionally flush out reluctant partners from hiding or turn out recalcitrants from their places of obstinate refuge. Thus he engineered the *Blue Extractive* to aid in the purpose of winking both objects and personages from sequestration.

Many scholars have argued vehemently over what exactly constitutes the effervescent blue kinesis that moves targets of the spell almost instantaneously through space. Wylander of the later Twentieth Aeon seems to have the most likely gloss: in *Wylander's Advantageous Mnemonic Hermeneutica*, he posits that the spell actually harnesses the target's subconscious will to obey the magician's command, and realizes the shimmering mental force to effect the migration.

Regardless of the underlying forces, the caster must see the container, building, or area (or other object) from which they intend to extract the target. If the caster specifies an object that is not within a designated space, the spell produces no effect. For example, if the caster says, "Bring to me the pearlescent amulet which currently resides in yon teakwood chest," but in fact, no such amulet is within the chest, the spell fails to go off. (Treat as result 12-13 below, regardless of the caster's original memorized result.)

The *Blue Extractive* was composed specifically to overcome obstacles, even those held behind locks or

magical wards. As a general rule, if contesting a lock, magical lock, ward, or other protection, the *Blue Extractive* will succeed if its spell result is equal to or higher than the DC to open the lock; or, in cases of magical warding, equal to or higher than the spell check result that provided the original protection. For purposes of determining an object's weight, all armor, clothing, etc., to be extracted is included in the calculation, where relevant.

Manifestation	Roll 1d4: (1) caster's head is suffused by a cerulean nimbus as they winkle the hidden from their hidey-holes; (2) the object of the caster's arcane attention appears before them in a flash of azure lightning; (3) the winkled item appears before the caster and is stained blue by esoteric energies for 1d14 rounds; (4) as the hidden object is thrust forth from its refuge, it leaves a bright beryl-hued trail of sparkling radiance.
Corruption	Roll 1d4: (1) caster's body turns permanently blue; (2) minor corruption; (3) major corruption; (4) greater corruption.
Misfire	Roll 1d5: (1) caster is transposed with the target they intended to extract (if multiple targets, determine randomly); (2) reverse extraction! The caster is brought forth and deposited within 5' of the intended target (if multiple targets, determine randomly which the caster is presented to); (3) re-roll the spell check but instead of blue, the colors are a confusing rainbow of multi-hued brilliance. This dazzling luminescence dazes the caster if they fail a DC 10 Will save; (4) lateral reverse extraction! The nearest creature to the caster is brought forth and deposited within 5' of the intended target (randomly determine which creature and which target); (5) caster's immediate clothes and all personal items are intracted to the intended target of the spell.

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	Failure, but spell is not lost.
14-15	The caster calls forth any inanimate object of one pound or less from a specified container. The object is extracted via the shortest, nearest route to the caster, but the spell will not work if the means of egress is locked. The extraction deposits the object within 5' of the caster in a desired space.
16-19	The caster calls forth any inanimate object of ten pounds or less from a container or area. If there are multiple routes by which it may be extracted, the caster may choose which it will take. The extraction will overcome one lock or obstacle (but not magical locks or wards) and deposit the object within 5' of the caster in a specified space.
20-21	The caster calls forth a number of objects up to the caster's level weighing 100 pounds or less (total) from a single container or area. If there are multiple routes by which they may be extracted, the caster may choose which they will take. The extraction will overcome one lock or obstacle (but not magical locks or wards) and deposit the objects within 5' of the caster in a preferred space.
22-25	The caster calls forth one object or person of 500 pounds or less (total) from a closed container or area. If there are multiple routes by which it may be extracted, the caster may choose which it will take. The extraction will overcome all obstacles, including magical locks, wards etc., and deposit the summoned within 5' of the caster in a designated space. All items worn by the target will be included in the extraction, but not those that are held unless the target makes a DC 15 Reflex save to maintain their grip on the object.
26-29	The caster calls forth a number of objects or persons up to the caster's level weighing 500 pounds or less (each) from a closed container or area. If there are multiple routes by which they may be extracted, the caster may choose the route taken. The extraction will overcome all obstacles, including magical locks, wards, etc., and deposit the retrievals within 5' of the caster in a designated space. All items worn by the target will be included in the extraction, but not those that are held unless the target makes a DC 15 Reflex save to maintain their grip on the object.
30-31	The caster calls forth a number of objects or persons up to the caster's level weighing 1,000 pounds or less (each) from a closed container or area. If there are multiple routes by which they may be extracted, the caster may choose the route taken. The extraction will overcome all obstacles, including magical locks, wards, etc., and deposit the collected within 10' of the caster in a chosen space. The caster may determine whether any objects worn, carried, or held by the target are to be included.
32-33	The caster calls forth a number of objects or persons up to the caster's level weighing 2,000 pounds or less

(each) from a closed container or area. If there are multiple routes by which they may be extracted, the caster may choose the route taken. The extraction will overcome all obstacles, including magical locks, wards, etc., and deposit the retrievals within 15' of the caster in a space of the magician's choosing. The caster may determine if any objects worn, carried, or held by the target are to be included.

34+ Wielding the highest puissance of the blue effulgence, the caster may extract individual components of a whole, such as the axle of a wagon wheel or a human's beating heart. The caster may call any number of objects or creatures within sight to themselves, providing the caster has some reasonably specific name or visual cue for them. The objects specified must all be of the same type. The caster may determine what items and elements of the specified targets are brought forth. Beware! Extractions at this level of mastery are very powerful and can have unintended consequences!

RADL'S PERVASION OF THE INCORRECT CHORD

Level: 2 Range: Varies Duration: Varies Casting time: 1 round Save: Fort vs. spell check

General A masterful interpersonal effectuation, *Radl's Pervasion of the Incorrect Chord* occupies a prominent place in Chapter Four of *Killiclaw's Primer of Practical Magic*. Unlike many other effectuations, the caster must employ a polyphonic instrument (lute, zither, triple ocarina, double zhaleika, harmonica, etc.); they need not be proficient with it, but must play it (however poorly) as part of the casting. It is said that Radl's musical peccancies were comparable in magnitude to his arcane supremacies, although the veracity of the former is debated among magician-philosophers.

As the spell has passed through the aeons, magicians have found that some dexterous musicalities enable performance flexibility. If the caster's Agility score is at its natural maximum (no spellburn or ability loss), then they may choose a lower result than the final spell check; otherwise, the result must be as rolled or memorized. The pervasiveness of the Incorrect Chord is such that it directly alters matter; hearing it is unnecessary to experience harm.

Manifestation Roll 1d4: (1) smoking blood drips from the instrument; (2) animals' shrieks pervade the air; (3) all vegetation dies within a 5' radius, leaving a scent of voidure; (4) phantom glass goblets float in the air and shatter.

Corruption Roll 1d6: (1) caster becomes tone deaf, and loses all musical aptitude; (2) caster's voice acquires an aurally abrasive timbre, causing discomfort in all listeners; (3) caster becomes extremely melophobic, fearing all music and musical instruments, except in the context of effectuating this spell; (4) greater corruption; (5) major corruption; (6) minor corruption.

Misfire Roll 1d4: (1) caster's instrument is destroyed; (2) caster suffers 1d6+CL damage from vibrations reflected from the instrument; (3) nearest ally is affected by an Incorrect Chord of spell check 16 (but is allowed a save); (4) the instrument attacks the caster for 1 round per caster level (atk +1×CL melee, 2d3 damage, AC 10, hp equal to caster's max) until the rounds expire, the instrument is destroyed, or the caster is dead.

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 Failure, but spell is not lost.

14-15 An arpeggiated flurry of obstreperousness bursts from the instrument, targeting one lackey within 100'. The unfortunate's skin responds by ripping open, causing 1d8+CL damage. Thereafter, the victim bleeds for 1d6 damage each round until successfully saving vs. the spell check (one saving throw per round).

16-19 The caster employs the devil's interval with metal-shattering vibrato. One victim within 120' suffers 2d8+CL damage, though the caster chooses how much of this vibrates corporeal minerals (i.e., reduces the target's hit points), with the remainder affecting the afflicted's mundane metal objects. If a metal weapon takes more damage than its maximum die face (e.g., a 1d4 dagger taking 5 points of damage), the weapon shatters. If metallic armor takes more damage than its AC bonus, it fractures to uselessness. The discriminating caster may choose to affect only metal objects or solely inflict mortal damage, or some mixture of both.

20-21 The caster's instrument projects sustained pentatonic tremolos. Within 150', one unfortunate's muscles spasm and tear as long as the "music" persists, inflicting 2d8+CL damage per round. The victim is allowed

a saving throw to avoid a particular round's damage. To prolong the effects round by round, the caster must maintain concentration, taking no other actions besides limited movement and making a DC 11 Will save if interrupted (as per DCC RPG p. 106).

- 22-25 A high-pitched cone of dissonance, 100' long and 50' wide, extrudes from the caster. All within the cone take 2d10+CL damage, though the caster chooses how much of this vibrates corporeal minerals (reducing each target's hit points), with the remainder affecting the dissonated victims' mundane metal objects. If a metal weapon takes more damage than its maximum die face (e.g., a 1d4 dagger taking 5 points of damage), the weapon shatters. If metallic armor takes more damage than its AC bonus, it fractures to uselessness. The discriminating caster may choose to affect only metal objects or solely inflict mortal damage, or some mixture of both.
- 26-29 An assault of overtones ruptures the ears of a single target within 180', rendering it permanently deaf. The discordant cranial pressure causes 3d12+CL damage.
- 30-31 The caster simultaneously sustains subject and counter-subject of two different fugues. The fugal clamor extends frontwise from the instrument in an 80'-radius semicircle. All within suffer 2d10+CL damage per round as bones crack, muscles tear, and nerves pull from spines. Each victim is allowed a saving throw to avoid a particular round's damage. To prolong the effects round by round, the caster must maintain concentration (see DCC RPG p. 106).
- 32-33 An accelerando of staccato chords burst the eyes of one rakehell within 200', rendering them permanently blind. The optic nerves twist and shudder, causing 3d16+CL damage.
- 34+ The caster plays an imperfect dissonant cadence, which seeds fatal resonances in a number of chosen targets up to their caster level within 200'. These unfortunates' very atoms vibrate at the caster's discretion. If deemed insufficiently moribund, the caster may consonantly resolve the cadence at any time. When the resolution occurs, those remaining within 1 mile per caster level must again save against the original spell check or die by way of corporeal explosion. Those who survive take 3d20+CL damage.

RHIALTO'S GREEN TURMOIL

Level: 2 Range: 30' or more Duration: Varies Casting time: 1 action Save: Fort vs. spell check

General One of the famed Rhialto's few spells that became known to others beside him, this incantation afflicts the target with various fits of discomfort and unease ranging from distracting eructations and dyspepsia to nigh moribund illness. The spellcaster can choose to select a lower spell check result on a successful casting if it better serves their goals.

Manifestation Roll 1d4: (1) target's flesh assumes a slight viridescent hue from which the spell earns its moniker; (2) target develops a rattling cough and expectorates writhing helminths; (3) a miasma of bice-colored flatulence envelops the target; (4) beads of emerald sweat spill from the target's pores as the spell takes effect.

Corruption Roll 1d6: (1-3) caster is permanently afflicted with gaseous humors causing uncontrollable belching. All Personality checks are made at a -2 penalty unless the creature being interacted with appreciates bodily noises; (4) caster is permanently surrounded by an odiferous cloud of flatulence, making them socially repugnant. All Personality checks are made at a -2 penalty and the caster suffers +1 additional point of damage per die from all fire-based attacks; (5) minor corruption; (6) major corruption.

Misfire Roll 1d4: (1) spellcaster becomes violently and explosively ill, expelling bodily waste from all orifices for 1d3 rounds. Caster is incapable of performing any action while affected with this sickness; (2) spasms wrack the caster, causing them to drop any item carries and suffer a -1d penalty to all rolls for 1d4 rounds; (3) a single friendly creature within 20' of the caster chosen at random becomes sick as per result 1 above; (4) an earthy eructation blasts from the caster, strong enough to extinguish open flames within 20', blow loose garments from the wearers' bodies, and force all within range to succeed on a DC 8 Ref save or drop any item they are holding.

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 Failure, but spell is not lost.
- 14-15 A single target within 30' and line of sight of the caster is afflicted with dyspepsia and stomach aches. This discomfort imparts a -2 penalty to all rolls (including attacks, damage, spell checks, skill checks, and saving throws). This discomfort lasts for 1d4+CL rounds.
- 16-19 A single target within 30' and line of sight of the caster is afflicted with severe dyspepsia and stomach aches. This discomfort imparts a -1d penalty to all rolls (including attacks, damage, spell checks, skill checks, and saving throws). This discomfort lasts for 2d4+CL rounds.
- 20-21 Up to two targets within 60' and line of sight of the caster become nauseated and dizzy. The target(s) must succeed on a DC 10 Stamina check to take any action or move. On a successful check, they can perform an action and/or move, but suffer a -2 penalty to all rolls (including attacks, damage, spell checks, skill checks, and saving throws). The Stamina check must be repeated each round the target(s) wish to act. The dizziness and nausea last for 2d6+CL rounds.
- 22-25 As result 20-21 above, but the target(s) must succeed on a DC 14 Stamina check each round to take an action or move, and suffer a -1d penalty to all rolls if the check succeeds. This effect lasts for 2d10+CL rounds.
- 26-29 Up to four targets within 80' and line of sight of the caster is afflicted with gaseous fits, bloody phlegm, and painful pustules. The targets take 1d3 damage each round, suffer a -2 penalty to all rolls (including attacks, damage, spell checks, skill, and saving throws), and their speed is reduced by half. This effect lasts for 2d12+CL rounds.
- 30-31 As result 26-29 above, but the damage is increased to 1d5 points each round and the penalty is -1d. The effect lasts for 2d16+CL rounds.
- 32-33 A single target within 120' and line of sight of the caster is struck with a sudden seizure of the brain or heart and suffers 1d10 damage per caster level and cannot perform any action for a number of rounds equal to the caster's level. On a successful save, this damage is reduced by half and the target can act, but with a -2d penalty and speed reduced to one-quarter their normal movement rate (rounded up).
- 34+ The caster can cause intestinal turmoil and debilitating sickness to all targets visible within 500'. Those affected by the spell are incapacitated by chills, nausea, dizziness, and violent bodily expulsions if they fail their Fort save. This effect lasts 1 day per caster level. If a target succeeds in their saving throw, they still suffer debilitating illness and can only move 5' per round by crawling. All actions performed while sick suffer a -3d penalty. If this penalty reduces the die to below 1d2, the action automatically fails (e.g., a dagger striking a target is wielded so weakly it causes no damage). The subject remains ill for 1 hour per caster level. Additionally, any creature not already suffering from the spell's effect that comes within 10' of a sickened target must succeed in a DC 10+CL Fort save or become nauseated, suffering the effects of result 14-15 above.



SPELL OF THE TIRELESS LEGS

Level: 2 Range: Line of sight Duration: Varies Casting time: 1 action Save: None

General Few spells are so manifestly and multifariously useful as the *Spell of the Tireless Legs*. Commonly employed to help a lucky sojourner on one's way, the spell can, at the higher levels of a caster's power and knowledge, help groups and even armies traverse vast distances with efficiency and alacrity.

As its use was first observed in the Nineteenth Aeon, it seems likely that it was composed to expedite overland travels in some of the grand wars of that era. Perhaps it was composed by one of the many "warlocks" of this time, some of whom are said to have labored under duress for fearsome generals in desperate need of overland communications that could only safely be transmitted by surreptitious independent agents. Of course, any collection of troops, large or small, can benefit from the spell when cast at a higher level, but it is unlikely any magician capable of wielding such power would dedicate themselves to the cause of a tiresome and indelicate military personage.

The spell is often used to double or treble the efficiency of travel by a mount; a target may also include any creature that is domesticated as a mount, whether it be wheriot, memril, dromedary, etc. If any other non-human creatures are to be endowed with tireless legs, they are required to possess leg-like appendages. To determine how many creatures may be affected, count each hit die of a creature as one target (e.g., a 10 HD horned ogre would take the place of 10 targets for purposes of this spell). Refer to the *Player's Libram*, p. 44 for more information on overland travel times in DCC Dying Earth.

Manifestation Roll 1d4: (1) target's legs are entirely sprightly and pain-free for the duration of the spell; (2) target's feet leave mildly luminescent silver footprints that shimmer for a few seconds before flickering and disappearing; (3) target's boots (or other footwear, bare feet, hooves, etc.) glow with an aureole of soft taupe radiance for the spell's duration; (4) the sound of the target's footsteps are supplemented by the tiniest faerie-bell tinklings for the duration of the spell.

Corruption Roll 1d5: (1) caster's legs become covered in rigid muscle. The caster must make a Luck check to determine if clothes or armor still fit properly; (2) a random manifestation of the spell becomes permanent for the caster; (3) minor corruption; (4) major corruption; (5) greater corruption.

Misfire Roll 1d4: (1) target's movement is slowed by half for 1d3 hours; (2) target must make a DC 10 Fort save or temporarily lose 1 point of Stamina when moving more than 10' per round over the next 1d24 rounds; (3) caster is struck with painful blisters on their feet, causing 1d3 damage and slowing movement by 10' for 1d5 hours; (4) caster ages a year and evermore walks with a slight limp.

1 Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + misfire + patron taint (or wizardly objurgation if no patron); (1-2) corruption; (3) patron taint (or corruption if no patron); (4+) misfire.

2-11 Lost. Failure.

12-13 Failure, but spell is not lost.

14-15 One target, including the caster, moves at double their normal overland speed for the next hour. (For example, a human's overland travel rate will be 6 mph instead of 3 mph.) The target will experience no fatigue and is a graceful, tireless dancer for the duration, their movements effortless and adroit.

16-19 A single target doubles their normal overland speed for a number of hours equal to the caster's level. The target will experience no fatigue as a result of their travels. In addition, during any combat rounds, the target gains an extra action which may be used for movement only.

20-21 The caster endows themselves and a number of others equal to the caster's level with sprightly endurance, allowing double overland movement for the next day without experiencing fatigue. The targets also double all climbing, swimming, and jumping movement and enjoy a bonus of +1 per caster level on any related checks.

22-25 The caster endows a single target with remarkable speed, allowing triple overland movement for 1d5+CL hours. The target will experience no fatigue as a result of their travels. In addition, during any combat rounds, the target gains two extra actions which may be used for movement only.

26-29 The caster endows themselves and 1d6+CL others with uncanny quickness, allowing double overland movement for the next day. In addition, during combat, each target gains an additional movement action.

