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PHANDAAL'S
COMPREHENSIVE CYCLOPEDIA
OF BEGINNER MAGICS

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STARTING SPELL LIBRAM 1

PHANDAAL'S COMPREHENSIVE CYCLOPEDIA
OF BEGINNER MAGICS



Phandaal's Critique of the Chill

Phandaal's Mantle of Stealth

Animal Summoning

Cantrip

Color Spray

Enlarge

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Project Lead: Marc Bruner • Design: Julian Bernick, Bob Brinkman, Marc Bruner,
and Terry Olson, based on the works of Jack Vance • Line Editor: Jen Brinkman
Layout: Matt Hildebrand • Developer: Michael Curtis • Publisher: Joseph Goodman

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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 though 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.

ANIMAL SUMMONING

Level: 1 Range: 20' Duration: Varies Casting time: 1 round Save: None

General The caster invokes animal spirits to summon forth a mundane animal. The caster must be familiar with the animal type and have some material remnant to expend in casting the spell (e.g., hair, fur, paw, tooth, skull, etc.).

Manifestation Roll 1d4: (1) an egg shimmers into existence, then hatches into the animal summoned; (2) a flash of dark clouds and the animal appears; (3) the animal's skeleton appears first, then organs appear, then muscles knit them together, then skin grows, and the animal appears; (4) animal erupts from the ground fully formed.

Corruption Roll 1d8: (1) wizard takes on minor facial trait of the animal they attempted to summon, such as whiskers, longer ears, cat eyes, etc.; (2) wizard emits an odor which humans find strange but animals find irresistible; (3-5) minor corruption; (6-7) major corruption; (8) greater corruption.

Misfire Roll 1d4: (1) caster inadvertently summons a swarm of aggravating insects, such as bees, wasps, or locusts; (2) instead of summoning an animal, the caster inadvertently sends one away: The caster's familiar or the next-closest mundane animal vanishes for 1d4 rounds only to return dirty, wet, and angry; (3) caster summons only part of an animal, causing a pile of bloody rabbit ears, severed goat horns, dislocated wolf legs, or bloody viscera to appear; (4) caster correctly summons an animal but incorrectly places it inside a nearby building or terrain feature, or the floor/ground if there is no other nearby feature – the animal dies instantly and its body is difficult to recover now that it is fused with the object.



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

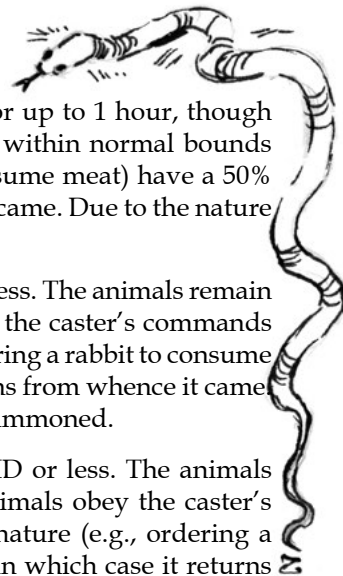
2-11 Lost. Failure.

12-13 The caster summons one mundane animal of 1 HD or less. The animal remains for up to 1 hour, though it hungers, thirsts, and rests as normal. The animal obeys the caster's commands within normal bounds – suicidal commands or those contrary to its nature (e.g., ordering a rabbit to consume meat) have a 50% chance of releasing the animal from service, in which case it returns from whence it came. Due to the nature of the summoning, the caster cannot directly harm the creature summoned.

14-17 The caster summons one mundane animal of up to 2 HD, or two animals of 1 HD or less. The animals remain for up to 1 hour, though they hunger, thirst, and rest as normal. The animals obey the caster's commands within normal bounds – suicidal commands or those contrary to its nature (e.g., ordering a rabbit to consume meat) have a 50% chance of releasing the animal from service, in which case it returns from whence it came. Due to the nature of the summoning, the caster cannot directly harm the creature summoned.

18-19 The caster summons one mundane animal of up to 2 HD, or two animals of 1 HD or less. The animals remain for up to 2 hours, though they hunger, thirst, and rest as normal. The animals obey the caster's commands within normal bounds – suicidal commands or those contrary to its nature (e.g., ordering a rabbit to consume meat) have a 50% chance of releasing the animal from service, in which case it returns from whence it came. Due to the nature of the summoning, the caster cannot directly harm the creature summoned.