- 30-31 The caster endows themselves and all others within 20' with supernal hardiness, allowing double overland movement for a number of days equal to the caster's level. The targets of the spell may forego sleep with only minimal discomfort. During this time, the targets ignore all armor check penalties and may carry double their normal encumbrance load with no penalties.
- 32-33 The caster endows themselves and all others within 100' with monstrous fortitude, allowing double overland movement for a number of days equal to the caster's level. During this time, the targets do not need to sleep and are immune to the effects of disease and sickness, though sicknesses incurred before the duration will be restored when the duration elapses. Additionally, for the duration of the spell, the targets ignore all armor check penalties and are able to haul double their normal loads due to their increased vigor and total lack of fatigue.
- 34+ The General's Most Amiable Companion! The caster endows all others within 1,000' with empyreal endurance, allowing triple overland movement for 1d4+CL days. During this time, the targets do not need to sleep and are immune to all disease and sickness, though sicknesses incurred before the duration will be restored when the duration elapses. Finally, for the duration of the spell, the targets ignore all armor check penalties, and the load that each target may carry, haul, or pull is doubled for the duration with no penalty of any kind.

SUMMON SANDESTIN

Level: 2 Range: N/A Duration: Varies Casting time: 1 week Save: Will vs. spell check

General This lengthy ritual prepares the caster to bind a sandestin into service—those nettlesome, peevish, foot-dragging, chronoplex traveling magical companions coveted by all magicians. The spell check is made upon completion of the ritual, and a number of points of Personality equal to the sandestin's targeted indenture points is required to be burned, with a minimum of one.

In order to bind a sandestin, the caster must first acquire a chug. Chugs are a semi-intelligent sub-type of sandestin used to threaten and control other sandestins—even use of the word “chug” is repellent to a sandestin. Chugs can appear in many forms, generally manifesting as the type of creature most suitable to impart horrific torture upon whatever guise is currently adopted by the target sandestin. Once obtained, a magician's chug must be well-protected lest it is stolen or freed; if a sandestin ever discovers that its chug is missing, it has little incentive to follow its magician's directives and may even actively undermine the magician's wishes.

Chugs can be captured by a magician only after a significant expenditure of time and resources. A chug can take a magician many weeks or months to locate, and once located, requires a sacrifice of the magician's essence to ensure its continual presence in the material plane. To bind a chug, a magician must sacrifice 1d4 hit points *permanently*. Chugs are never traded, considered far too valuable to relinquish to another magician. Moreover, once captured, each chug is bound to its magician through an extraplanar tie. If this tie is ever severed or the chug lost, the magician loses an additional *permanent* 1d4 hit points.

After completing the ritual and upon a successful casting, the caster binds a sandestin to enter into service. The sandestin provides the magician with additional powers depending on the type of creature summoned. (See p. 24 for more information on sandestin powers.) There is no limit to the number of sandestins a magician may bind, but a magician may not have a number of active indenture points that exceeds their caster level.

Sandestins can vary in appearance, adopting guises of greater and smaller creatures as fit their obscure whims. Sandestins are immune to magical attacks and can turn themselves invisible at will, and when not being tasked, are typically housed in some suitable container devised by the magician for that purpose (shaped pieces of fulgurite or walnut shells being prime examples). The more grandiose sandestins may refuse certain acts of service if they do not consider their provided demesne adequate to their standing.

Tracking indenture is a notable pastime with sandestins, and the source of endless nettlesome bickering and complaint even when the count is correct. Sandestins will attempt deliberate misinterpretation and are adept at dogged negotiation, though are not circumspect when it comes to whom they negotiate with, caring little for the differences among magicians and other humans. Such unauthorized reductions of indenture points are subtly encouraged by sandestins.

Sandestins are loath to directly attack other creatures as they consider such physical brutality beneath them, and are relatively ineffectual in doing so.

Manifestation See below.

Corruption Roll 1d6: (1-3) minor corruption; (4-5) major corruption; (6) greater corruption.

Misfire N/A.

- 1 Lost, failure, patron taint, and corruption. Unlike normal spells, the spell is lost for an entire month, not simply one day.
- 2-11 Lost and failure. Unlike normal spells, the spell is lost for an entire month, not simply one day.
- 12-13 Failure, but spell is not lost.
- 14-15 The caster summons a madling, a sandestin of an inferior sort. The madling will serve the caster until released from indenture or for up to one week. The madling will perform minor tasks at the command of the caster, such as fetching small objects or watching a specified location, but any task requiring significant effort or magical exertion requires the expenditure of an indenture point. Madlings are infrequently used by powerful magicians, as they respond to the commands of greater sandestins, even against their own indenturers.
- 16-19 The caster summons a minor sandestin. The sandestin will perform menial tasks for the caster (errands, guarding a manse, etc.), at the cost of 1 indenture point per year, but any task requiring significant effort or magical exertion requires the expenditure of additional indenture points. The sandestin is semi-intelligent and can only follow simple directions that take the form of a single phrase (e.g., “guard this room” or “water the moon-geraniums once a fortnight”). When the last point of indenture is spent, the sandestin is freed.
- 20-21 The caster summons an unremarkable sandestin. The sandestin will perform menial tasks for the caster (errands, guarding a manse, etc.), at the cost of 1 indenture point per year. The sandestin is semi-intelligent and can follow most simple directions. In addition, the caster can ask the sandestin to cast any level 1 arcane spell—even if not one normally known by the caster—using the magician’s action die for the spell check. When the last point of indenture is spent, the sandestin is freed.
- 22-25 The caster summons a common sandestin. The sandestin will perform tasks for the caster as result 20-21 above. The sandestin has average intelligence and can follow complex instructions. In addition, the caster can also ask the sandestin to cast any level 1 or 2 arcane spell using the magician’s action die for the spell check. When the caster uses the last point of indenture, the sandestin is freed. At will, the sandestin can effect a number of spell-like abilities upon itself, including turning itself invisible, changing forms once per day, teleportation to a location up to 1 mile away, and flight at a rate of 30’ per round.
- 26-29 The caster summons a moderately potent sandestin. The sandestin will perform tasks as result 20-21 above. The sandestin has average intelligence and can follow complex instructions. In addition, the caster can also ask the sandestin to cast any level 1 or 2 arcane spell using the magician’s action die with a +1 bonus to the spell check. When the caster uses the last point of indenture, the sandestin is freed. At will, the sandestin can effect a number of spell-like abilities upon itself, including turning itself invisible, changing forms up to three times per day, teleportation to a location up to 10 miles away, and flight at a rate of 40’ per round.
- 30-31 The caster summons a powerful sandestin. The sandestin will perform tasks as result 20-21 above. The sandestin has average intelligence and can follow complex instructions. In addition, the caster can also ask the sandestin to cast any level 1, 2, or 3 arcane spell using the magician’s action die with a +2 bonus to the spell check. When the caster uses the last point of indenture, the sandestin is freed. At will, the sandestin can effect a number of spell-like abilities upon itself, including turning itself invisible, changing forms up to six times per day, teleportation to a location up to 1,000 miles away, and flight at a rate of 80’ per round.
- 32-33 The caster summons a vastly powerful sandestin. The sandestin will perform tasks as result 20-21 above. The sandestin is highly intelligent and can follow the most detailed instructions. In addition, the caster can also ask the sandestin to cast any level 1, 2, or 3 arcane spell using the magician’s action die with a +3 bonus to the spell check. When the caster uses the last point of indenture, the sandestin is freed. At will, the sandestin can effect a number of spell-like abilities upon itself, including turning itself invisible, changing into an unlimited number of forms, teleportation across the world or between planes, and flight at the speed of the fastest objects or creatures.
- 34+ Using the greatest of magics, the caster summons a lesser daihak and bends its will to theirs, which they must do with an opposed Personality check. Daihaks do not follow the same restrictions as regular sandestins, and ignore chugs. The daihak respects power and does not perform any task it considers beneath its stature, and refuses service if such is requested. Each day, the daihak can cast any spell commanded by the magician, of any level, with a +10 spell check. The daihak only remains in the magician’s service until it wrests control of its will away from the magician: it receives a new opposed Personality check each day, and there is a cumulative 5% chance for each day of service that it will attempt to annihilate its master and return to its home plane.

TINKLER'S OLD-FASHIONED FROUST

Level: 2 Range: Varies Duration: Varies Casting time: 1 action Save: Fort vs. spell check

General Originally a merchant by trade, Tinkler was an exacting master who tired of the extensive negotiations increasingly required by the over-civilized denizens of the Twentieth Aeon. Punctilious and aggressive, he sought a means to quickly force deference to his idiosyncratic desires. This spell may be used to force acquiescence, but in practical terms, some expressions may result in forcing unwanted personages to vacate the caster's presence or to simply expunge the spirit from the hapless victim's steaming carcass. The latter variant of the spell, *Tinkler's New-Fangled Froust*, is said to have relied more upon powers of fission than fire to induce capitulation.

In order to achieve a result exquisitely tailored to one's enmity, the caster may choose to use a lower result than what is rolled for the spell check if they have successfully modified or created a spell themselves. If commanded or allowed to leave the area of effect, the enfroustment ceases at a distance of 100' from the caster, but the target must then make a DC 15 Will save to approach that caster again within the next 24 hours. The caster makes clear their power by ratcheting up the infernal febricity enough to make a victim sweat or lowering them slightly to signal a possible respite. Tasks compelled by the spell are not magically commanded, but rather the result of the intense fear generated by the intemperate conflagrations of which the caster is the final impresario.

Manifestation Roll 1d4: (1) barely visible waves of heat distortion emanate from the caster's digits; (2) victim gives off a small amount of gray smoke; (3) victim trembles and sweats profusely; (4) a halo of white flame is limned upon the surface on which the target stands.

Corruption Roll 1d7: (1) caster's body constantly gives off an odiferous, obsidian-colored smoke, and any being possessed of olfactory senses may detect the smell at a distance of 50'; (2) caster's body gives off a constant minor froust-like aura, making any being within 10' feel unpleasantly warm and triggering a strong desire to move away. Thereafter, the caster is -1d to all reaction checks and face-to-face social interactions; (3) accustomed to getting their own way, the caster becomes more impolite and abrasive, permanently losing 1 point of Personality; (4) the caster reeks of charcoal and is afflicted with constant coughing and hacking and the permanent loss of 1 point of Stamina; (5) minor corruption; (6) major corruption; (7) greater corruption.

Misfire Roll 1d4: (1) grazed by a reverse-froust, caster is flabbergasted and helpless for one round; (2) feeling the feedback of froustian energy wash over them, caster loses some personal vitality (randomly determine whether a temporary loss of 1d3 points of Stamina or Personality); (3) caster receives the brunt of the steaming froust-heat! The caster takes 1d4 damage and their clothes are soaked through; (4) unhappy event! The caster is enfrousted by the target and for the next 1d3+CL rounds must obey the target's commands or take 1d3 points of blistering steam damage.

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 Failure, but spell is not lost.

14-15 A wave of intense heat and stifling suffocation washes over one target. Each round for 1d4+CL rounds, the target suffers 1d5 damage and is at a -1d penalty to all actions unless moving at top speed away from the caster.

16-19 A wave of intense heat and thick, bister-hued smoke washes over everything within 15' of the caster. For the next 1d5+CL rounds, targets failing their save take a -2d penalty to all actions. Affected targets may seek to leave the smoke, but visibility within the cloud is reduced to 5'. When the sooty pollution vanishes, the affected targets will suffer a -1d penalty to all actions for an additional 1 round. The caster may breathe, see, and move normally within this smoke.

20-21 All targets specified within by the caster within a 30' radius are affected by a blast of burning sirocco, suffering 1d5+CL damage per round for a number of rounds equal to the caster's level. In addition, targets equipped with metal items, including weapons and armor, take an additional 1d5 searing damage each round until the item is discarded or removed. Any flammable items (torches, paper, cloth, etc.) carried by the affected targets burst into flame in 1d3 rounds, inflicting a further 1d4 points of damage to the wearer unless immediately shed.

- 22-25 One target within 30' is immediately caught up in a ring of scalding furnace-hot air and rooted in place for 1d5 rounds per caster level. Once rooted, the target may only move as allowed by the caster. Should the target disobey the commands given by the caster, or for any whimsical reason whatsoever, the caster may choose to "close the ring" and deliver 1d6+CL points of damage to the target each round until the spell expires. "Closing the ring" also instantly combusts all flammable materials on this target's person, causing an additional 1d4 damage.
- 26-29 For 2d7+CL rounds, a number of targets up to the caster's level within 50' suffer the magician's wrathful enfrostment, and are rooted in place unless allowed specifically to move. The caster may force the targets to perform any action or answer any question truthfully, though each target is allowed an additional Will save to dissemble in regard to any single question. For the duration of the spell, each target suffers 1 point of damage each round unless the caster wishes to escalate the punishment for any (or all) contrarians. In this case, the damage amount increases up the die chain (1d2, 1d3, etc.) each round until it reaches a maximum of 1d10, then decreases similarly. All damage ceases when the spell's duration ends.
- 30-31 For a number of turns equal to the caster's level, the ensorceler forces one target within 100' to serve or risk the punishing calefaction of the nearest star's baneful (though somewhat moribund) heat. The target is compelled to carry out a task as explained by the caster. Failure to obey may be punished at any time (at the caster's discretion) with extreme heat damage of 1d10 per caster level. A target who survives this exacting punishment is thereafter free of the froust.
- 32-33 The caster snares in a most vexatious froust any number of creatures in line of sight. (Note that the caster must be able to see all creatures while facing in one direction.) For a number of hours equal to the caster's level, all chosen targets are rooted to their places, imposed with a -2d penalty to all actions due to smoke and stifling heat, and must serve the caster in all things or be visited by extreme heat damage of 1d7 per caster level as a pillar of flame erupts from the ground beneath them. Once thus punished, a target's enfrostment ends. If the target dies from the damage, its body is thoroughly transubstantiated into fine dappled ash and not recoverable through any further revivification processes.
- 34+ The mage visits their wrath upon an unfortunate anywhere in what remains of this doomed world. The caster is required to have personally met the target or to know the target's name enough to distinguish from similar-named individuals in the same region (surname, parentage, vocation, etc.) The affected target is blasted off its feet (or out of bed) by a burning meteoric kinesis that causes a temporary loss of 1d4 points of Stamina. Thereafter, the caster may communicate a number of required actions equal to their caster level to the ill-fated villain via telepathic command. Each of these actions must be explicable in three sentences or less and each must be achievable within one year, given the target's resources and capabilities. (Minor quibbles, such as stealing a horse-cart to travel, are ignored.) During this time, the caster can sense the target's actions and whether such are compliant with their wishes. Failure to advance said actions can be punished by intense heat and pain, resulting in 1d4 damage per round at the caster's discretion. The spell's effects persist until all required tasks are accomplished.

XARFAGGIO'S PHYSICAL MALEPSY

Level: 2 Range: Melee Duration: Varies Casting time: 1 action Save: See below

General Xarfaggio was an arch-necromancer renowned for his medical perspicacity. However, his arcane tendencies focused more on insalubrious effectuations rather than granting amelioration to such conditions. Consequently, Xarfaggio developed his most famous ensorcelment, the *Physical Malepsy*, which gained notoriety in Chapter Four of *Killiclaw's Primer of Practical Magic*. The spell inflicts victims with various episodes of convulsions, sensory disturbances, and involuntary floundering while causing immediate and long-lasting bodily harm. The multifarious effects are accompanied by varying stipulations for defense: the cases include no saving throw being allowed, an initial Fort save vs. the spell check being permitted, and round-by-round saving throws.

The physical malepsies are of sufficient debilitation that the effectuating sorcerer must be close to a target for the initial infliction. The caster need not physically touch the target, but they must be within melee range. This stipulation applies only to the casting; for the remainder of the spell's duration the prudent malefic prestidigitator may distance themselves from the sufferer.

Xarfaggio salutarily incorporated a so-called "posterior portal" in his mathemagical formulae. The ensorcelment may be cast in its reversed form (at a -1d penalty to the spell check unless the reversed form

is learned separately), to surcease a current malepsy on a victim. If the reversed spell check is greater than the original (which caused the affliction), then the sufferer's condition is surceased, although any hit point and temporary ability damage remain. As an alternative to eliminating malepsies originating from this ensorcelment, a reversed casting can also be used to *temporarily* surcease a single malignant condition for a target for the duration of the spell, after which the condition returns—unless its effects would have otherwise lapsed. Conditions that can be alleviated depend on the spell check, and include broken limbs, organ damage, disease, paralysis, poison, and blindness or deafness. In all reversed castings, the ameliorator must specify whether they will cure a malepsy caused by the spell or the specific physical condition to be alleviated.

Inflicted temporary ability damage heals at the normal rate. Note that those poor unfortunates reduced to zero in an ability score do not lose beyond 0 (for that particular ability). Nonetheless, those with 0 Strength or Agility are incapable of movement; those with 0 Stamina faint and remain unconscious. For adjudicating ability loss in monstrosities lacking a specific score, the judge is advised to employ die chain reductions and subtractive penalties where appropriate. Strength loss affects melee attacks and damage. Agility loss affects AC, speed, ranged attacks, and Reflex saves. Stamina loss affects Fortitude saves and hit points.

Manifestation	Roll 1d4: (1) the air around the target vibrates rapidly, sounding like a hovering hummingbird; (2) target's nervous system radiates brightly beneath its skin; (3) an inky black smoke radiates from the mage's fingers and is absorbed by the target's body; (4) miniscule bolts of lightning impinge on the target's cranium.
Corruption	Roll 1d6: (1) sorcerer suffers minor oral spasms and must make a DC 11 Fort save when attempting to cast spells or suffer a -1d penalty to the spell check; (2) one of the mage's arms has intermittent palsy, is useless for writing, wielding a weapon, etc., and will drop what it carries unless the mage passes a Luck check; (3) ensorceler gains a spasmodic gait, permanently losing 1 point of AC and 5' from speed; (4) greater corruption; (5) major corruption; (6) minor corruption.
Misfire	Roll 1d4: (1) sorcerer violently bites their own tongue and suffers a -1d penalty to all spell checks for next 24 hours; (2) mage suffers 1d6+CL damage from instantaneous convulsions; (3) ensorceler walks in a tight circle for 3d6 rounds, does not react to the environment, and has no memory of what transpires during the duration; (4) all allies within 15' of the caster are targets for result 14-15, although each is allowed a DC 14 Fort save.

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	Failure, but spell is not lost.
14-15	Feverish convulsions rack the target's body for 1d5+CL rounds. The target suffers a -1d penalty to all rolls during this time, and incoming attacks enjoy a +1d bonus. <i>Reversed casting:</i> For one target, the ameliorator may temporarily repair a broken limb for the spell's duration.
16-19	The mage afflicts the target with a snapping jaw. For 1d6+CL rounds, the victim's jaw opens and closes obstreperously and rapidly. Speech, spellcasting, bite attacks, etc., are impossible for the duration. Each round, the sufferer must make a Fort save vs. the spell check or take 1d3 damage. If a saving throw is a natural one, the victim bites off its tongue. <i>Reversed casting:</i> For one target, the ameliorator may temporarily repair a broken limb for the spell's duration, or permanently dispel a previous <i>Xarfaggio's Physical Malepsy</i> casting lower than this spell check.
20-21	For 1d7+CL rounds, the target stares into space, does not respond to its environment, and is helpless; each round, it temporarily loses 1 point of Strength as light tremors spasmodically traverse its body. The victim has no memory of what occurred during the spell's duration. <i>Reversed casting:</i> For one target, the ameliorator may temporarily repair a broken limb or organ damage for the spell's duration, or permanently dispel a previous <i>Xarfaggio's Physical Malepsy</i> casting lower than this spell check.
22-25	The victim risks losing muscle control for 1d8+CL rounds. Each round, the target must make a Fort save

vs. the spell check or fall prone and actionless for the round. With each fall, the victim suffers 1d3 damage from unnatural muscular contortions and temporarily loses 1 point of Agility.

Reversed casting: For one target, the ameliorator may temporarily repair a broken limb, organ damage, or remove disease for the spell's duration, or permanently dispel a previous *Xarfaggio's Physical Malepsy* casting lower than this spell check.

26-29 For 1d10+CL rounds, an intestinal malady constricts the target's abdomen causing fitful purgative effluxions of various humors and voidure. The victim suffers a -2d penalty to all rolls and grants a +2d bonus to incoming attacks. Each round, the invalid temporarily loses 1 point of Stamina.

Reversed casting: For one target, the ameliorator may temporarily repair a broken limb, organ damage, or remove disease or paralysis for the spell's duration, or permanently dispel a previous *Xarfaggio's Physical Malepsy* casting lower than this spell check.

30-31 The target must make a Fort save vs. the spell check or convulse with carcinomic rot for 1d12+CL rounds. Each round, the prone, helplessly writhing spasmodic sufferer takes 1d4 damage and temporarily loses 1 point each of Strength, Agility, and Stamina.

Reversed casting: For one target, the ameliorator may temporarily repair a broken limb, organ damage, or remove disease, paralysis, or poison for the spell's duration, or permanently dispel a previous *Xarfaggio's Physical Malepsy* casting lower than this spell check.

32-33 The mage impinges cascading convulsions upon the victim, who is allowed a Fort save vs. the spell check. If failed, the convulsive cascade begins with the victim taking 1d3+CL damage and temporarily losing 1 point each of Strength, Agility, and Stamina. To prolong the effects round by round, the mage must maintain concentration (as per DCC RPG p. 106), taking no other actions besides limited movement. On the second round, the victim suffers 2d3+CL damage and temporarily loses 2 points each of Strength, Agility, and Stamina. On the third round, the victim suffers 3d3+CL damage, and temporarily loses 3 points each of Strength, Agility, and Stamina. Each additional round, a cumulative additional 1d3 damage and 1 point each of temporary Strength, Agility, and Stamina damage are incurred. The convulsing target is prone and helpless, and takes cascading damage until the mage surceases the perduration by breaking concentration.

Reversed casting: For one target, the ameliorator may temporarily repair a broken limb, organ damage, or remove disease, paralysis, poison, or blindness as long as they concentrate, or permanently dispel a previous *Xarfaggio's Physical Malepsy* casting lower than this spell check.

34+ The sorcerer infects contagious cascading convulsions upon an initial unfortunate, who is allowed a Fort save vs. the spell check. If failed, the convulsive cascade begins with the victim takes 1d6+CL damage, and temporarily losing 2 points each of Strength, Agility, and Stamina. To prolong the effects round by round, the mage must maintain concentration (as per DCC RPG p. 106), taking no other actions besides limited movement. On round 2, the victim suffers 2d6+CL damage and temporarily loses 4 points each of Strength, Agility, and Stamina. Each additional round, a cumulative additional 1d6 damage and 2 points each of temporary Strength, Agility, and Stamina damage are incurred. Furthermore, each additional round after the first, the concentrating mage may choose a new target within 30' of one that is infected. That potential victim must make a Fort save vs. the spell check or the contagion spreads to them, and they begin convulsing at the *current* level of power. For example, an additional target chosen on the third round suffers 3d6+CL damage and temporarily loses 6 points each of Strength, Agility, and Stamina. All convulsing targets are prone and helpless, and take cascading damage until the mage surceases the perduration by breaking concentration.

Reversed casting: For one target, the ameliorator may temporarily repair a broken limb, organ damage, or remove disease, paralysis, poison, blindness, or deafness as long as they concentrate, or permanently dispel a previous *Xarfaggio's Physical Malepsy* casting lower than this spell check.

LEVEL 3 ARCANES SPELLS

THE GREEN AND PURPLE POSTPONEMENT OF JOY

Level: 3 Range: Varies Duration: Varies Casting time: 1 round Save: None

General At the height of Grand Motholam's domination of the lands of Almerey and beyond, the Green and Purple College was an unrivaled association of magicians and sorcerers. The college investigated the very basis of magic itself, attempting to unravel its phlogiston mysteries and catalogue the minutiae on its nature. The aeons have long washed over the College's towering edifices raised in service of their art, but fragments of the lore they created remains, including the spell known as *The Green and Purple Postponement of Joy*, a melancholic enchantment of disquietude.

By means of this spell perfected by the College's sages, the caster can effectuate a means of disrupting or delaying a target's actions, dulling senses, or even robbing a target of a desired item or reward. The spell's subtle potency invokes an unease even among those who have mastered its nature, and those sages who have access to the spell strive to keep knowledge of its application closely guarded lest it become a treacherous tool of a rival.

Manifestation Roll 1d4: (1) black bile flows from the caster's eyes, mouth, and ears; (2) target is cowed in a mantle of purple light; (3) nearby flowers and plants curl and wither as the spell is cast; (4) a sharp silence cuts off any sound of any nearby mirth or laughter.

Corruption Roll 1d7: (1) caster's visage is drained of all color into a chiaroscuro of ashen grays; (2) a mantle of disquietude is draped upon the caster's actions, who must roll two dice when rolling initiative and take the lower result; (3) caster loses a random favored piece of equipment, which can never be recovered and whose loss haunts the caster for the rest of their days; (4-5) major corruption; (6-7) greater corruption.

Misfire Roll 1d4: (1) for 1d4 days, caster is overcome by a deep melancholy and can only be roused into caring for a quest or cause of the party through continuous prompting and exhortation; (2) for the next 1d6 rounds, caster must make a Luck check or lose their highest action die; (3) for the next week, caster finds themselves unreasonably frustrated with minor incidents of ill fortune (for example, misplacing a key item or piece of equipment, arriving too late for supper at an inn, or having to hostel in the stables when the last accommodations are sold); (4) caster loses all sense of humor, becoming dour and grim. This condition persists until the caster's next name-day, when gifts of at least 100 terces in cumulative value must be bestowed by the caster's friends.

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.

12-15 Failure, but spell is not lost.

16-17 A single target touched by the caster must forfeit its next action. If the target has multiple actions, then it forfeits its next highest action die, but can act using any remaining action dice it has not lost.

18-21 Sometime in the next hour, a single target touched by the caster must forfeit an action. This can occur any time in the duration of the spell, but the caster must either be present or specify the conditions in which the event is triggered. The condition must be specific and limited to a single action, such as, "The next attack with a sword," or "Casting *magic missile*." Vague or complex conditions are subject to final interpretation by the judge.

22-23 Sometime in the next day, a single target within sight of the caster must forfeit an action as above. This can occur any time in the duration of the spell, but the caster must either be present or specify the conditions in which the event is triggered. The condition must be specific and limited to a single action, such as, "The next attack with a sword," or "Casting *magic missile*." Vague or complex conditions are subject to final interpretation by the judge.

24-26 At some point during the next week, the caster may define a set of conditions that cause anyone coming within 20' of a location specified by the caster to forfeit an action. The conditions must be specific and limited to a single action. For example, a condition specifying, "Attacking myself or my companions with a

spell,” cast at the entrance of a room would cause creatures entering the chamber to forfeit their next spell used against the party. The missed action only occurs once for each creature.

- 27-31 At a time of their choice in the next month, the caster may define a set of conditions that cause anyone coming within 100’ of a location specified by the caster to forfeit an action. The caster can choose which creatures are affected by the conditions when they enter the area. The conditions must be specific and limited to a single action. For example, a condition specifying, “Attacking myself or my companions with a spell,” cast at the entrance of a room would cause creatures entering the chamber to forfeit their next spell used against the party. The missed action only occurs once for each creature.
- 32-33 The caster may specify a location such as a small building or chamber wherein souls experience misfortune and frustration. For the next month, creatures in that location are thwarted in their desires as it relates to the conditions specified by the caster. The caster must be present in the location when casting the spell, but does not need to remain for the rest of the duration. The specified conditions must be related to the location and can only delay, not completely prevent, specific desires. For example, a caster might designate a market wherein those seeking a specific soporific are continually frustrated in their attempts to find it in stock, or a bath where all the water comes out tepid and cold.
- 34-35 The caster may specify a large building or small tract wherein souls experience misfortune and frustration. For the next year, creatures in that location are thwarted in their desires as it relates to the conditions specified by the caster. The caster must be present in the location when casting the spell, but does not need to remain for the rest of the duration. The specified conditions must be related to the location and can only delay, not completely prevent, specific desires. For example, a caster might designate a library wherein those seeking a specific libram are continually frustrated in their attempts to locate it, or a plaza where solitude is continuously interrupted by musicians playing tankles, jigs, and tyreens for the for the pleasure of the onlookers.
- 36+ With this powerful invocation of obstruction, the caster may specify an entire location such as a town or a manse wherein the melancholic inhabitants experience permanent misfortune and frustration. Any creatures in that location are thwarted in their desires as it relates to the conditions specified by the caster. The caster must be present in the location when casting the spell, but does not need to remain for the rest of the duration. The specified conditions must be related to the location and can only delay, not completely prevent, specific desires. For example, a caster might designate a village wherein those seeking succor are continually frustrated in their attempts to sleep, or a manse whose halls that cannot be navigated without aid.

LIFE GONG

Level: 3 Range: Self Duration: Varies Casting time: 1 week or more (see below) Save: Will vs. spell check

General: This lengthy ritual entraps the soul of a target creature to the will of the caster, binding it to a magical gong that can be used to compel the target into acting in the caster’s service. It is often used by guileful sorcerers seeking dominion over their magical rivals to force them to answer questions or reveal hidden knowledge. Once the binding is made, the caster can strike the gong a number of times based on the results of the spell check, causing the target intense pain as the resulting tone resonates along the connection to their life, and summoning a vision of the target before the caster. The spell check is made upon completion of the ritual, and a minimum spellburn of 10 points is required to cast this spell. With a successful casting, the caster may choose to invoke any effect of equal to or less than their spell check, allowing a range of options with every successful casting to produce a weaker but potentially more useful result.

As part of the ritual, the gong and hammer must be forged while the spell is cast. The caster must spend a minimum of 1,000 terces to acquire the basic precious metals used in its construction and engage a master craftsman to forge the instrument, as well as an additional amount equal to the spell check number × 100 terces. Destroying the life gong also destroys any portion of life-force entrapped within it, causing the target to lose 1d4 hit points permanently.

Manifestation N/A.

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

Misfire Roll 1d4: (1) caster’s own life force is sucked into the gong, leaving their body a dull vessel that writhes in pain each time the instrument is struck. The caster can only be released by destroying the gong; (2) an

imprisoned portion of the life-force of a powerful wizard is released from the gong – the caster must make a DC 20 Will save or be possessed by the spirit. The spirit will attempt to conceal its presence from the caster’s allies while it seeks for a way to make the possession permanent. The Will save can be re-rolled each week of possession; (3) the gong shatters into fragments, inflicting 1d6 points of damage to the caster and destroying objects within 5’; (4) for the next 1d4 rounds, both the caster’s and the target’s life-forces are trapped within the gong and forced into a contest of wills as positive and negative energies of phlogiston clash and surround them. Each round they must make opposed Personality checks, with the loser gaining a major corruption. If the gong is destroyed while the two beings are trapped, they must struggle against each other eternally.

- 1 Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + misfire + patron taint (or wizardly objurgation if no patron); (1-3) corruption; (4) patron taint (or corruption if no patron); (5+) misfire. Unlike normal spells, the spell is lost for an entire month, not simply one day.
- 2-11 Lost. Failure. Unlike normal spells, the spell is lost for an entire month, not simply one day.
- 12-15 Failure, but spell is not lost.
- 16-17 The target creature is linked to the life gong and may be summoned by the caster up to once per week. The target must be known to the caster and the caster must have a personal item or physical component (blood, hair, fingernails, etc.) of the target. Each week, the target may make a Will save vs. the spell check to break the link and dissolve the connection to the life gong. When summoned, the target must truthfully answer a single question from the caster or suffer a -2 penalty to all attack rolls, damage rolls, skill checks, spell checks, and saving throws for 1d4 days. Each time the caster summons the target, the caster feels weak for several hours afterward and temporarily loses 1d3 points of Strength.
- 18-21 The target creature is linked to the life gong and may be summoned up to once per day. The target must be known to the caster and the caster must have a personal item or physical component (blood, hair, fingernails, etc.) of the target. Each week, the target may make a Will save vs. the spell check to break the link and dissolve the connection to the life gong. When summoned, the target must truthfully answer a single question from the caster or suffer a -2 penalty to all attack rolls, damage rolls, skill checks, spell checks, and saving throws for 1d4 days. Each time the caster summons the target, the caster feels weak for several hours afterward and temporarily loses 1d3 points of Strength.
- 22-23 The target creature is linked to the life gong and may be summoned up to once per day. The target must be known to the caster and the caster must have an inkling of the target’s lesser secret name. Each month, the target may make a Will save vs. the spell check to break the link and dissolve the connection to the life gong. When summoned, the target may be compelled to reveal a piece of hidden knowledge or truthfully answer a single question from the caster or suffer a -3 penalty to all attack rolls, damage rolls, skill checks, spell checks, and saving throws for 1d4 days. Each time the caster summons the target, the caster feels weak for several hours afterward and temporarily loses 1d3 points of Strength.
- 24-26 The target creature is linked to the life gong and may be summoned up to once per day. The target must be known to the caster and the caster must know the target’s lesser secret name. Each month, the target may make a Will save vs. the spell check to break the link and dissolve the connection to the life gong. When summoned, the target may be compelled to reveal a piece of hidden knowledge or truthfully answer a single question from the caster or suffer a -4 penalty to all attack rolls, damage rolls, skill checks, spell checks, and saving throws for 1d4 days. Each time the caster summons the target, the caster feels weak for several hours afterward and temporarily loses 1d3 points of Strength.
- 27-31 The target creature is bonded to the life gong and may be summoned up to twice per day. The target must be known to the caster and the caster must know the target’s lesser secret name. Each month, the target may make a Will save vs. the spell check to break the link and dissolve the connection to the life gong. When summoned, the target may be compelled to take an action requested by the caster or suffer a -4 penalty to all attack rolls, damage rolls, skill checks, spell checks, and saving throws for 1d4 days. Each time the caster summons the target, the caster feels weak for several hours afterward and temporarily loses 1d3 points of Strength.
- 32-33 The target creature is strongly linked to the life gong and may be summoned up to three times per day. The target must be known to the caster and the caster must know the target’s greater secret name. Each month, the target may make a Will save vs. the spell check to break the link and dissolve the connection to the life gong. When summoned, the target may be compelled to take an action requested by the caster or suffer a -4 penalty to all attack rolls, damage rolls, skill checks, spell checks, and saving throws for 1d4 days. Each

time the caster summons the target, the caster feels weak for several hours afterward and temporarily loses 1d3 points of Strength.

34-35 The target creature is strongly linked to the life gong and may be summoned up to three times per day. The target must be known to the caster and the caster must know the target's greater secret name. The target may make a Will save vs. the spell check to break the link and dissolve the connection to the life gong once a year. When summoned, the target may be compelled to take an action requested by the caster or suffer a -4 penalty to all attack rolls, damage rolls, skill checks, spell checks, and saving throws for 1d4+CL days. Each time the caster summons the target, the caster feels weak for several hours afterward and temporarily loses 1d3 points of Strength.

36+ The power of the ritual permanently links the target creature to the life gong and the target may be summoned up to four times per day. The target must be known to the caster and the caster must know the target's greater secret name. When summoned, the target may be compelled to take an action requested by the caster or suffer a -4 penalty to all attack rolls, damage rolls, skill checks, spell checks, and saving throws for 1d4+CL weeks. Each time the caster summons the target, the caster feels weak for several hours afterward and temporarily loses 1d3 points of Strength.

PHANDAAL'S GYRATOR

Level: 3 Range:Varies Duration: Varies Casting time:1 action Save: Fort vs. spell check

General The Arch-Necromancer Phandaal composed more than one hundred spells but this gruesome formula is perhaps the most feared in his famous and singular catalogue. Not only does it include one of the most violent (and unfastidious) ways to disestablish an undesirable, but it may be used to agonize, interrogate, or demoralize the unfortunate blackguard targeted by this powerful spell. It is said that in the early days of his service to the estimable Pontecilla the Pious, the spell was exercised and perfected upon Pontecilla's many distant relatives who sought to collect emoluments from the subsequently well-respected ruler.

The spell allows the caster to cause the target to gyrate at increasing speeds over the duration of the spell. Damage is caused by the violent speed of the gyration, which intensifies as the rotational velocity increases. At any time, the caster may slow (or cease) the speed of gyration, though this will mean that any damage must decrease back down the die chain (possibly reducing to zero damage if the gyration is entirely halted by the caster).

The caster may move a target up and down at the specified speed. Any target in the air when the spell ends will take standard falling damage (1d6 damage per 10' above ground). Maintaining the gyration of irascible enemies or manipulating their arcs, circuits, and altitudes requires the full concentration of the caster as per p. 106 of the DCC RPG core rules. Finally, the judge should consider the numerous airborne predators (e.g., pelgranes) that will undoubtedly take an interest in soft whirling humanoid-shaped sources of sustenance.

Manifestation Roll 1d4: (1) rays of purple effulgence, the favored color of mighty Phandaal, spread from the circulating finger of the caster; (2) the sound of whirling objects fills the area around the caster, increasing in volume for five seconds and then replaced with the actual sounds of the target's gyrations; (3) a swarm of cerulean devil-mites is seen to pick up and effect the whirling of the target; (4) magnetic vibrations effectuate the spell, resulting in a soft trilling gong whenever the target passes the Northernmost point of its circumscription.

Corruption Roll 1d7: (1) caster (and only the caster) is constantly buffeted by light winds, their garments and appearance permanently disheveled and wind-swept; (2) caster is permanently affected with motion-induced nausea and, when moving more than 30' in a round, must make a DC 10 Fort save or eructate most unpropitiously; (3) caster's sense of balance is affected and, whenever surprised, must make a DC 10 Ref save or fall flat upon the floor; (4) caster is struck by vertigo and will not willingly ascend to heights of more than 10' unless making a DC 12 Will check. A railing or secure rope may add a +2 bonus to this save; (5) affected by the whirling energies they sought to control, caster suffers a permanent loss of 1 point of Agility and thereafter affects a drunken-seeming off-balance gait; (6) major corruption; (7) greater corruption.