20-23 The caster summons one mundane animal of up to 4 HD, two animals of 2 HD, or up to four animals of 1 HD or less. The animals remain for up to 2 hours, though they hunger, thirst, and rest as normal. The animals obey the caster's commands within normal bounds – suicidal commands or those contrary to its nature (e.g., ordering a rabbit to consume meat) have a 25% chance of releasing the animal from service, in which case it returns from whence it came. Due to the nature of the summoning, the caster cannot directly harm the creature summoned.



24-27	The caster summons one mundane animal of up to 8 HD, two animals of 4 HD, four animals of 2 HD, or up to eight animals of 1 HD or less. The animals remain for up to 2 hours, though they hunger, thirst, and rest as normal. The animals obey the caster's commands within normal bounds – suicidal commands or those contrary to their nature (e.g., ordering a rabbit to consume meat) have a 25% chance of releasing the animals from service, in which case they return to whence they came. Due to the nature of the summoning, the caster cannot directly harm the animals summoned.
28-29	The caster summons one mundane animal of up to 8 HD, two animals of 4 HD, four animals of 2 HD, or up to eight animals of 1 HD or less. The animals remain for up to a day, though they hunger, thirst, and rest as normal. The animals obey the caster's commands within normal bounds – suicidal commands or those contrary to their nature (e.g., ordering a rabbit to consume meat) have a 10% chance of releasing the animals from service, in which case they return to whence they came. Due to the nature of the summoning, the caster cannot directly harm the animals summoned.
30-31	The caster summons one mundane animal of up to 16 HD, two animals of up to 8 HD, four animals of up to 4 HD, or up to eight animals of 2 HD or less. The animals remain for up to a day, though they hunger, thirst, and rest as normal. The animals obey the caster's commands within normal bounds – suicidal commands or those contrary to their nature (e.g., ordering a rabbit to consume meat) have a 10% chance of releasing the animals from service, in which case they return to whence they came. Due to the nature of the summoning, the caster cannot directly harm the animals summoned.
32+	The caster summons a large group of mundane animals. This could be a herd of cattle, a pride of lions, a flock of geese, or a pack of wolves. All animals must be of the same type, and the total hit dice must be 100 HD or less. The herd remains for up to a week, though they hunger, thirst, and rest as normal. The animals obey the caster's commands and even undertake suicidal commands or those contrary to their nature (e.g., ordering a rabbit to consume meat). Due to the nature of the summoning, the caster cannot directly harm the animals summoned.

CANTRIP

Level: 1	Range: Up to 20' per caster level Save: Will vs. spell check as applicable	Duration: Varies	Casting time: 1 action
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General As wizards learn their craft, they practice many minor incantations that produce simple visual or auditory effects. This spell can be used to apply magical energy to many minor tasks. With the inherent risks that come from spellcasting, few wizards are so bold as to frequently invoke *cantrips*, but their availability is sometimes valuable. The *cantrip* spell can be used to enact any effect the caster pronounces at casting, within the limits of the spell, as outlined on the spell check table below.

Manifestation Varies

Corruption N/A

Misfire Roll 1d4: (1) caster accidentally summons a large bee that proceeds to chase him; (2) caster generates a patch of glue that attaches their boot to the floor until it is broken with a DC 15 Strength check; (3) caster's hair changes color (at judge's discretion); (4) caster's eyes change color (at judge's discretion).

1 Lost, failure, and misfire.

2-11 Lost. Failure.

12-13 The caster creates a simple visual effect at a distance of up to 20' per caster level. For example, a flash of light, dancing lights, a ray of moonlight, or a patch of darkness.

14-17 As above, *or* the caster can create a simple auditory effect at similar range. For example, a whispered sentence, enhancing their voice to a booming shout, a fake dog bark, or basic ventriloquism.

18-19 As above, *or* the caster can create a simple kinetic effect at similar range. For example, shove a mug off a table, tear the buttons off a dress, twist a knob, or cause a deck of cards to shuffle itself.

20+ As above, *or* the caster can generate a dangerous fluid or energy of some kind that does up to 1d3 damage. For example, a dollop of acid or a freezing chill.

COLOR SPRAY

Level: 1 Range: 40' Duration: Instantaneous Casting time: 1 action Save: Will vs. check

General The caster summons forth a spray of brilliant colors that blind and dazzle the target.