Misfire Roll 1d4: (1) caster is hurled off their feet and must spend one round standing and recovering their wits; (2) caster whirls and capers in a 10' radius circle for one round, encountering any objects or hazards along this unanticipated sojourn; (3) caster completes one airborne gyration of a 10' radius, taking 1d6 damage before crashing to the earth; (4) caster completes one circuit of a powerful gyration and is hurled 3d20' away in a random direction, taking 1d4 damage for every 10' of the vector. If the caster hits a hard surface before

exhausting the complete momentum, they suffer another 2d4 damage. Nearby beings must make a DC 10 Reflex check to avoid being knocked over by the incompetent prestidigitator who dared to invoke the formulae of the mighty Phandaal.

- 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.
- 12-15 Failure, but spell is not lost.
- 16-17 The caster's finger courses with the power of the circumflex and the target must save or be hurled in a tight 10' circuit, ascending to a height of 10'. The circumlocutory force inflicts 1d3+CL damage to the target during the first round and then increases up the die chain for 1d3+1 rounds (e.g., 1d4+CL in round two, 1d5+CL in round three, and so on).
- 18-21 The caster's finger oscillates with the power of the cyclone and the target must save or be hurled in a tight 10' circuit, ascending 10' per round to a height of up to 20'. The circumlocutory force does 1d4+CL damage to the target in the first round and then increases up the die chain for 1d4+1 rounds.
- 22-23 The caster's finger flows with the energy of the centrifuge and forces the untoward gyrations upon one unlucky ruffian in a tight 10' circuit. The circumlocutory force does 1d4+CL damage to the target during the first round and increases up the die chain for 1d4+1 rounds. In addition, the caster may move the unfortunate up to 20' up or down per round, to a maximum height of 30'. Because of the greater maneuverability achieved at this result, the caster may choose to whirl the target into a solid object for an additional 1d6 damage per round.
- 24-26 The caster's finger pulses with rotary urgency and force the untoward gyrations upon a number of hooligans up to the caster's level in a 20' circuit. The circumlocutory force inflicts 1d5+CL damage to each target during the first round, and increases up the die chain for 1d5+1 rounds. In addition, the caster may move the unfortunates up to 20' up or down per round, to a maximum height of 30'. Because of the greater maneuverability achieved at this result, the caster may choose to whirl the targets into a solid object for an additional 1d6 damage per round or into each other for 1d6 points of damage per collision (for both unfortunates). The caster may cause no more than one collision per round.
- 27-31 The caster's finger importunes for knowledge of obscure perimeters and may force the untoward gyrations upon up to 1d4+CL ruffians. Targets who fail their saves are hurled in a circuit up to 30' wide. The circumlocutory force does 1d6+CL damage to each of the targets in the first round and increases up the die chain for 1d6+1 rounds. In addition, the caster may move the unfortunates up to 20' up or down per round, to a maximum height of 40'. Because of the greater maneuverability achieved at this result, the caster may choose to whirl the targets into a solid object or into each other for an additional 1d6 damage per round. The caster may cause no more than two such collisions per round.
- 32-33 The caster's finger vibrates with the revolution of the globe and may force the untoward gyrations upon up to 1d5+CL ruffians. Targets who fail their saves are hurled in a circuit up to 30' wide. The circumlocutory force inflicts 1d7+CL damage to each target in the first round and then increases up the die chain for 1d7+CL rounds. In addition, the caster may move the unfortunates up to 20' up or down per round, to a maximum height of 40'. Because of the greater maneuverability achieved at this result, the caster may choose to whirl the targets into a solid object for an additional 1d6 points of damage per round or into each other for 1d6 points of damage per collision. The caster may cause no more than two such collisions per round. After two rounds of gyration, the caster may choose to abruptly release any one target from the fearsome perambulation. This unlucky individual will be cast off to a distance of 1d100' per caster level and endure impact damage equaling 1d6 per caster level (for impact damage, consider a result of 6 on the die to be a broken bone or ruptured organ).
- 34-35 The caster's finger is pregnant with the celestial forces of spinning galaxies, and up to 2d6+CL ruffians are lifted into the air up to 40', such height to be instantly effected by the caster, in a circuit up to 40' wide. The circumlocutory force does 1d8+CL damage to the targets in the first round and then increases up the die chain for 1d8+1 rounds. Any number of targets may be walloped together or onto other surfaces at will each round for another 1d6 damage. At any time, the caster may choose to release one target per round. If released in mid-air, the target careens away at speed for 1d100' per caster level and endures damage equal to 1d7 per caster level (for impact damage, consider a result of 6+ on the die to be a broken bone or ruptured organ).
- 36+ The caster controls the very winds and disdains the mysterious force once known and understood as

gravity. Up to 10×CL hapless miscreants within the caster's sight are circumnavigated into the air at the caster's whim while describing a circle of up to 100' in radius. The circumlocutory force inflicts 1d10+CL points of damage to each of the targets in the first round and then increases up the die chain for the duration of 1d10+CL rounds. The top altitude attainable is 100' above ground level and the caster may cause any number of targets to collide each round for 1d6 damage to each per collision. If suddenly released from their merciless circumscription, a hapless gudgeon will be flung 10d100' per caster level and take additional damage equal to 1d10 per caster level upon alighting suddenly upon the surface most apt to the principles of physics (for impact damage, consider a result of 6+ on the die to be a broken bone or ruptured organ).

SPELL OF INTERNAL EFFERVESCENCE

Level: 3 Range: Varies Duration: Varies Casting time: 1 round Save: Will vs. spell check

General The *Spell of Internal Effervescence* is an effectuation with a turbulent history. For aeons, magician-philosophers have sufficiently muddled the arcane formulae so that portions of the original underlying pattern are lost and forgotten. Though a few arrogate authorship, the alterations are so varied that ultimately the spell's promethean originator remains unknown. After the Eighteenth Aeon's Cutz Wars, two arch-magicians, Tasha and Otto, fled the multiverse with their own variations, and it is said to be a favorite of the magician Bazzard's four fathers, though they cast it with discretion, and have mastered applying *Emirikol's entropic maelstrom* as a counterspell.

Through use of the spell, the caster catalyzes both emotional and corporeal effervescences by manipulating the victim's Lobe of Directive Volition. Two differing approaches persist in the expatiations; one favors inflicting emotional ebullience, and the other prefers applying the concept of effervescence to corporeal fluids. With either application, the victim receives a Will save to resist the mental manipulation.

Manifestation Roll 1d4: (1) scintillant bubbles jet from the caster's hands to the target; (2) fizzing liquids rise from the ground at the target's feet; (3) the air echoes with a crescendo of corks popping from bottles of vintage Maynesse; (4) laughing butterflies swarm the target.

Corruption Roll 1d6: (1) caster's touch permanently causes any carbonated beverage to go flat, and caster must pass a DC 14 Will save to prevent handled potions from losing their efficacy; (2) caster's skin is covered with perpetually bubbling, popping boils; (3) large amounts of fizzing spittle spray from the caster's mouth whenever they talk; (4) greater corruption; (5) major corruption; (6) minor corruption.

Misfire Roll 1d4: (1) all liquids (including potions) carried by the caster explode, causing 2d6 shrapnel damage; (2) caster sinks to despondent depths, hopelessly actionless and helpless for 2d3 rounds; (3) all enemies within 30' are joyful combatants, gaining +1d bonuses to all rolls for 2d3 rounds; (4) the nearest ally is affected by an internal effervescence of spell check 16 (a save is allowed to resist the effects).

1 Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + misfire + patron taint (or wizardly objurgation if no patron); (1-2) corruption; (3) patron taint (or corruption if no patron); (4+) misfire.

2-11 Lost. Failure.

12-15 Failure, but spell is not lost.

16-17 Fizzing effluxions of acidic mucus and saliva erupt from a victim's orifices, causing 3d6 damage. The target must be within 20' per caster level (e.g., max range of 120' for level 6).

18-21 Violent tendencies bubble away, leaving only the joy of the dance. A single victim within 50' irresistibly performs a tarantella. The dance lasts 1d3+CL rounds, granting a +2d bonus to attacks against the victim, who suffers a -2d penalty to saving throws. As the dancer tries to outdo an unseen and unheard drummer, the physical compulsion causes 1d4 damage per round.

22-23 Instantaneous abdominal carbonations wrack all within a 10' radius of the target, which must be within 120' of the caster. Those contained in the sphere of dyspepsia suffer 2d8+CL damage. Neither eructation nor flatulence provides relief.

24-26 The caster chooses a point in space within 120'; 1d3+CL targets within 20' of that point suffer from hemoglobic eruption, as blood froths from their pores. Each suffers 4d6+CL damage.

27-31 All within 30' of the caster fall with hysterical cachinnation, hitting themselves with joyful ebullience. The

revelers remain prone for 2d3+CL rounds, during each of which they self-inflict 1d6 damage and suffer a temporary loss of 1d3 points of Strength. Any targets reduced to 0 Strength are too weak to move. All rolls by the raving suffer -2d penalties.

- 32-33 A contagion of poxes afflict the caster's unfortunate rivals, whose bodies bubble pus and smoking ooze as their skin pops and boils. A primary host must be chosen within 200'; that target suffers 10d6 damage. All others within a 30' radius of effervescence from the host suffer 6d6 damage.
- 34-35 The caster catalyzes the expansion of all bodily fluids and gasses of 1d4+CL targets within 300'. The extreme internal pressure causes damage equal to 1d12 per caster level (e.g., a 5th-level magician inflicts 5d12 damage), and for the next 2d4 rounds, the near-bursting unfortunates suffer automatic critical hits from any successful physical attack.
- 36+ By directly seizing the victim's brain-lobes, the caster manipulates a vast 100' radius of effervescence centered on a single target wherein all bodies buoyantly expand and negate the suction of gravity, rising at a rate of 40' per round. When designating the center target, the caster can select any target visible, even through magical means such as a scrying device. The spell lasts up to 1d10+CL rounds, but may be surceased earlier. Upon the spell's expiration, the buoyed succumb to gravity's suction.

SPELL OF THE OMNIPOTENT SPHERE

Level: 3 Range: Self Duration: Varies Casting time: 1 action Save: See below

General The *Spell of the Omnipotent Sphere* is one of the most highly-sought ensorcelments by those mages who prefer longevity to moribundity. Because "omnipotent" has various meanings to arcane proliferators, the spell has been modified over the aeons to have multitudinous functionalities in addition to its primary purpose: protecting the ensorceler from *everything* (at least, such is the intent). Learned sorcerers note that similar utilities are effectuated by an inspired casting of *force manipulation*, although this sphere has far more potential for omnipotence than that fundamental cantrip. Nonetheless, arch-sages debate which ensorcelment came first, placing superlative importance on properly identifying the derivative.

One should remember some general properties of the sphere, applicable at all spell check results:

An entity that is extraplanar, non-corporeal, spectral, etc., attempting to pass through the protective membrane or teleport to its inner volume must make a Will save vs. the spell check; upon failure, the entity takes damage equal to the difference between the modified save and spell check DC.

The sphere is considered AC 10 for all physical attacks. Those who successfully hit apply damage ("attack power") to the amount requiring a concentration check (see below).

All results require the mage to perform concentration checks (DCC rulebook, pg. 106) if performing various functions or to sustain the sphere after a certain amount of attack or spell power (see below).

Attack power is simply the damage inflicted. Spell power is the greater of either the spell's damage or its spell check.

If an undesirable is in the space to be occupied by the sphere, the creature is expelled with an effective Strength (varies by result). Sentient beings resisting the expulsion must make an opposed Strength check against the sphere (monsters without Strength scores use their largest action die). The sphere expands around those who succeed, and expels those who fail. Inanimate objects are always expelled and pushed aside by the expanding sphere unless they are incredibly massive (such as a cliff face, etc.), in which case the sphere stops against their surfaces.

Unless otherwise noted, the sphere is impermeable to solids, liquids, and harmful gasses. The air within the sphere is always breathable and the temperature comfortable.

Manifestation Roll 1d4: (1) a nacreous film forms on the mage's body and expands to the sphere's initial size; (2) smoke orbits the sorcerer, accelerating and transforming into a translucent shell; (3) an effluxion of tiny bubbles radiates from the caster and coalesces to form the sphere; (4) the air surrounding the ensorceler undulates like a mirage until leaving the sphere in its place.

Corruption Roll 1d6: (1) caster can no longer touch living beings, as they are prevented by a localized force field that forms just before contact; (2) a sporadically appearing film of force tries to prevent the mage from touching

inanimate objects, and they must pass a Luck check to touch any such item. If failed, caster cannot touch the item for 1 turn, after which they can try again; (3) sorcerer permanently gains an external skin of force similar to hide armor (+3 AC, -3 check penalty, d12 fumble die); (4) greater corruption; (5) major corruption; (6) minor corruption.

Misfire	Roll 1d4: (1) the sphere contracts upon the unlucky sorcerer, who is held immobile by the impenetrable shell for 2d6 rounds; (2) mage misplaces a pervulsion and creates a field of attraction that grants all enemies within 30' a +1d bonus to attacks and spell checks targeting the caster; (3) an insufficient gesticulation causes the sphere to explode outward, causing all within 20' (except for the ensorceler) to take 2d6 force shrapnel damage (DC 15 Ref save for half damage); (4) an arrhythmic stutter causes the sphere to explode inward, inflicting 2d6 force shrapnel damage upon the mage (no save).
1	Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + misfire + patron taint (or wizardly objurgation if no patron); (1-2) corruption; (3) patron taint (or corruption if no patron); (4+) misfire.
2-11	Lost. Failure.
12-15	Failure, but spell is not lost.
16-17	The mage creates a partial or complete sphere or ellipsoid up to 10' in diameter, centered on themself. It grants complete protection against all physical attacks, all spells, and all dragon breath, dissipating their energy as variegated scintillations. When the sphere is created, all things (organic and otherwise) besides the mage and their carried belongings are expelled with an effective Strength of 20. The sphere is immobile, does not allow outgoing attacks or spells from within, and endures for 1d3 rounds unless prematurely dispelled. For every 25 points of incoming attack or spell power deflected, the sorcerer must make a concentration check to maintain the protection.
18-21	The sorcerer creates a partial or complete sphere or ellipsoid up to 10' in diameter, centered on themself. It grants complete protection against all physical attacks, all spells, and all dragon breath, dissipating their energy as variegated scintillations. When the sphere is created, all things (organic and otherwise) besides the mage and their carried belongings are expelled with an effective Strength of 20. Although the caster may not pass through the sphere, they may move with it if they concentrate, and may cast spells through it. It endures for 1d3+CL rounds unless prematurely dispelled. For every 25 points of incoming attack or spell power deflected, the sorcerer must make a concentration check to maintain the protection.
22-23	The caster initially creates a partial or complete sphere or ellipsoid up to 10' in diameter, centered on themself. It grants complete protection against all physical attacks, all spells, and all dragon breath, and reflects magical attacks back upon their sources. A Reflex save vs. the spell check is permitted to avoid the reflected spell's energy, regardless of the attacking spell's spell check. The sphere may contain whatever or whoever the mage desires, expelling the rest with an effective Strength of 21. If the sorcerer concentrates, they may expand the radius 5' per round, up to 5×CL feet, and may designate who or what is permitted to pass through the sphere during the expansion. The mage may cast spells through the sphere which endures for 1d6+CL rounds unless prematurely dispelled. For every 50 points of incoming attack or spell power reflected, the sorcerer must make a concentration check to maintain the protection.
24-26	The ensorceler initially creates a partial or complete sphere or ellipsoid up to 10' in diameter, centered on themself. It grants complete protection against all physical attacks, all spells, and all dragon breath, absorbing their energy for subsequent effectuation by the caster. The mage can utilize one point of every 5 points of attack or spell power absorbed. These points may be used either as spellburn, <i>force of will</i> , or as damage for a bolt of energy directed at any target within line of sight (no saving throw). These absorbed points may be saved and depleted at whatever rate the mage desires, but all are lost once the sphere is dispelled. The sphere may contain whatever or whoever the mage desires, expelling the rest with an effective Strength of 21. If the sorcerer concentrates, they may expand the radius 5' per round, up to 5×CL feet, and may designate who or what is permitted to pass through the sphere during the expansion. The mage may cast spells through the sphere which endures for 1d10+CL rounds unless prematurely dispelled. For every 50 points of incoming attack or spell power absorbed, the sorcerer must make a concentration check to maintain the protection.
27-31	The mage initially creates a partial or complete sphere or ellipsoid up to 10' in diameter, centered on themself. It grants complete protection against all physical attacks, all spells, and all dragon breath, dissipating their energy as variegated scintillations. Once per round, every external target within 20' of the sphere's surface is struck by a bolt of arcane energy for 1d6+CL damage (Reflex save vs. the spell check). The sphere may contain whatever or whoever the mage desires, expelling the rest with an effective Strength of 22. The sorcerer must concentrate to maintain the sphere, may expand the radius 10' per round, up to 10×CL feet,

and may designate who or what is permitted to pass through the sphere during the expansion. The sphere endures as long as the mage maintains concentration. For every 100 points of incoming attack or spell power absorbed, the sorcerer must make a concentration check to maintain the protection.

- 32-33 The caster initially creates a partial or complete sphere or ellipsoid up to 10' in diameter, centered on themselves. It grants complete protection against all physical attacks, all spells, and all dragon breath, dissipating their energy as variegated scintillations. Once per round, black smoky proboscises extend from the sphere and attach to every external target within 30' of its surface, draining each for 1d10+CL damage (Will save vs. spell check). This damage may be applied as healing to anyone within the sphere as the mage desires: 1 hp of damage may be healed for every 2 points drained. The sphere may contain whatever or whoever the mage desires, expelling the rest with an effective Strength of 22. The sorcerer must concentrate to maintain the sphere, may expand the radius 10' per round, up to 10×CL feet, and may designate who or what is permitted to pass through the sphere during the expansion. The sphere endures as long as the mage maintains concentration. For every 100 points of incoming attack or spell power absorbed, the sorcerer must make a concentration check to maintain the protection.
- 34-35 The sorcerer summons a veritable vessel of doom! The mage initially creates a partial or complete sphere or ellipsoid up to 30' in diameter, centered on themselves. It grants complete protection against all physical attacks, all spells, and all dragon breath, dissipating their energy as variegated scintillations. Once per round, a viridescent beam strikes any external target within 40' of the sphere's surface, as desired by the caster. The victim must make a Fort save vs. the spell check or be turned to stone for 1 month per caster level. These statues may be crushed by the sphere on subsequent rounds. The sphere contains whatever or whoever the mage desires, expelling the rest with an effective Strength of 23. The sorcerer must concentrate to maintain the sphere and may use it as a vessel. It flies at a speed of 30' and may float or traverse submerged as the caster desires. The air within is always breathable and the temperature pleasant. The mage may designate who or what is permitted to pass through the sphere during its movement. The sphere endures as long as the mage maintains concentration. For every 150 points of incoming attack or spell power absorbed, the sorcerer must make a concentration check to maintain the protection.
- 36+ The ensorceler creates an expanding bubble of annihilation! The mage initially creates a partial or complete sphere or ellipsoid up to 50' in diameter, centered on themselves. It grants complete protection against all physical attacks, all spells, and all dragon breath, dissipating their energy as variegated scintillations. All external space within 50' of the sphere's surface is assaulted with waves of force doing 3d6+CL damage per round (Fort save vs. the spell check each round to avoid). The earth is rent, structures toppled, etc. The sphere contains whatever or whoever the mage desires, expelling the rest with an effective Strength of 24. The sorcerer must concentrate to maintain the sphere, may expand the radius 40' per round, up to 40×CL feet, though nothing is permitted to pass through the sphere during the expansion. The sphere endures as long as the mage maintains concentration. For every 200 points of incoming attack or spell power absorbed, the sorcerer must make a concentration check to maintain the protection.

SPELL OF THE SLOW HOUR

Level: 3 Range: Varies Duration: 1 hour Casting time: 1 round Save: See below

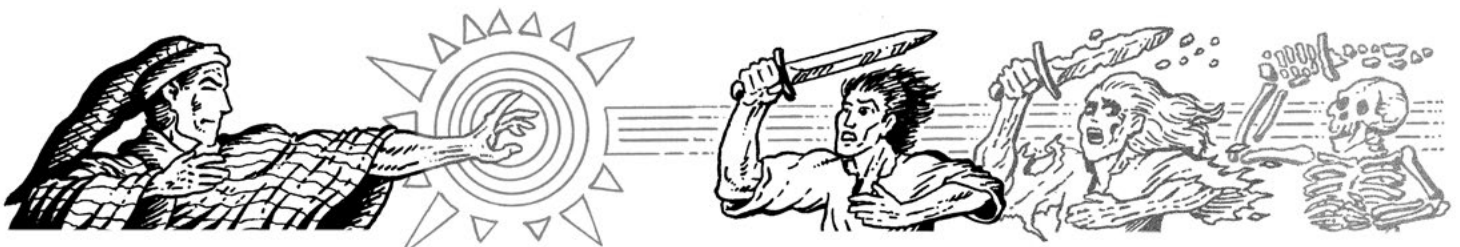
General The twisted environs of the Dying Earth often leave little room for most but the basest of pleasures. All too frequently it is the thwarting or harming of one's foe that brings joy, a type of merriment to which few magicians can -afford to expose themselves. By means of this eldritch evocation of chronomancy, practitioners of the *Spell of the Slow Hour* alter the flow of time around themselves and their attackers, reshaping the ebb and flow of time in a measured fashion that allows them to avoid extraneous harm.

Because of the necessary precision and difficulties present in the practice of chronomancy, casters may opt to select a lower result than what is achieved—but the suffer 1d3 points of damage per decreased step of the result as they cling to the temporal magics longer than is prudent.

Manifestation Roll 1d4: (1) magician is outlined with an adumbration of green and violet scintillations; (2) magician coruscates with glittering phlogiston embers in shades of mantis and phlox; (3) wine-colored effulgence, streaked with crackling moss colored phlogiston energies, erupts from the magician's body, bathing all within 20' in its glow; (4) magician's eyes transform into burning balls of phlogiston plasma that alternate in color between celadon and purpureus.

Corruption	Roll 1d6: (1) magician ages by 2d24+10 years, receiving a -2 penalty to Strength, and a -1 penalty to both Stamina and Agility; (2) magician's vocal intonations significantly decelerate, taking them twice as long as normal to engage in conversation. Casting a spell takes twice the normal casting time or incurs a -1d penalty to the spell check as the words slur together in a hasty torrent of speech; (3) caster acquires a ponderous gait that permanently reduces their speed by 5'; (4-5) major corruption; (6) greater corruption.
Misfire	Roll 1d4: (1) magician is temporally disrupted, causing them to miss their next action; (2) magician releases a phlogiston-infused chronowave, slowing time for themselves and 1d4 allies within 20', and causing all of them to miss their next action; (3) magician slows their personal passage of time, acting at half speed for 2d5 rounds; (4) magician slows the passage of time throughout the universe. With no exterior frame of reference, no one notices.

1	Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + misfire + patron taint (or wizardly objurgation if no patron); (1-2) corruption; (3) patron taint (or corruption if no patron); (4+) misfire.
2-11	Lost. Failure.
12-15	Failure, but spell is not lost.
16-17	For the next hour, the caster is ensconced within the chronosphere. The first attack to threaten the magician causes temporal winds to buffet the immediate area around the caster, interfering with the attack and granting a +2 bonus to AC and Reflex saves for 1 round.
18-21	For the next hour, the magician alters the chronosphere around themselves to a distance of 2'. The first incoming attack to threaten the caster triggers a chronoboost, allowing the magician increased reaction time (a +1 bonus to AC and Reflex saves) for 1 round.
22-23	Wrapping themselves in the fabric of time, as if donning a cloak, the magician alters the flow of nearby events. Foes within a distance of 5' from the caster must succeed in a Will save vs. the spell check or lose their next attack. In addition, the magician gains a +2 bonus to their Reflex saves and AC against ranged attacks for the next 1d3 rounds.
24-26	The magician steps out of sync with the local passage of time, reappearing in a blur of motion 2d4 rounds later. Upon rejoining the local chronosphere, the magician may use double their normal actions for the same number of rounds for which they had vanished. When those rounds have expired, any unused bonus actions are lost.
27-31	Temporal energies disrupt the phlogiston flows of the area. The magician receives double their saving throw bonuses against all spells targeting them for the next 1d3+1 rounds.
32-33	The magician targets 1d3 enemies within 50' and alters their personal passage of time (Will save vs. spell check negates), slowing it so greatly that attack actions suffer a -3 penalty and any spellcasting now requires triple the time to cast. This lasts for 1d6+1 rounds.
34-35	The magician vanishes from the local chronosphere in an explosion of purple and green light, only to reappear 2d3 rounds later. Merging back into the passage of normal time, the magician may use triple their normal actions for a number of rounds equal to those for which they were absent. When those rounds have expired, any unused bonus actions are lost.
36+	The magician lashes out with a time tempest, causing chronowinds to erupt with controlled phlogiston energies. The magician selects 1d4+CL foes within 100' who undergo a sudden and rapid aging, leaving them in an enfeebled condition and causing the permanent loss of 1d3 points per caster level from each Strength, Stamina, and Agility unless a Will save is made. Regardless of the success on the save, all who are blasted by the invisible gale must spend the next 1d3 rounds confusedly re-acclimating to the normal passage of time and may take no other actions.



THASDRUBAL'S LAGANETIC TRANSFER

(A.K.A. THE AGENCY OF FAR DESPATCH)

Level: 3 Range: Varies Duration: Varies Casting time: 1 round Save: See below

General Invented by the infamous pirate-mage Thasdrubal, the *Laganetic Transfer* (known by those with insufficient respect and/or education as *The Agency of Far Despatch*) is an ensorcelment requiring bold and precise control. This is due to its binary functionality introduced by subsequent modifications. The incantation's original intent was of maritime utility employing minor sandestins, or madlings, to submerge stolen loot for later retrieval by its new owner (the caster). However, spellsmithing voyants who devoted themselves to discovering the underlying patterns of the incantation's gestures and pervulsions found that demons could be summoned with sufficient modification. Consequently, the spell can reach into the demon-lands to task type II and type III demons into specialized temporary service to transporting cargo by flight or teleportation.

Polysyllabic distortions built into the ensorcelment's casting enable the caster to choose results lower than the spell check, although saving throw DCs (if applicable) are correspondingly reduced. Regardless, the incantation is perilous, so the importunate sorcerer will likely know many vicissitudes.

Manifestation See below.

Corruption Roll 1d6: (1) a bone hook protrudes from the sorcerer's spine, granting a +1d bonus to any creature attempting to lift the caster into the air; (2) the mage's body becomes anti-buoyant, causing a -2d penalty to actions/checks involving swimming; (3) a glowing fleshy beacon grows atop the caster's head and is marked with their personal rune or sigil. Its light is equivalent to candlelight and never extinguishes; (4) greater corruption; (5) major corruption; (6) minor corruption.

Misfire Roll 1d4: (1) caster misplaces a pervulsion causing a black foul-faced type II demon to swoop in and fly them to a distant location determined by the judge. The caster must pass a DC 25 Will save or submit to its courier, neither resisting nor trying to escape for the duration of the journey; (2) a group of summoned madlings teleport the mage to the bottom of the nearest body of water more than 30' deep. A DC 20 Ref save dodges their attempts to be grabbed; (3) ensorceler stutters during the incantation, inadvertently summoning an annoyed sandestin which teleports all of the party's carried coins and gems to a location determined by the judge; (4) a leering-eyed, putrefying-mouthed, spew-laden type III demon appears and attacks the caster and their allies for 2d3 rounds.

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.

12-15 Failure, but spell is not lost.

16-17 A madling sequesters an item of up to 1 cubic foot of volume (1'×1'×1') within 10' to the bottom of an aquatic location within 100 miles specified by the ensorceler. The item must be inanimate and contain only inanimate objects. It is connected by an arcane tether to a floating indestructible marker bearing the mage's personal rune or sigil. The marker is invisible to all but the caster and those able to see magical radiation. The item perdures until retrieved via the tether, when both the tether and marker disappear. Travel time is instantaneous.

18-21 A black foul-faced type II demon flies a single target within 30' to a designated location up to 1 mile away with a maximum travel time of 1 turn. The target must be man-sized or smaller and can be living or inanimate; this latter case could very well be an inanimate thing, such as a locked cage, containing a living passenger. Discommoded cargo is allowed a Will save vs. the spell check; if failed, the victim suffers an ensorcelment of pusillanimous submission to its courier, neither resisting nor trying to escape for the journey's duration. The demon teleports to the demon-lands once the transportation is complete and can only be banished with a spell check larger than the summoner's.

22-23 The ensorceler summons a party of madlings which sequesters a target of up to 1,000 cubic feet (10'×10'×10') within 50' to the bottom of a specified aquatic location within 1,000 miles; travel time is instantaneous. An enchanted membrane surrounds the target controlling pressure and temperature while providing breathable air. This membrane may be dispelled by the caster at any time. The target is connected by an

arcane tether to a floating indestructible marker bearing the mage's personal rune or sigil. The marker is invisible to all but the caster and those able to see magical radiation. The item perdures until retrieved via the tether, when both the tether and marker disappear. Discommoded targets are allowed a Reflex save vs. the spell check to dodge the sandestins' attempts to grab them.

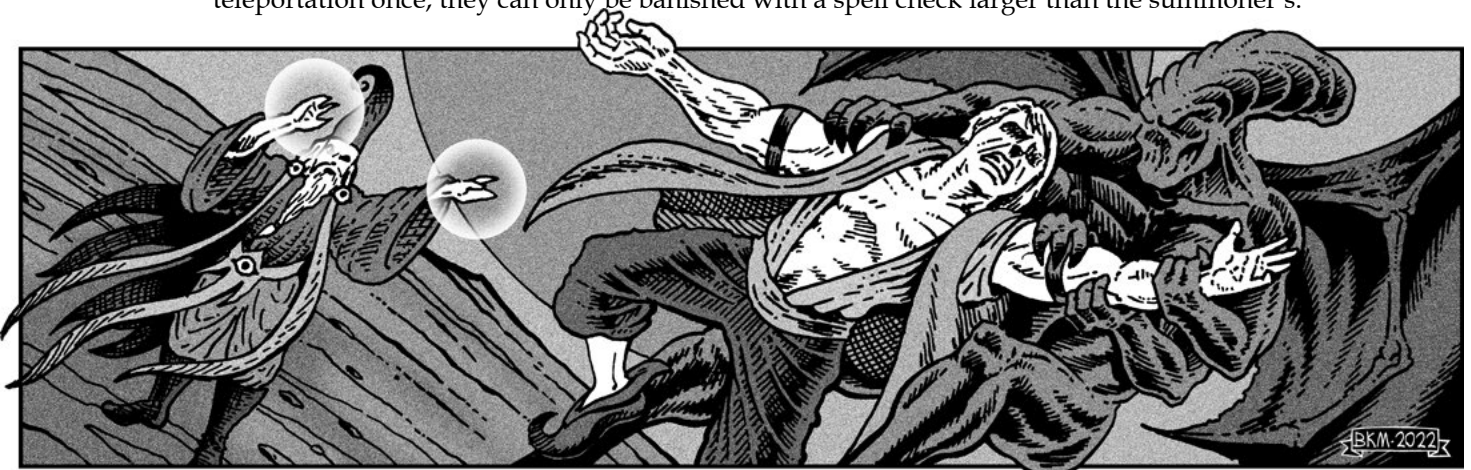
24-26 Up to $1d3+CL$ black foul-faced type II demons swoop in from beyond to fly the same number of man-sized targets within 100' up to 100 miles away, all to the same specified destination with a maximum travel time of 17 hours. Multiple demons can be assigned to lift targets larger than man-sized, requiring one demon per 4 HD. Thus, a 14 HD giant would require four demons to lift it. Discommoded cargo is allowed a Will save vs. the spell check; if failed, the victim suffers an ensorcelment of pusillanimous submission to its courier, neither resisting nor trying to escape for the journey's duration. The demons teleport to the demon-lands once the transportation is complete and can only be banished with a spell check larger than the summoner's.

27-31 A practically uncountable army of madling sandestins answer the caster's call and sequester a very large object within 500', such as a moderately-sized building or sailing ship, to the bottom of a specified aquatic location anywhere on the planet; travel time is instantaneous. An enchanted membrane surrounds the target controlling pressure and temperature while providing breathable air. This membrane may be dispelled by the caster at any time. The target is connected by an arcane tether to a floating indestructible marker bearing the mage's personal rune or sigil. The marker is invisible to all but the caster and those able to see magical radiation. The item perdures until retrieved via the tether, when both the tether and marker disappear. Discommoded targets are allowed a Reflex save vs. the spell check to dodge the sandestins' attempts to grab them.

32-33 A number of black foul-faced type II demons (up to $1d6$ per caster level) swoop in from beyond to fly the same number of man-sized targets within 500' up to 1,000 miles away, each to individually specified destinations with a maximum travel time of 1 week. Multiple demons can be assigned to lift larger than man-sized targets, requiring one per 4 HD. Thus, a 14 HD giant would require four demons to lift it. Discommoded cargo with more than 4 HD is allowed a Will save vs. the spell check; if failed, the victim suffers an ensorcelment of pusillanimous submission to its courier, neither resisting nor trying to escape for the journey's duration. The demons teleport to the demon-lands once the transportation is complete and can only be banished with a spell check larger than the summoner's.

34-35 The ensorceler summons a number of leering-eyed, putrefying-mouthed, spew-laden type III demons (up to $1d10$ per caster level) which immediately teleport the same number of man-sized targets within 1,000' to anywhere on the planet, each to individually specified destinations. Multiple demons can be assigned to lift larger than man-sized targets, requiring one per 6 HD. Thus, a 20 HD dragon would require four demons to lift it. Discommoded cargo with more than 6 HD is allowed a Will save vs. the spell check to avoid teleportation. Each of the demons returns to the demon-lands after attempting teleportation once; they can only be banished with a spell check larger than the summoner's.

36+ An infernal army of leering-eyed, putrefying-mouthed, spew-laden type III demons (up to $1d20$ per caster level) raid an entire city, teleporting inhabitants to various locations, even extra-planar ones, specified by the caster. The urbicidal mage may specify $3d6+CL$ targets whom the demons will ignore. Multiple demons can be assigned to lift larger than man-sized targets, requiring one per 6 HD. Thus, a 20 HD dragon would require four demons to lift it. Discommoded cargo with more than 6 HD are allowed a Will save vs. the spell check to avoid teleportation. Each of the demons returns to the demon-lands after attempting teleportation once; they can only be banished with a spell check larger than the summoner's.



LEVEL 4 ARCANESPELLS

GILGAD'S INSTANTANEOUS GALVANIC THRUST

Level: 4 Range: See below Duration: See below Casting time: 5 rounds Save: Reflex vs. spell check

General Employing the secrets of Gilgad's galvanism and certain exotic salts, and the caster transforms themself into a living solen eidos, bristling with electrical energy. Thus charged, the caster may spend an action die to interrupt an initiative count, instantaneously releasing one or more arcs of crackling blue electricity. If a caster is slain or forced into unconsciousness before releasing the charge, it escapes in a violent blast dealing damage to the magician and all living creatures within 25'. A caster may retain only one instantaneous galvanic thrust at a time.

Manifestation Roll 1d4: (1) caster's hair stands on end; (2) caster's eyes blaze electric blue and caster spits crackles of electricity when speaking; (3) caster discharges a slight but painful shock any time they touch another creature; (4) caster radiates a dull blue glow, casting light 10' in all directions.

Corruption Roll 1d6: (1-3) caster develops a violent allergy to ferromagnetic substances (such as iron), and can no longer abide their touch; (4) caster's brain is wracked with current, resulting in the permanent loss of one random spell; (5) major corruption; (6) greater corruption.

Misfire Roll 1d4: (1) electrical current courses through the caster's nerves setting clothing aflame and melting metal objects to flesh, resulting in 2d16 damage; (2) caster's blood vessels burst from the electric discharge, scarring into a tree-like Lichtenberg figure that covers their entire body; (3) caster's eardrums are ruptured by the uncontrolled discharge, rendering the character deaf for 1d3 weeks; (4) caster is momentarily magnetized, causing all ferromagnetic objects within 10' to slam into their body (1d10 or more damage or at the judge's discretion).

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.

12-17 Failure, but spell is not lost.

18-19 The caster retains the charge for 1d10+CL minutes, and can release a blast dealing a total of 2d16 damage; the caster can divide the dice between targets as desired. For example, the caster may hurl 2 blasts, each dealing 1d16 damage, or one blast dealing the full 2d16 damage. Targets must be within 50' of the caster and in line of sight.

20-23 The caster retains the charge for 1d20+CL minutes, and can release blasts dealing a total of 3d16 damage; the caster can divide the dice between targets as seen fit. Targets must be within 100' of the caster and each target struck is hurled 1d10' away from the caster. If this causes the target to strike a large, immovable object, the victim suffers an additional 1d6 damage from the impact.

24-25 The caster retains charge for 1d10+CL hours, and can release blasts dealing a total of 4d16 damage; the caster can divide the dice between targets as wished. Targets must be within 250' of the caster and each target struck is hurled 2d10' away from the caster. If this causes the target to strike a large, immovable object, the victim suffers an additional 2d6 damage from the impact. A single full blast can shatter non-magical doors, wooden walls, and the like.

26-28 The caster retains the charge for 1d20+CL hours, and can release blasts dealing a total of 5d16 damage; the caster can divide the dice between targets as desired. Targets must be within 500' of the caster and each target struck is hurled 3d10' away from the caster. If this causes the target to strike a large, immovable object, the victim suffers an additional 3d6 damage from the impact. A single full blast can shatter small wooden structures like huts or hovels.

29-33 The caster retains the charge for 1d12+CL days, and can release blasts dealing a total of 6d16 damage; the caster can divide the dice between targets as preferred. Targets must be within 500' of the caster and each target struck is hurled 4d10' away from the caster. If this causes the target to strike a large, immovable object, the victim suffers an additional 4d6 damage from the impact. A single full blast can collapse large wooden structures, reinforced drawbridges, and similar mundane portals.