Corruption Roll 1d8, noting additional color change table at end of this one: (1) caster's skin permanently changes to a rainbow pattern; (2) caster's eyes each change to a new, different color; (3) caster's hair changes color; (4) caster's skin changes color; (5-7) minor corruption; (8) major corruption. Roll another 1d10 for color changes: (1) blue; (2) green; (3) yellow; (4) orange; (5) red; (6) purple; (7) silver; (8) gold; (9) white; (10) black.

Misfire Roll 1d3: (1) colored energy blasts back on the caster, blinding him for 1d4 rounds; (2) *color spray* is delayed uncontrollably; judge secretly rolls a die type of their choice; spell is discharged that many rounds later on new re-rolled spell check result; (3) color sprays arc in different random directions rather than together in a cohesive rainbow; roll 1d12 for direction (clock face with 12:00 ahead of caster); 1d4+1 color hues blast out, each in a different direction, causing blindness (1d4 rounds, DC 12 Will save to resist) to first creature in that direction, whether friend or foe.

Manifestation Roll 1d8: (1) spray of colored arrows; (2) rainbow from above; (3) flash of variegated hues; (4) spotlight of rotating colors from the sky; (5) cloud of many colors or a single color; (6) shadow of subdued, washed-out colors; (7) inversion of colors in the affected area; (8) rope-like coils of light that emanate from the caster's fingertips.

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

2-11 Lost. Failure.

12-13 One target within range must make a Will save or be blinded for 1d4 rounds. Sightless creatures are immune.

14-17 Up to two individual targets within range must make a Will save or be blinded for 1d4 rounds. Sightless creatures are immune.

18-19 Up to three targets within range can be targeted. Each target must make two Will saves or be affected. Targets that fail one save are blinded; targets that fail both saves are blinded *and* knocked unconscious. Duration is 2d4+1 rounds. Sightless creatures are immune.

20-23 Up to three targets within range can be targeted. Each target of 2 or less HD is automatically affected; targets of more than 2 HD must make two Will saves or be affected. Targets that fail one save are blinded; targets that fail both saves are blinded *and* knocked unconscious. Duration is 2d4+1 rounds. Sightless creatures are immune.

24-27 A blast of colored chaos affects all targets in a cone 40' long and from 10' to 30' wide (caster can decide). All targets, including allies, within the cone take 1d4 damage, are knocked unconscious for 3d4+1 rounds, and awake blinded for another 1d4+1 rounds. Creatures of 2 HD or less receive no save; others can attempt a Will save to resist. Sightless creatures are immune.

28-29 A blast of colored chaos affects all targets in a cone 40' long and from 10' to 30' wide (caster can decide). All targets, including allies, within the cone take 1d6 damage, are knocked unconscious for 3d4+3 rounds, and awake blinded for another 2d4+1 rounds. Creatures of 3 HD or less receive no save; others can attempt a Will save to resist. Sightless creatures are immune.

30-31 A blast of colored chaos affects all targets in a cone 100' long and from 10' to 40' wide (caster can decide). The caster may specify whether the cone affects all targets or only enemies. Affected creatures within the cone take 1d8 damage, are knocked unconscious for 3d4+3 rounds, and awake blinded for another 2d4+1 rounds. Creatures of 4 HD or less receive no save; others can attempt a Will save to resist. Sightless creatures are immune.

32+ An incredible surge of rainbow light blasts forth from the caster's fingertips. The spell creates an arcing pattern around the caster, forming a powerful rainbow shining down from the heavens toward the caster's fingers. The display of light is visible for several miles. All enemies within 200' of the caster's location are potentially affected: creatures of 5 HD or less are affected automatically; all others are affected on a failed save. Affected creatures take 2d6 damage, are knocked unconscious for 1d4+1 turns, and awake blinded for another turn. Moreover, *allies* who see the display are awed and inspired, and receive a +1 morale bonus to all rolls (attack, damage, saves, skills, etc.) for the next 1d4 rounds.

ENLARGE

Level: 1 Range: Touch Duration: 1 turn per caster level Casting time: 1 round Save: None

General By touching a creature or object, or targeting himself, the caster causes the target to grow in size! In this manner, ropes can become longer, doors thicker, tables heavier, swords larger, and so on. Magical objects so increased retain their original magical potency; e.g., a +1 *sword* does not become a +2 *sword*, it simply becomes a larger magical sword. The caster can learn the reverse of this spell, *reduce*, which is used to make things smaller. Multiple castings of this spell do not stack, though *reduce* may be used to cancel *enlarge*.