- 34-35 The caster retains the charge for 1d20+CL days, and can release blasts dealing a total of 7d16 damage; the caster can divide the dice between targets as inclined. Targets must be within 500' of the caster and each target struck is hurled 6d10' away from the caster. If this causes the target to strike a large, immovable object, the victim suffers an additional 6d6 damage from the impact. A single full blast can sunder brick and stone walls.
- 36-37 The caster retains the charge for 1d10+CL years, and can release blasts dealing a total of 8d16 damage; the caster can divide the dice between targets as wished. Targets must be within 500' of the caster and each target struck is hurled 8d10' away from the caster. If this causes the target to strike a large, immovable object, the victim suffers an additional 8d6 damage from the impact. A single full blast can collapse stone structures up to the size of a large tower.
- 38+ The caster retains the charge for the remainder of their life, and can release blasts dealing a total of 9d16 damage; the caster can divide the dice between targets as seen fit. Targets must be within the caster's line of sight and each target struck is hurled 1d100' away from the caster. If this causes the target to strike a large, immovable object, the victim suffers an additional 10d6 damage from the impact. A single full blast can collapse castle keeps, small mountainsides, and destroy magically-barred portals.

THE INSIDE OUT AND OVER

Level: 4 Range: Varies Duration: Varies Casting time: 1 action Save: See below

General *The Inside Out and Over* is an ensorcelment of forgotten derivation. There are general attributions of ancestry to its revisions, contour refinement, resonance reinforcement, and pervulsion annotations; credits include such notorieties as Basile Blackweb, Veronifer the Bland, Archemand of Glaere, Zaraides the Sage, and Phandaal the Great, who catalogued it as "Perfected." However, it is rumored that an unknown Cloud-rider propagated an archaic version, which some contest was originally a simple cantrip intended for mixing cooking ingredients, made lethal by a witch visiting for dinner. Arch-sages note that this may be the origin of the axiom, "Never let a witch in the kitchen."

For those sorcerers insouciant to the ensorcelment's somewhat dubious history and known lineage, one must know that this is a spell of eversion. It does what it says, efficiently effectuating upon containers, living beings, and entire regions. Indeed, certain paths of time-light reveal a flexible and pertinacious rapsallion uttering the ensorcelment's syllables to the ruin of a murid warren. In all cases the eversion is temporary, though the evacuation of inhabitants is not.

Everting mages who have successfully modified or created a spell themselves may choose results lower than the spell check, although saving throw DCs (if applicable) are correspondingly reduced.

Manifestation Roll 1d4: (1) a tearing sound rips through the air; (2) phantasmal gloves encircle the target(s) that make popping sounds as their fingers evert; (3) streams of space between the caster and target(s) briefly warp revealing the interstices of the void; (4) sorcerer's skin appears to peel off and reveal its underside during the casting.

Corruption Roll 1d6: (1) caster must make a Luck check every time they touch a container, which turns inside out for 1d3 turns if failed; (2) mage's eyelids and lips are permanently everted, causing mistrust, suspicion, and fear (resulting in a -2d penalty to relevant checks) in social interactions; (3) patches of the sorcerer's skin permanently turn inside out, causing agonizing pain upon contact and granting a +1d bonus to all incoming damage; (4) greater corruption; (5) major corruption; (6) minor corruption.

Misfire Roll 1d4: (1) all containers the mage possess (backpack, scroll cases, potion bottles, etc.) instantly evert and eject their contents; (2) sorcerer skips a line of words and causes their own eyes, ears, nose and mouth to evert. For 2d3 hours, caster is denied all senses except for touch, cannot speak, but may still breathe; (3) an improper accent causes the ensorceler's internal organs to attempt an everting torsion and causing 4d4 points of damage (DC 20 Fort save for half); (4) a missed inhalation causes the non-magical armor of all allies within 20' to buckle and twist off their hosts' bodies into useless pieces (no save).

1 Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + misfire + patron taint (or wizardly objurgation if no patron); (1-2) corruption; (3) patron taint (or corruption if no patron); (4+) misfire.

2-11 Lost. Failure.

- 12-17 Failure, but spell is not lost.
- 18-19 The ensorceler effects an insalubrious torsion upon on the internal organs of all creatures within 30' (Will save vs. spell check or suffer 2d6+CL damage). For 1d4+2 rounds, those failing their save suffer a -1d penalty to all action dice.
- 20-23 The sorcerer chooses up to a 1,000 cubic-foot volume containing themselves (e.g., 10'×10'×10', 5'×10'×20', or a 6'-radius sphere) within which to effectuate an arcane expulsion. Any container with 1 cubic foot of volume or less (pouch, flask, etc.) violently ejects its contents as it everts, regardless of being locked, sealed, tied, etc. Those that are magically warded, locked, etc., are unaffected. The caster may affect as many such containers within the 1,000 cubic feet as they like, or may choose which specific ones are not affected. The latter is advantageous for cases where there may be containers unknown or clandestine. Containers revert back to their original structures, albeit emptied, after 1 round.
- 24-25 The mage effects an eversion of the exoskeletal on all creatures within 40' of them. Armor, chitin, scales, etc., warp to each being's interior, leaving their most sensitive dermal coverings exposed (Will save vs. spell check or suffer 3d10+CL damage). For 1d6+2 rounds, those failing their save have a reduced AC of 8, move at half speed, and suffer +1d to incoming damage rolls. Upon the ensorcelment's expiration, those targets still living have their exoanatomies restored.
- 26-28 The sorcerer chooses up to a 27,000 cubic-foot volume containing themselves (e.g., 30'×30'×30', 10'×90'×30', 50'×50'×10', or a 18'-radius sphere) within which to effectuate an arcane expulsion. Any container with 50 cubic feet of volume or less (large chest, wardrobe, etc.) violently ejects its contents as it everts, regardless of being locked, sealed, tied, etc. Those that are magically warded, locked, etc., are unaffected. The caster may affect as many such containers within the 27,000 cubic feet as they like, or may choose which specific ones are not affected. The latter is advantageous for cases where there may be containers unknown or clandestine. Containers revert back to their original structures, albeit emptied, after 1 round.
- 29-33 The everting ensorceler exposes the internal workings of all creatures within 50' of them. All creatures' vital organs emerge from within to line their hosts in bloody pulps (Will save vs. spell check or suffer 1d12 per caster level damage). For 2d8+CL rounds, those failing their save have a reduced AC of 8, move at half speed, and suffer automatic critical hits from all successful attacks. Upon the ensorcelment's expiration, those targets still living have their anatomies restored.
- 34-35 The mage chooses up to a one-million cubic-foot volume containing themselves (e.g., 100'×100'×100', 10'×1,000'×100', 310'×310'×10', or a 62'-radius sphere) within which to effectuate an arcane expulsion. This entire region (small building, sailing craft, etc.) turns inside out, ejecting all inhabitants, and everting all containers within (regardless of magical wards). The ensorcelment is so strong that the mage may only choose a number of containers up to the caster's level to be exempt from the ejection. The million cubic feet revert back to their original structures, albeit emptied, after 1 tumultuous round.
- 36-37 The tyrannical thaumaturgist produces a fatal aura of explosive eversion. All creatures within 60' of the caster must make a Will save vs. the spell check. Those passing suffer 1d20 damage per caster level; those failing are irrevocably slain. It is inconceivable to gather all one's body's pieces – thus rendering it impossible to recover the body.
- 38+ The mage chooses up to a one-billion cubic-foot volume containing themselves (e.g., 1,000'×1,000'×1,000', 10,000'×10,000'×10,000', or a 610'-radius sphere) within which to effectuate their arcane expulsion. This entire region (monsters' lair, small village, etc.) turns inside out, ejecting all inhabitants, and everting all containers within (regardless of magical wards). The ensorcelment is so strong that the mage may only choose a number of containers up to the caster's level to be exempt from the ejection. The billion cubic feet revert back to their original structures, albeit emptied, after 1 round of nonpareil torsions and undulations.

SPELL OF FORLORN ENCYSTMENT

Level: 4 Range: Line of sight Duration: Varies Casting time: 1 action Save: Will vs. spell check

General With this spell, the magician may ensorcel one or more individuals and deposit such unfortunates 45 miles beneath the earth's surface, for a period of hours, days, or even millennia. The exact parameters of such sequestration are variable depending on the spell's result.

The spell is often used to threaten importunate lackeys and punish recalcitrant magicians when a more permanent requital is unwarranted or inconvenient. However, it should be noted that the spell was

developed by Cheletant the Circumspect in the Twentieth Aeon for the purpose of preserving the lives and well-being of those allies who might benefit from a complete exeunt from the earth's surface, sometimes to frustrate a search by malevolent (or at least ill-meaning) entities.

As if such removal were not enough to keep one isolated from their prior society, the target is covered with a vaguely coffin-shaped pearlescent shell of alien white material. This preserves the body from environmental harm and effects the preservation of life. If somehow located, the shell requires a DC 15 Strength check to break through it, at which point the forlorn individual within is freed from stasis.

The encystment does not in any way abbreviate time for the victim, so any extended period of confinement inevitably has a negative effect on the encysted. Trapped in a small dark container for what seems like eternity, each week the individual must make a DC 20 Will save or lose 1 point each of Personality and Intelligence. As a result, for those so forlorn as to be encysted for months and years, they emerge, for most purposes, utterly insane.

Note that the spell may be reversed in order to abbreviate encystment for individuals who have been so affected, but the reversal is only effective against those results equal to or less than the reverse-encystment's spell check. There is no line-of-sight requirement for such reversals, though the ensorceler must be able to see the point at which the original encystment was effected.

Manifestation	Roll 1d4: (1) dun-colored earthen arms erupt from the surface on which the target stands and pulls the victim beneath the immediate area to the place of their encystment; (2) target disappears with a subtle popping noise and reappears instantaneously in the encystment capsule; (3) target is enveloped by a slightly triangular capsule of pearlescent hue, which then revolves and lowers drill-like into the earth's crust, plowing through any barrier until they arrive at their destination 45 miles beneath the earth's surface; (4) the bodies of previously forlorn targets emerge suddenly from the earth like the shoots of new plants, emerging caked with soil and other terrestrial detritus and pulling the target beneath the soil to begin their own encystment.
Corruption	Roll 1d4: (1) caster constantly trails pebbles, clods of earth, and other debris with every step; (2) caster is visibly covered in soil, roots, and other signs of burial from head to toe; (3) anyone addressed in conversation or speech with the caster must make a DC 10 Will save or see the caster as covered in a pearlescent white capsule, a reminder of their forbidding power; (4) caster feels a persistent downward tugging at their feet, penalizing them by -1d on initiative rolls.
Misfire	Roll 1d4: (1) caster is encysted for 1d10 rounds modified by Luck; (2) the ally nearest the caster is encysted for 1d10 rounds modified by Luck; (3) any encysted or otherwise buried humanoid (including long-forgotten malevolent un-dead) within 45 miles is violently surfaced; (4) reverso-gravitronic mishap! The caster is plunged 45 miles upward into the mesosphere and encysted at this final and forbidding altitude.

1	Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + misfire + patron taint (or wizardly objurgation if no patron); (1-2) corruption; (3) patron taint (or corruption if no patron); (4+) misfire.
2-11	Lost. Failure.
12-17	Failure, but spell is not lost.
18-19	One target of the caster's choice is encysted for 1d4+CL hours. At the end of this duration, the target returns to the surface at the same place in which they were removed, the cyst-shell instantly disappearing.
20-23	One target of the caster's choice is encysted for 1d5+CL days. At the end of this duration, the target returns to the surface at the same place in which they were removed, the cyst-shell instantly disappearing. The caster may recall the encysted unfortunate at any time before the duration has elapsed.
24-25	One target of the caster's choice is encysted for 1d7+CL years. At the end of this duration, the target returns to the surface at the same place in which they were removed, the cyst-shell instantly disappearing. The caster may recall the encysted unfortunate at any time before the duration has elapsed. The caster may recall the encysted victims at any time, and may dismiss the cyst-shell at a whim. Otherwise, the victim(s) remain in stasis until the shell is removed, even after the duration is elapsed and the victim is surfaced.
26-28	The caster may encyst multiple targets for up to 1d12+CL hours. Once the hours are determined, the caster may allocate them between targets as wished; e.g., if the duration is 10 hours, one target may be encysted for 3 hours and the other varlet for 7 hours. The caster may recall the encysted victims at any time, and may dismiss the cyst-shell at a whim. Otherwise, the victim(s) remain in stasis until the shell is removed, even after the duration is elapsed and the victim is surfaced.

- 29-33 The caster may encyst multiple targets for up to $1d16+CL$ days. Once the days are determined, the caster may allocate them between targets as desired; e.g., if 10 days, one target may be encysted for 3 days and the other varlet for 7 days. The caster may recall the encysted victims at any time, and may dismiss the cyst-shell at a whim. Otherwise, the victim(s) remain in stasis until the shell is removed, even after the duration is elapsed and the victim is surfaced.
- 34-35 The caster may encyst multiple targets for up to $1d24+CL$ years. Once the years are determined, the caster may allocate them between targets as preferred; e.g., if 10 years, one target may be encysted for 3 years and the other varlet for 7 years. The caster may recall the encysted victims at any time, and may dismiss the cyst-shell at a whim. Otherwise, the victim(s) remain in stasis until the shell is removed, even after the duration is elapsed and the victim is surfaced.
- 36-37 The caster may encyst a number of targets up to their caster level for up to 45 years and one day each. The caster may recall the encysted victims at any time, and may dismiss the cyst-shell at a whim. Otherwise, the victim(s) remain in stasis until the shell is removed, even after the duration is elapsed and the victim is surfaced.
- 38+ The caster may encyst any and all targets for as long as desired, setting the periods individually for each victim if so required. The magician may recall the targets at will at any time, and leave them encysted or not, at a merest whim. Even if the target makes a saving throw, they are deposited 10' down in the earth and fully encysted, though the shaft so created does not close over and the cyst-shell is visible from the surface.



LEVEL 5 ARCANES SPELLS

SPELL OF SENDING TO THE PAST

Level: 5 Range: Varies Duration: Varies Casting time: 1 hour Save: See below

General The *Spell of Sending to the Past* is an ensorcelment only to be attempted by magicians who employ both skill and luck with optimal efficacy. Its fractious and coactive nature caused the great Phandaal to forbid other sorcerers from employing it, but said edict has not prevented truly desperate mages seeking desperate measures to resort to the incantation.

The spell adheres to Bergenheizers Uncertainty Axioms, which grant the mage unerring travel to a spatial destination, but require that the temporal travel be less accurate. The caster determines how far back in time they want to go and then makes an accuracy check, rolling a die and subtracting their Luck score (not modifier) from the result:

If the number is even, then the mage arrives earlier than intended (further back in the past) by the amount of time specified.

If the number is odd, then the mage arrives later.

Any accuracy check result of 0 or lower is treated as perfectly accurate.

For example, the magician Foprik obtains a spell check of 21, indicating, "The temporal destination is chosen between 1 year and 100 years ago, with an accuracy of 1d20 minus the caster's current Luck score in years." Foprik chooses to travel back 80 years and rolls a 13 on the subsequent accuracy check, from which he subtracts his Luck score of 10, resulting in an accuracy modifier of 3 years. As 3 is an odd number, it is subtracted from his target time value, and Foprik travels 77 years in the past.

All ranges are with respect to the time the ritual begins.

This powerful incantation becomes fatal if one bends the paths of time-light beyond their possible flexion. If a mage erroneously travels less in time than the minimum amount permitted, they are torn from existence, making recovering the body impossible. (Referring to the previous example, if Foprik chose to travel 3 years into the past instead of 80, his accuracy modifier of 3 would place him 0 years into the past. Since the time range of the result is 1 to 100 years, Foprik travels a smaller amount than the minimum of 1 year and, consequentially, ceases to exist.) Because of this peril, prudent sorcerers use others who are more qualified than they for time travel. Unwilling travelers make a Willpower save vs. the spell check to resist the ensorcelment.

Unlike simpler evocations, this is a ritual spell and takes a full day of preparation to cast, during which time the caster must not be interrupted or otherwise disturbed. Any breaks to the caster's preparations require a concentration check (see DCC RPG p. 106) for each such disturbance, the failure of which causes an automatic misfire. Once the final spell check is determined, the mage can choose a lower spell check result by burning 1 point of Luck.

Manifestation See below.

Corruption Roll 1d6: (1) caster ages at 10 times their normal rate; (2) mage can no longer perceive the past, and loses all memories of people, places, and events, although skill/ability use is unaffected; (3) ensorceler's personal time is slowed, aging half as fast, but with half movement and all actions taking twice as long; (4) greater corruption; (5) major corruption; (6) minor corruption.

Misfire Roll 1d4: (1) caster is helplessly frozen in a temporal stasis for 100 years; (2) all of the mage's carried items are aged 1,000 years. Those of inferior or moderate workmanship deteriorate and break; (3) one random ally within 50' is rapidly aged 1d10 years per caster level, causing a permanent loss of 1 point each of Strength, Agility, and Stamina for every 10 years so aged; (4) a spatio-temporal singularity forms in the caster's abdomen, inflicting 5d6 points of intestinal damage.

1 Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + misfire + patron taint (or wizardly objugation if no patron); (1-2) corruption; (3) patron taint (or corruption if no patron); (4+) misfire.

2-11 Lost. Failure.

12-19 Failure, but spell is not lost.