Manifestation Roll 1d4: (1) target visibly enlarges; (2) target disappears then re-appears at greater size; (3) hundreds of tiny workmen appear to chop apart the target's body and re-assemble it in greater volume; (4) target reverse-ages to the size and appearance of a baby, then amazingly grows back to adult appearance at larger than its former size.

Corruption Roll 1d16: (1-6) one part of caster's body is permanently enlarged to (1d3+1)x normal size as follows: (1) eyes, (2) ears, (3) nose, (4) hands, (5) shins, (6) feet; (7-10) one part of caster's body is permanently reduced to half normal size as follows: (7) eyes, (8) nose, (9) arms (-1 Str), (10) legs (-5' speed); (11) hirsute: caster's body hair grows unstopably for 1d4 days, covering body in gorilla-like fur; (12) caster permanently enlarges in size, increasing their height by 2d6", their weight by (1d6+1)x10 lbs., and their Str by +1, but their equipment does *not* enlarge; (13) caster's fingers each grow by 1d6", determined randomly by finger, making grasping difficult and inflicting a -1 Agility penalty; (14) minor corruption; (15) major corruption; (16) greater corruption.

Misfire Roll 1d4: (1) nearest *enemy* is enlarged rather than ally by 50%, conferring a +2 bonus to Str (if no nearby enemy, ignore result); (2) all enemies within 50' are doubled in size, receiving a +3 bonus to Str; (3) target is *reduced* instead of enlarged, dropping in size by -25% and taking a -1 penalty to Str; (4) everything within 100', including living creatures, objects, plants, buildings, and other such things, is reduced to mouse-scale; i.e., humans drop to approximately 6" tall, buildings reduce in size to corresponding scale, weapons are the size of toothpicks, and so on; to those affected it appears the world beyond the range has just increased in size exponentially; affected creatures and objects remain affected even if they move beyond range and are restored to normal size in 1 day, but in the meantime they must survive as tiny creatures.

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

2-11 Lost. Failure.

12-13 The target increases in size and mass by 10%. It becomes visibly larger and potentially intimidating, but not enough to confer statistical bonuses. Depending on the situation, this may be enough to reach a ledge that was previously out of reach, or otherwise pass some barrier. Armor and equipment worn by the target are similar enlarged.

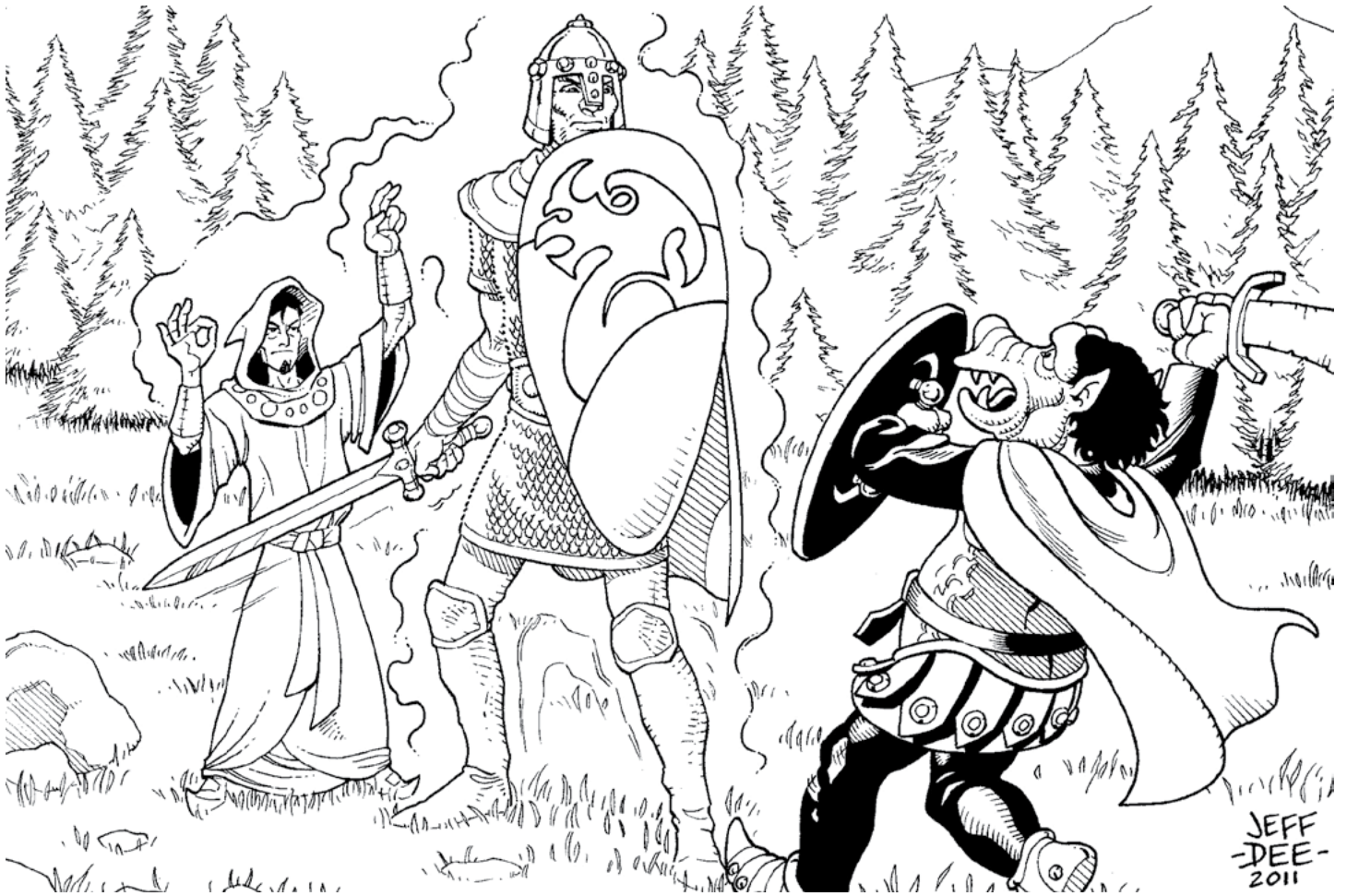
14-17 The target increases in size by 25%, conferring a +1 bonus to attacks, damage, and AC due to greater size and strength.