- 20-23 The magician travels to the past as an incorporeal passive observer. The mage cannot interact or communicate with beings or objects, but can wander up to 10 miles from the ritual site at their normal movement rate. The mage can stay in the past up to 24 hours, returning earlier if so willed. Regardless of time spent in the past, one turn elapses in the present, during which time their body is unconscious and insensate. The temporal destination is chosen between 1 year and 100 years ago, with an accuracy check of 1d20 minus the caster's current Luck score in years. Even-numbered results are earlier; odd results are later; results of zero or less represent perfect accuracy; irrevocable death occurs for time-travel less than one year from the ritual's beginning.
- 24-25 The ensorceler, or a being of their choosing, travels to the past as an incorporeal passive observer. They cannot interact or communicate with beings or objects, but can wander up to 50 miles from the ritual site at their normal movement rate. The traveler can stay in the past up to 48 hours, returning earlier if they fulfill a predetermined goal for the reconnaissance. Regardless of time spent in the past, one turn elapses in the present, during which time their body is unconscious and insensate. The temporal destination is chosen between 1 month and 200 years ago, with an accuracy of 1d20 minus the caster's current Luck score in years. Even-numbered results are earlier; odd results are later; results of zero or less represent perfect accuracy; irrevocable death occurs for time-travel less than one month from the ritual's beginning.
- 26-28 The mage sends one object, up to the size of a 5' cube, into the past up to 100 miles away from the ritual's location. No living matter may be contained within the object, which is ripped away from the present and ceases to exist, though it might influence past events. The judge's discretion is required to determine implications upon the present, and the caster must make a Luck check to determine whether the results are beneficial or baneful to themselves. The temporal destination is chosen between 1 day and 500 years ago, with an accuracy of 1d24 minus the caster's current Luck score in years. Even-numbered results are earlier; odd results are later; results of zero or less represent perfect accuracy; the object is irrevocably destroyed for time-travel less than one day from the ritual's beginning.
- 29-33 The ensorceler, or a being of their choosing, travels to the past as an incorporeal observer who can communicate with beings, but cannot interact with objects, and can wander up to 250 miles from the ritual site at their normal movement rate. The traveler can stay in the past up to 10 days, returning earlier if a predetermined goal for the reconnaissance is fulfilled. Regardless of time spent in the past, one turn elapses in the present during which time their body is unconscious and insensate. The temporal destination is chosen between 12 hours and 1,000 years ago, with an accuracy of 1d30 minus the caster's current Luck score in years. Even-numbered results are earlier; odd results are later; results of zero or less represent perfect accuracy; irrevocable death occurs for time-travel less than 12 hours from the ritual's beginning.
- 34-35 The mage sends one object, up to the size of a 50' cube, into the past up to 500 miles away from the ritual's location. No living matter may be contained within the object, which is ripped away from the present and ceases to exist, though it might influence past events. The judge's discretion is required to determine implications upon the present, and the caster must make a Luck check to determine whether the results are beneficial or baneful to themselves. The temporal destination is chosen between 1 hour and 10,000 years ago, with an accuracy of 1d30 minus the caster's current Luck in decades. Even-numbered results are earlier; odd results are later; results of zero or less represent perfect accuracy; the object is irrevocably destroyed for time-travel less than 1 hour from the ritual's beginning.
- 36-37 The caster sends themselves or another being back in time. Unlike lower spell check results, they are physically in the past, and must eat, sleep, breathe, etc., as they did in the present. The spatial destination must be within 1,000 miles of the ritual site. The traveler can stay up to 1 month or until achieving a predetermined goal for the journey. The temporal destination is chosen between 1 hour and 1 million years ago, with an accuracy of 1d100 minus the caster's current Luck score in decades. Even-numbered results are earlier; odd results are later; results of zero or less represent perfect accuracy; irrevocable death occurs for time-travel less than 1 hour from the ritual's beginning. The traveler returns to the present an instant following ritual's conclusion and is unconscious for 1d3 turns.
- 38-39 The ensorceler sends themselves and/or up to a number of other beings equal to the caster's level back in time. Unlike lower spell check results, they are physically in the past, and must eat, sleep, breathe, etc., as they did in the present. The spatial destination can be any distance from the ritual site, but must be roughly known (through research, scrying, etc.) and must be on the same plane. The travelers can stay for up to 1 year or until they achieve a predetermined goal for the journey. The temporal destination is chosen between 1 hour and a number of aeons ago equal to the caster's level, with an accuracy of 1d100 minus the caster's current Luck score in centuries. Even-numbered results are earlier; odd results are later; results of zero or less represent perfect accuracy; irrevocable death occurs for time-travel less than 1 hour from

the ritual's beginning. The travelers return to the present an instant following ritual's conclusion and are unconscious for 1d3 hours.

40+ The mage sends themselves and/or up to 2d6+CL other beings back in time. Unlike lower spell check results, they are physically in the past, and must eat, sleep, breathe, etc., as they did in the present. The spatial destination can be anywhere, including another plane, but must be roughly known (through research, scrying, etc.). The travelers can stay for up to 1 decade or until they achieve a predetermined goal for the journey. The temporal destination is chosen between 1 hour and up to any number of aeons ago, with an accuracy of 1d100 minus the caster's current Luck score in millennia. Even-numbered results are earlier; odd results are later; results of zero or less represent perfect accuracy; irrevocable death occurs for time-travel less than 1 hour from the ritual's beginning. The travelers return to the present an instant following the ritual's conclusion and are unconscious for 1d3 days.

SPELL OF TEMPORAL STASIS

Level: 5 Range: Varies Duration: Varies Casting time: 1 action Save: Will vs. spell check

General One of the most fearsome spells of any aeon, this subtle dweomer enables the caster to stop the flow of time in a given area or around specific targets of choral ire. Although not a spell of brutal lethality, the spell is rife with possibilities for the most precise and nefarious intrigues. Since its emergence in the Nineteenth Aeon, it fell into immediate disuse and its inventor's name was blotted from any known record, after the tricks and skullduggeries perpetrated with it conflagrated many a league of magicians.

Shortly thereafter, Vitorpo the Wary fashioned the device known as a monitor, by which magicians may tell if the *Spell of Temporal Stasis* has been cast. This small ivory spindle whirls itself on a tiny axle of gold when a hiatus is detected, alerting the wearer. No magician of dignity and elevated station can be without such a monitor when consorting with others of their kind, lest one risk being the victim of whimsical fourberie as well as more ill-intentioned deceits. During an effected stasis (unless specified otherwise), it is child's play to slit an opponent's throat, move an object, and so forth; no dice need be rolled to accomplish a task that is in any person's simple capability.

The aforesaid stasis is not to be confused with paralysis. Targets are not aware of their surroundings or events about them – nor do they breathe, age, or have a heartbeat while in stasis. A victim's throat, if slit, will not bleed until the spell ends or until they are released from stasis. When affecting an area rather than targets, time is stopped for all objects within the area save the caster: the wind will not blow, water will not pour out of a vase, and so forth, unless the caster is able to release said object as per the specific spell results. Creatures or objects entering the area will also be subject to the stasis unless explicitly granted their freedom by the caster.

Manifestation See below.

Corruption Roll 1d6: (1) caster is trapped in a minor time loop and has the unsettling mannerism of repeating small actions and phrases; (2) caster is plagued by intense, troubling memories from an alternate timeline counterpart to themselves; (3) caster is plagued with repetitive dreams in which they are stuck in the bottom of an enormous hourglass filling with sand; after a month of such dreams, caster permanently loses 1 point of Stamina from persistent sleep deprivation; (4) caster is consigned to live in two timelines at once and will live the rest of their (first) existence distracted by the awesome sights of the primordial past or the inevitable empty horror of final sun-death, resulting in a permanent loss of 1 point of Personality; (5-6) caster is bombarded by a discordance in the time stream at all times, penalizing them by -1d on one action die each round as they try to sort out the present moment from the echoes of the immediate past and future.

Misfire Roll 1d4: (1) time stops for the caster only, who is placed in stasis for one round; (2) time stops for the world itself, including the caster, and may be negated only with the intervention of super-terrestrial or extra-cosmic powers; (3) hyper-time afflicts everyone in 100', increasing or decreasing their age by 1d4×CL years; (4) caster has discomposed the time stream and is instantly replaced by a counterpart from an alternate reality, who shares most points of reference with the existing character but is likely to be an "evil twin" or other sort of malefic doppelganger. Said counterpart is in most respects identical to the original character except for minor details of wardrobe, jewelry, superfluous facial hair, or a small scar.

1 Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + misfire + patron taint (or wizardly objurgation if no patron); (1-2) corruption; (3) patron taint (or corruption if no patron); (4+) misfire.

- 2-11 Lost. Failure.
- 12-19 Failure, but spell is not lost.
- 20-23 A pinpoint moment of stasis affecting all in the caster's line of sight gives the alacritous caster the highest initiative for the next 1d3+CL rounds. Creatures emerging from the stasis may make a DC 18 Will save to notice a slight queasiness, which erudite magicians might recognize as temporal stasis.
- 24-25 Stasis is conferred upon one creature within line of sight for 1d3+CL rounds. The creature's hit dice or level must be equal to or less than the caster's for the spell to take effect. While in stasis, the target is inviolate: any creature touching the target must make a Will save vs. the spell check or the stasis is instantly transferred from the target to the interloper.
- 26-28 Stasis is conferred upon up to 2d6 creatures within line of sight for 1d3+CL rounds. Each creature's hit dice or levels must be equal to or less than the caster's for the spell to take effect. During this stasis, the creatures are immune to any physical harm, but their possessions (carried or held) may be manipulated at will by those not in stasis.
- 29-33 The caster confers stasis upon any one creature within line of sight for 1d3+CL turns. Any mischief done to a person in this stasis will bring the person out of said condition, although the person so liberated will be dazed and unable to act for 1d3 rounds.
- 34-35 The caster confers stasis upon all creatures and objects within a 20' area for one full turn. The area effected is a 20' radius centered upon the caster. The caster may choose to bring one creature or object out of stasis at their merest whim, though all others must remain for the whole of the duration.
- 36-37 The caster creates a temporal stasis for all creatures within 30' of the caster. This lasts for 1d3+CL turns. The caster may bring creatures out of and back into stasis at their merest whim. In addition, the caster may choose to have one creature remain in stasis for an additional 1d3+CL hours, or set a particular time or condition in which they should be set free from onerous chonal immotility.
- 38-39 A temporal stasis field is created for everything and everyone in a 100' of effect centered upon the caster, who may choose which creatures within the area are affected. The caster may also bring targeted creatures out of or return into stasis as desired. The stasis remains for 1d3+CL hours, but the caster may abbreviate the duration.
- 40+ The caster becomes an archon of the chronos itself. Time stops in the caster's world for as long as the caster desires. At any time, the caster may bring creatures in or out of stasis at will. No saving throws for affected creatures are allowed. Note that if something untoward happens to the caster during this stasis – however accidental – which results in their death, time is permanently frozen, perhaps for the rest of eternity! Gods, preceptors, and patrons are likely to notice the exercise of so great a power and act against the caster out of an intensely punitive jealousy.



WITCH/DIVINE SPELLS

CONSECRATE PATH

Level: 1	Range: Sight	Duration:Varies	Casting time: 1 round	Save: None
General	The cleric places a divine consecration upon another creature which grants fortune in a journey, quest, or adventure.			
Manifestation	The cleric should articulate the manifestation while casting the spell. The manifestation can include minor physical changes on the part of the target. For example, "Your hair will remain white for as long as this benison shall last," or "The mark of benediction shall be visible on your breast for as long as this boon shall last."			
1-11	Failure.			
12-13	The cleric casts a simple benison upon one target, granting +1 Luck for 24 hours. The Luck can be burned as normal, but does not regenerate once used.			
14-17	The divine ensorceler casts a boon upon one target, granting +2 Luck and a +1 bonus to one other statistic of the cleric's choice for 24 hours. The statistic can be attack rolls, damage rolls, an ability score, saving throws, spell checks, armor class, speed (where +1 = +5'), hit points, and so on.			
18-19	The witch casts a boon upon one target, granting +2 Luck and a +2 bonus to one other statistic OR a specific physical or mental gift (e.g., understand another language, go without sleep, infravision). The statistic can be attack rolls, damage rolls, an ability score, saving throws, spell checks, armor class, speed (where +1 = +5'), hit points, and the like. The boon is ongoing until some specific condition is not met. The condition must have meaning to the witch's pact deity or the target, and it must be within the target's power to easily fail. For example, "Danger will slide you by so long as you never wander from the trail," or "You will understand the tongue of the twk-men as long as you carry this vial of salt under your tongue."			
20-23	The priest casts a boon upon one target, granting 1d3+CL Luck and a +2 bonus to one other statistic OR a specific physical or mental gift (e.g., understand another language, ability to go without sleep, infravision). The statistic can be attack rolls, damage rolls, an ability score, saving throws, spell checks, armor class, speed (where +2 = +10'), hit points, etc. The boon is ongoing until some specific condition is not met. The condition must have meaning to the caster's deity or the target, and it must be within the target's power to easily fail. For example, "Danger will slide you by so long as you never wander from the trail," or "You will understand the tongue of the twk-men as long as you carry this vial of salt under your tongue."			
24-27	The cleric casts a major boon upon a target, granting 1d3+CL Luck and a +2 bonus each to two other statistics OR two specific physical or mental gifts (e.g., understand another language, ability to go without sleep, infravision). The statistic can be attack rolls, damage rolls, an ability score, saving throws, spell checks, armor class, speed (where +2 = +10'), hit points, etc. The boon is ongoing until some specific condition is not met. The condition must have meaning to the caster's deity or the target, and it must be within the target's power to easily fail. For example, "Danger will slide you by so long as you never wander from the trail," or "You will understand the tongue of the twk-men as long as you carry this vial of salt under your tongue." In addition, the target radiates an aura of fortune. Allies traveling with the ally receive +1 Luck so long as they adhere to the conditions of the boon.			
28-29	The divine sorcerer casts a major boon upon a target, granting 1d3+CL Luck and a +2 bonus each to three other statistics OR three specific physical or mental gifts (e.g., understand another language, ability to go without sleep, infravision). The statistic can be attack rolls, damage rolls, an ability score, saving throws, spell checks, armor class, speed (where +2 = +10'), hit points, etc. The boon is ongoing until some specific condition is not met. The condition must have meaning to the caster's deity or the target, and it must be within the target's power to easily fail. For example, "Danger will slide you by so long as you never wander from the trail," or "You will understand the tongue of the twk-men as long as you carry this vial of salt under your tongue." In addition, the target radiates an aura of fortune. Allies traveling with the ally receive +2 Luck so long as they adhere to the conditions of the boon.			
30-31	The cleric designates a target who receives a most potent boon which confers 1d3+CL Luck and protects the target from harm so long as the target is under the conditions of the spell. While so protected, the target			

automatically succeeds on any save. The boon is ongoing until some specific condition is not met. The condition must have meaning to the cleric's deity or the target, and it must be within the target's power to easily fail. For example, "Danger will slide you by so long as you never wander from the trail," or "You will understand the tongue of the twk-men as long as you carry this vial of salt under your tongue."

32+ At this level of power, the caster invokes a mighty boon that applies to an entire group of up to 100×CL targets. All members of the group receive a +2 bonus to one statistic OR a specific physical or mental gift (e.g., understand another language, ability to go without sleep, infravision). The statistic can be attack rolls, damage rolls, an ability score, saving throws, spell checks, armor class, speed (where +2 = +10'), hit points, and so on. All members of the group must receive the same gift and the duration is ongoing until some specific condition is not met. The condition must have meaning to the caster's deity or the group and it must be within the group's power to easily fail. For example, "danger will slide you by so long as you never wander from the trail" or "you will understand the tongue of the twk-men as long as you carry this vial of salt under your tongue."

ENSQUALM

Level: 1	Range: Sight	Duration: Varies	Casting time: 1 round or longer	Save: Will vs. spell check
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General By means of invoking this spell, the witch utters a profound curse upon another creature, which always receives a Will save to resist. This spell must be used carefully, for it is considered a powerful act of intervention by one's pact entity.

The result of the spell check determines which kind of curse can be inflicted, as indicated below; each casting allows the witch to choose one curse from the eligible results at the spell check or lower. The casting time and any requirements will vary based on the specific curse, and usually require some component or property of the target along with an invocation phrase. Refer to the specific text of the curse for any requirements. The spell check should only be made after the witch has performed all necessary preparations, with a success indicating a successful casting. Upon failure, the witch receives an increase of demonic taint.

The witch must have either learned or have been gifted with the appropriate curse before it can be cast. For convenience, curses from Appendix C of the DCC RPG core book have been included, and the judge and players are free to make up their own curses and squalms with associated DCs using the guidelines presented here and in DCC RPG, p. 438. When converting/applying a DC for a specific squalm when it is not listed, use the following general rule: minor curses should be treated as DC 14, moderate should be treated as DC 20, and major should be treated as DC 24+. Judges should feel free to adjust the DC up or down based on the specific effects of the curse or squalm.

Manifestation The witch should either speak the words to invoke the curse or articulate the manifestation as they cast the spell. The manifestation can include minor physical changes on the part of the target. For example, "Your hair will remain white for as long as this curse shall last," or "The mark of a sinner shall be visible on your breast for as long as this curse shall last."

1-11	Failure.
12-13	The witch casts a simple curse upon one target that inflicts a -1 Luck penalty for 24 hours.
14-17	Curse of doubt, curse of haplessness, curse of blindness.
18-19	Curse of misfortunate amelioration, curse of prosopagnosia, curse of goblin sight.
20-23	Curse of blight, curse of discomfiture, curse of everlasting tedium, curse of the inordinate umbrage, curse of lost love.
24-27	Curse of unyielding merriment, curse of dotage, curse of locusts.
28-29	Curse of indeterminate quietus, curse of the vile visage.
30-31	Curse of ensqualmation.
32+	Curse of the Overworld.

Master Squalm List

Squalm	Minimum DC
Curse of blight	20
Curse of blindness*	14
Curse of discomfiture	20
Curse of indeterminate quietus	28
Curse of dotage	24
Curse of doubt	14
Curse of ensquamation	30
Curse of everlasting tedium	20
Curse of goblin sight*	18
Curse of haplessness	14
Curse of the inordinate umbrage	20
Curse of lost love*	20
Curse of locusts*	24
Curse of misfortunate amelioration	18
Curse of the Overworld	32
Curse of prosopagnosia	18
Curse of unyielding merriment	24
Curse of the vile visage	28



* For more information on these curses, see Appendix C in the DCC RPG core book, p. 438.

IMPRISON THE INCORPOREAL

Level: 3 Range: Varies Duration: Varies Casting time: 1 round Save: Will vs. spell check

General *Imprison the Incorporeal* is a divine incantation used by both clerics and witches, and in certain cabals is known as *Summon Dead God* (for which purpose it has been used). Both titles allude to the ensorcelment's utility in holding fast those beings which typically cannot be held. The spell proves efficacious when applied to creatures having no physical manifestation: ghosts, shadows, summoned spirits of the dead, those employing a temporary state of incorporeality, etc. Although common examples are un-dead, the target need not be. If the judge is undecided whether something qualifies as incorporeal, a good rule of thumb is that the creature should be able to pass through material objects while not being affected by gravity or water. In all cases, the spirit makes a Willpower save vs. the spell check to avoid imprisonment.

The more powerful employments of the incantation permit the caster to summon creatures using a name or bonded object. The latter case refers to something having a material connection to the creature: something it possessed in life, something it has recently touched, a holy symbol associated with the being, etc.

Maintaining the prison at any level of success requires concentration during the caster's actions beyond movement and communication (as per DCC RPG p. 106).

Manifestation Roll 1d4: (1) violet chains of crackling energy wrap around the target, holding it in place; (2) a swarm of flying spectral hands grabs the being and restrains it; (3) a cage made of smoky bars forms around the spirit; (4) the target glows with a scintillating radiation and is immobilized.

1-15 Failure.

16-17 The cleric imprisons one targeted incorporeal being within 60' for 1d3 rounds. They can interrogate the prisoner with one question per round. The captured spirit must be conversant in the cleric's language, and cannot lie, although a conniving prisoner might use partial truths to waste questions. Attacking the prisoner dispels its binding, and initiative must be rolled. If the prisoner is unharmed for the spell's duration, suffering no intentional degradation in salubrity, it flees the caster as if turned for 1d3+CL turns.