18-19 The target increases in size by 50%, conferring a +2 bonus to attacks, damage, and AC due to greater size and strength.

20-23 The target doubles in size. A normal man becomes ogre-sized with this result, receiving a +4 bonus to attacks, damage, and AC due to greater size and strength. In addition, the target receives +10 hp from the new size. These hit points are lost first when the target is wounded, and damage suffered while giant-sized transfers to their normal hit point pool only if they first lose all 10 bonus hit points.

24-27 The target triples in size. A normal man becomes giant-sized with this result, receiving a +6 bonus to attacks, damage, and AC due to greater size and strength. In addition, the target receives +20 hp from the new size. These hit points are lost first when the target is wounded, and damage suffered while giant-sized transfers to their normal hit point pool only if they first lose all 20 bonus hit points.

28-29 The caster is able to select up to three targets, which all triple in size. Each receives a +6 bonus to all attack, damage, and AC due to larger size and strength. In addition, the targets receive +20 hp from the new size. These hit points are lost first when the targets are wounded, and damage suffered while giant-sized transfer to their normal hit point pools only if they first lose all 20 bonus hit points.



- 30-31 The caster is able to select up to three targets, which all triple in size. Each receives a +6 bonus to all attack, damage, and AC due to larger size and strength. In addition, the targets receive +20 hp from the new size. These hit points are lost first when the targets are wounded, and damage suffered while giant-sized transfer to their normal hit point pools only if they first lose all 20 bonus hit points. The duration is increased to one *day* per caster level, but can be individually ended by the decision of any target.
- 32+ The caster transforms himself or one target into a giant of truly godlike proportions. The target grows to a height of up to 100', at the caster's discretion. The target's statistics are similarly improved due to their new size, to a maximum benefit of +10 to attack, damage, and AC if they reach the full 100' height. At that full height, they also receive a bonus of up to +100 hit points. These hit points are lost first when the target is wounded, and damage suffered while giant-sized transfers to their normal hit point pool only if they first lose all 100 bonus hit points. The duration of this extraordinary display of power depends on the size of the target: a target transformed to a 100' height stays at that size for only 1 turn, while sizes of progressively smaller 10' increments last 1 turn longer. For every 20' less in size, the benefit to attacks, damage, and AC drops by -1, and the bonus hit points drop by -10, but the duration is extended by 1 turn. For example, a height of 40' lasts 4 turns, and grants a bonus of +7 to attacks, damage, and AC, and +70 hit points.

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