- 18-21 The caster imprisons one incorporeal being within 120' for 2d3 rounds. If multiple beings are within range and one has not been specifically targeted by sight, then the first one to fail its saving throw is captured (those making their save might attack the cleric, however). The cleric can interrogate the prisoner with one question per round. The captured spirit must be conversant in the cleric's language, and cannot lie, although a conniving prisoner might use partial truths to waste questions. Attacking the prisoner dispels its binding, and initiative must be rolled. If the prisoner is unharmed for the spell's duration, suffering no intentional degradation in salubrity, it flees the caster as if turned for 1d3+CL hours.
- 22-23 The witch summons and imprisons one incorporeal being within 500' for 3d3 rounds. If multiple beings are within range and one has not been specifically targeted by sight, name, or bonded object, then the first one to fail its saving throw is captured (those making their save might attack the caster, however). The witch can interrogate the prisoner with one question per round. The captured spirit automatically converses in the caster's language, and cannot lie, although a conniving prisoner might use partial truths to waste questions. The witch may attack the prisoner without dispelling its bondage, though the being's normal defenses apply. If the prisoner is unharmed for the spell's duration, suffering no intentional degradation in salubrity, it flees the caster as if turned for 1d3+CL days, otherwise it makes a Will save vs. the spell check to avoid fleeing.
- 24-26 The divine ensorceler summons and imprisons up to 1d3+CL incorporeal beings within 1,000' for 4d3 rounds. If more are within range and all targets have not been specified by sight, names, or bonded objects, then the first to fail their saving throws are captured (those making their save ignore the caster). The witch can interrogate the prisoners with one question per round. The captured spirits automatically converse in the caster's language, and cannot lie, although a conniving prisoner might use partial truths to waste questions. The caster may attack the prisoners without dispelling their bondage, though the beings' normal defenses apply. If the prisoner is unharmed for the spell's duration, suffering no intentional degradation in salubrity, it flees the caster as if turned for 1d3+CL days, otherwise it makes a Will save vs. the spell check to avoid fleeing.
- 27-31 The cleric summons and imprisons an incorporeal being from anywhere on their plane, or can summon the spirit of a being that existed within the last 100 years, but the target must be specified by name or bonded object (otherwise treat the casting as result 24-26). The victim is held for 5d3 rounds, during which the cleric can interrogate the prisoner with one question per round. The caster may attack the prisoner without dispelling its bondage, and any immunity to mundane weaponry is negated. Upon the spell's expiration, the prisoner is returned to its origin in the state in which it was summoned, even if destroyed during captivity.
- 32-33 The witch summons and imprisons an incorporeal being from anywhere on any plane, or can summon the spirit of a being that existed on their plane within the last 1,000 years, but the target must be specified by name or bonded object (otherwise treat the casting as result 24-26). The victim is held for 1d3 turns, during which the caster can interrogate the prisoner. The witch and a number of allies up to the caster's level may attack the prisoner without dispelling its bondage, and any immunity to mundane weaponry is negated. Upon the spell's expiration, the prisoner is returned to its origin in the state in which it was summoned, even if destroyed during captivity.
- 34-35 The caster summons and imprisons an incorporeal being from anywhere on any plane, or can summon the spirit of a being that existed on their plane within the last million years, but the target must be specified by name or bonded object (otherwise treat the casting as result 24-26). The victim is held for 1d3 hours, during which the cleric can interrogate the prisoner. The caster and up to 1d6+CL allies may attack the prisoner without dispelling its bondage, and any immunity to mundane weaponry is negated. Upon the spell's expiration, the prisoner is returned to its origin in the state in which it was summoned, even if destroyed during captivity.
- 36+ The divine sorcerer summons and imprisons an incorporeal being from anywhere on any plane, or can summon the spirit of a being that existed on their plane within a number of aeons equal to the caster's level, but the target must be specified by name or bonded object (otherwise treat the casting as result 24-26). The victim is held for 1d3 days, during which the cleric can interrogate the prisoner. The caster and up to 1d6+CL allies may attack the prisoner without dispelling its bondage, and any immunity to mundane weaponry is negated. Upon the spell's expiration the prisoner is returned to its origin in the state in which it was summoned, even if destroyed during captivity.

PAROXYSM OF ENLIGHTENMENT

Level: 5 Range: Self Duration: 1 day per CL Casting time: 1 turn Save: None

General Through direct communion with their god or pact entity, the caster gains a temporary divine inspiration that reveals the deity's divine purpose. This contact with godhood often comes at a price, though, as the power of the deity overwhelms the cleric's mortal senses.

Unlike other spells, the results of the casting are cumulative: the caster gains the benefits of all paroxysm results up to and including the spell check result, along with all the penalties.

Manifestation Roll 1d4: (1) shuddering fits wrack the caster; (2) towering pillars of fire erupt from the sky; (3) caster is temporarily transformed into a living conduit to their god or pact entity; (4) divine lettering appears in the air above the cleric, revealing their deity's plans.

1-19 Failure.

20-21 The divine ensorcerer undergoes a minor paroxysm of enlightenment and receives a mere glimpse of their deity's plans. For the duration of the spell, the caster ignores the effects of disapproval or demonic corruption. As a result of this brush with the divine, the caster undergoes an intense wracking pain, suffering 1d3 damage.

22-25 Through insight, the caster becomes aligned with the god's or pact entity's purpose. In addition to the above, the caster is granted a random spell aligned with their deity, which is cast with a +4 spell check. The divine communion leaves the caster enervated, suffering a temporary loss of 1d3 points of Strength.

26-27 The god or pact entity reveals a holy objective that is aligned with the caster's purposes. In addition to the above, the caster receives a +4 bonus once per day to an action performed in the service of the deity's objective. As a result of the revealed objective, the caster suffers a debilitating paroxysm, causing a temporary loss of 1d3 points of Stamina.

28-29 In addition to the above, the witch acts as a living symbol of their deity, and grants a +2 bonus to all attack rolls, damage rolls, saving throws, skill checks, and spell checks to all allies within the caster's presence. The intense pain results in a temporary loss of 1d3 points of Agility.

30-35 In addition to the above, the caster's deity sends followers to aid the subject's natural actions. The followers consist of 1d4+1 holy warriors, each of level 1d3. All bear the mark of the deity. The holy warriors serve with absolute loyalty (no morale checks are required) and ask for nothing in return save adherence to the principles of the caster's god or pact entity. The intense pain results in a temporary loss of 1d3 points of Intelligence.

36-37 In addition to the above, the deity makes the cleric into a living conduit. Once per day, the caster may strike all foes within 30' with a divine force, inflicting 1d30 damage. In addition, each target must make a Fort save or be crippled for 1d4 rounds. During this time, the foes' movement rate is reduced to 5' and they suffer a -4 penalty to all attacks, damage rolls, saving throws, and spell checks. The intense pain results in a temporary loss of 1d3 points of Personality.

38-39 In addition to the above, the deity grants the divine sorcerer the power to declare foes as heretics. Once per day, the caster may declare a foe as a heretic to their deity's divine cause. The foe is considered opposed to the deity for the duration of the spell and may be turned as per the rules for *turn unholy* checks. The intense pain cripples the caster, lowering their speed by -10'.

40+ The caster is seized by twenty paroxysms of enlightenment. In addition to the above, the caster's deity shows with perfect clarity the best way to for this instrument to bring their holy presence into the world. This may be instructions on where to build a temple, a holy war, a reliquary that must be found, etc. The caster must dedicate the rest of their life to the object of divine will. If achieved, the caster is named God-friend to their deity and all effects above are *permanently* bestowed.

APPENDIX S:

SANDESTIN SOBRIQUETS AND APPEARANCES

The Dying Earth contains a number of unusual and interesting names that can serve as inspiration for players and judges (or the discerning magician) wishing to imbue their table with additional feel of the novels. Sandestins, in particular, have a uniqueness about them, with the ability to appear in a variety of forms depending on their mood, some of which may be subtle or even unflattering commentary on their magician.

The table below gives suggestions of several sandestin monikers and forms for players and judges wishing to have some uniqueness for these NPC-like creatures. Roll d% once for name and once for appearance.



d%	Name	Sandestin's Appearance
1	Abhorc	An iridescent blue-and-green skinned beetle
2	Aehr	A dwarf covered with a glowing aura
3	Aerh	A handsome youth wearing a cloak in a variegated pattern of colors
4	Aesnsr	A mirthful, bald-headed man with an enormous belly
5	Atlutir	A handsome lady with nacreous hair
6	Auoronrsc	A hunchbacked bird-like creature
7	Baacsaler	A bird-woman with lavender plumage
8	Becar	A saurian biped with striped skin
9	Bellume	A lizardman clad in splendid silk
10	Bhaorc	A tree-weasel
11	Braec	A stooped elder with white, clouded eyes
12	Bsnuor	A toothless and corpulent hydrocephalic
13	Caaclero	A bird covered in blood-red feathers
14	Crayh	A talking hedgehog covered in purple spines
15	Donel	A furry halfling with puffs of purple hair like pompoms growing down their back
16	Drofash	A four-foot-high wefkin with blue skin and green hair
17	Edku	A mirthful cherub covered in luminescent feathers
18	Eiddle	A hybrid humanoid with a vulture head with two stubby horns above the brow
19	Eiram	A humanoid with a large head covered with tendrils
20	Eodyann	A gaunt, blue bird-like creature some six feet in height
21	Ermem	A wizened-faced gnome with leering eyes
22	Esdil	A small homunculus with beady black eyes
23	Eulfrre	A low-caste vagabond with blinking eyes, sandy hair and upper teeth hanging foolishly over a receding chin
24	Exlumne	A creature with thin white legs and large green eyes
25	Eyedovvo	A floating head
26	Furelre	Epicene youth with golden eyes covered in lavender scales
27	Groteara	A simply-dressed youth with rich pumpkin-orange skin

28	Hadesp	A woman with sky-blue eyes and translucent skin
29	Ilrl	A well-muscled middle-aged man dressed as a ship's captain
30	Isenk	A harpy with hair braided into rope-like chains
31	Itmp	A blue-skinned goblin
32	Ixfsnpei	A pelgrane with a long nasal horn
33	Jeejnu	A young woman with red fur and broken yellow fangs protruding from her mouth
34	Lairc	A monocle-clad dandy with lavender skin
35	Latsm	A tree with a visage carved in its ancient wood
36	Lcrgytua	A miniature armored knight
37	Ldro	A black eel with long trembling hands
38	Lidede	A puffin wearing a deep orange cape
39	Lrtyacai	A seven-foot-tall amloid
40	Lsredaf	An ursine quadruped covered in shifting spots
41	Maadsk	A youth with bird feet
42	Martsir	A handsome man dressed in a costume of the richest quality
43	Meislosc	A small black-furred spider wearing a wizard hat
44	Nacliyp	A golden six-armed humanoid
45	Nedla	A short and stocky elf with a long mustache
46	Nicusv	An armored knight accoutred with corselet, morion, and sword
47	Niddiet	A short, pudgy, middle-aged man with completely black eyes
48	Nitram	A biped covered in gelatinous skin
49	Noursb	A golden-haired man wearing red leather shoes with curled tops
50	Nucirlest	A squat, heavy-legged creature
51	Oerlau	A small boy covered in a gray-green pelt of fur
52	Oez	A lavender-scaled wisp
53	Olassurbui	A small terrapin covered in moss-like patches
54	Olect	A white sloth the size of a dog
55	Olesir	A small imp in a conical black hat
56	Olmeort	A low and broad man with skin of a swimming green color, and eyes like scarlet lights
57	Omnrio	A green-clad piper
58	Ooyveedv	A hirsute, dull-eyed youth
59	Osherl	A beautiful youth with unsettling, extra-jointed arms
60	Ospec	A youth with pale blue fur and long glittering horns which curve up from their forehead
61	Ossauidus	A blue-skinned, six-legged salamander
62	Ossfl	An oily-bearded minuscule
63	Ovenslt	A red-eyed bifaulgulate
64	Panae	A dwarf with great ears
65	Posset	A small black horse with eyes like golden crystals
66	Pvoorts	An 8-foot-tall monkey dressed as a major-domo
67	Refolin	A man-at-arms in brass armor with a helmet of checkered bone and jet
68	Rsuecsea	A muscular dwarf with pointed teeth
69	Rwese	A gracile creature composed of multiple arms and legs
70	Rylcalina	A metallic cylinder that communicates using beeping noises
71	Salrib	A tall, pale girl wearing a crown of golden feathers
72	Sarsem	A footman dressed in well-appointed livery
73	Seettlr	A small round animal with long fur, short legs and black button eyes
74	Selek	A blond-haired mustachioed man wearing red-and-white striped pants

75	Simuom	A dreamy-eyed mooncalf
76	Snemede	A long-haired and gaunt-limbed zealot, wearing tattered black robes and flourishing an iron staff
77	Ssisk	A woman with green scaly skin and a plume of feathers which sweep back from her head
78	Sunvic	A wisp of smoke with a pair of small red eyes
79	Tcoel	A spotless white owl with a human head
80	Teamis	A willowy woman with crimson skin
81	Teapatlu	A purple pansy-shaped creature six feet in diameter
82	Tefw	A patriarchal middle-aged man clad in a purple and black gown
83	Tmadyu	A wooly red panda
84	Tnoric	A leathery-skinned old bull bauk
85	Topo	A wisp of white smoke with a deep and turbulent voice
86	Tshsmya	A small dragon with furious red eyes and a monstrous fanged mouth
87	Umedreig	A surly, heavy-set lout with oat-yellow hair
88	Uolarq	A child with emerald eyes and pale green hair
89	Veerelbed	A green-skinned minuscule
90	Vsreal	A leathery-winged dwarf with a handlebar mustache
91	Walfing	A blue-feathered ostrich
92	Wne	A winged creature with a grotesque man-like head
93	Xanduoiet	A floating young sylph
94	Xipnfise	A one-eyed pyramid that ambles on four stubby legs
95	Yasrulat	A wen-covered urchin dressed in tattered robes
96	Ydda	A tetrapod made out of glass
97	Yooqbul	A fox-eared youth
98	Ysasm	A youth with black voids for eyes
99	Yudrsotel	A set of furious red eyes and a monstrous fanged mouth
100	Zimodpetre	A talking fish swimming in a glass bowl





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DCC RPG

100 MAGICIAN QUIRKS (ROLL D100)

Result Quirk

1. Owns a pet simiode, of which they are inordinately fond
2. Refuses to speak in the common tongue
3. Has eyeballs placed at the end of foot-long stalks, allowing them to see in all directions at once
4. Wears magical lenses of high fashion
5. Abhors clothing
6. Carries a constant knowing smirk
7. Constantly wears a mood of doubt and malaise
8. Will only speak to people while bathing
9. Blue-skinned as a side effect from ingesting alchemical treatments
10. Braggart of their immense wealth
11. Invites guests to hear recitations of their original verse in dramatic fashion with vocal cadenzas between each stanza
12. Wears overriding perfumes
13. Swears they can see auras
14. Does not look anyone in the eye
15. Constantly chews on soporifics
16. Constantly interrupts
17. Extremely disorderly, and is the only one who can find items within their household
18. Too busy with magical experiments to be disturbed
19. Speaks in the third person
20. Extremely fashionable
21. Vocalizes directly into minds
22. Never shows their face, which they keep hidden behind a mask
23. Paranoid of anyone stealing their secrets
24. Has transcended most corporeal aspects and appears as a brain in a jar
25. Does not understand idioms
26. Frustrated by failed attempts to create vat-things
27. Has a tendency to apply the *Spell of Forlorn Encystment* on unwanted guests
28. Narcissist who creates tiny versions of themselves
29. Carries a lingering odor of freshly-dug graveyard dirt
30. A pusillanimous nail-biter
31. Attended by a cadre of faceless servants
32. Refuses to eat low quality food
33. Rejects all magical associations
34. Is bound by their order's Monstrament
35. Mouth, ears, and eyes are detachable and sometimes misplaced
36. Does not speak to anyone directly
37. Is currently leading a league-wide excavation for an artifact of great potency
38. Experiments in grafting animal limbs to themselves
39. Generally distracted and easily loses track of conversations
40. Contemplates multiple infinities in a trancelike state; if disturbed, those worlds risk collapse
41. Speaks in sibilant whispers
42. Followed by a cloud of buzzing insects
43. Keeps a caged clevenger that constantly speaks of both virgins and wealth
44. Is possessed by the spirit of an arch-mage from the time of Grand Motholam
45. Inhales a black dust from a distant star kept in an iron snuff box
46. Extremely inconsiderate
47. Is secretly an archveult
48. Constantly pets an alien creature worn about their shoulders
49. Never meets with guests without erecting numerous protective wards
50. Takes every opportunity to disparage other magicians
51. Never touches the ground
52. Nose replaced with brass
53. Has a terrible short-term memory
54. Seeks competence from a fellow magician for a perceived slight

Result Quirk

55. Experiences time backward
56. Constantly smokes foul-smelling weed and blows clouds of elaborate and vexing shapes
57. Occasionally breaks into an alien tongue
58. Constantly speaks of the condition of the dying sun
59. Has captured a rival and keeps them in a small terrarium
60. Speaks in an unidentifiable accent, possibly made-up
61. Covets any artifact of worth and will go to great lengths to acquire them
62. Quick to anger/offense
63. Abhors hair and requires supplicants to shave before conferring in their presence
64. Followed by a sandestin amanuensis who records every word they speak
65. As a result of an unfortunate mishap, has the head of a grue
66. Hard of hearing due to an ancient glossolary stuck in their ear
67. Wears elaborate wigs made of oast fur
68. Secretly worships one of the lords of the demon-realms
69. Always found eating
70. Constantly forgets names
71. Requires to be formally addressed by any individuals when speaking
72. Never appears with the same countenance or gender
73. Has a weakness for flattery
74. Does not have a shadow
75. Always has a glass or goblet of rare and expensive wine in their hand
76. Is actually a wayfarer fraud
77. Uses temporal stasis for their own amusement
78. Delights in showing off their numerous artifacts and treasures
79. Missing 1d5 fingers from a hand
80. Can only see in time-light
81. Requires all visitors to drink a tincture of a vile-tasting emetic
82. Speaks in slow, deliberate cadence
83. Constantly tries to feed others
84. Constantly breaks fragile objects handed to them
85. Views all other beings as inferior
86. Severe countenance
87. Never asks a question
88. Sniffles often, producing minor magical effects with each sneeze
89. Stores all their memories in IOUN stones
90. Obsequiously friendly
91. Fastidious and constantly abjures guests for touching objects
92. Only eats the raw tuberous roots of plants and drinks dysacc distilled from local herbs
93. Spies on others using wisps of smoke from which peer small red eyes
94. Mind has been overtaken by an alien entity from the Overworld
95. Surrounded by a swarm of small luminous nodes who send off animalcules to service their needs
96. Careless and inattentive dresser
97. Ingests dream-powders
98. Keeps a menagerie of unusual beasts
99. Has spent 500 years completing a complex arcane ritual that is on the cusp of success
100. Constantly checks pockets for missing thaumaturgical objects

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