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# STARTING SPELL LIBRAM



HOULART'S MINOR  
IMPRECATIONS

DK  
2021



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# STARTING SPELL LIBRAM 2

## HOULART'S MINOR IMPRECATIONS

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## HOULART'S VISCERAL PANG

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

**General**      A sophisticated polymath, Houllart experimented in many different avenues of magical study. Indeed, Houllart'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 Houllart 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 Houllart used the spell to compel or torment, but liked to leave his victims intact and unable to prove that any mischief had been done. Houllart 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) Houllart'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.

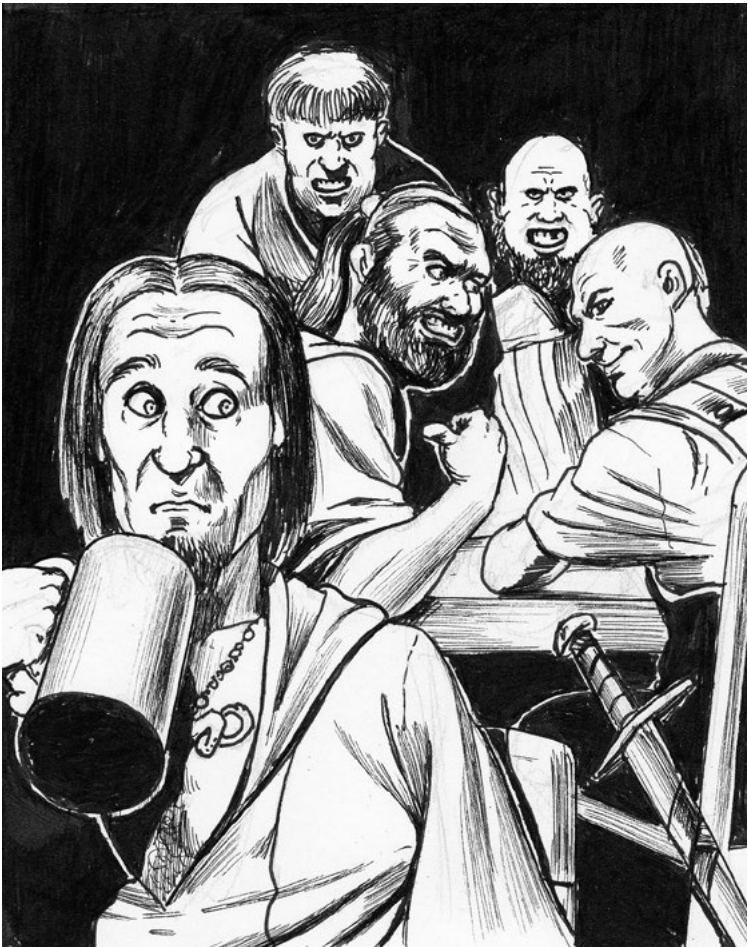
20-23      The ensorceler inflicts 1d4+CL damage on a number of targets up to the caster's level within 50', choosing the body part they wish to afflict. The victims are debilitated with constant pain and suffer a penalty equal to -1 per caster level to all actions for the next 1d4+CL rounds.

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).

Comprehend Languages	
Level: 1	Range: Self      Duration: Varies      Casting time: 1 turn      Save: None
General	The caster can understand non-magical words or images (such as treasure maps) that would otherwise be unintelligible.
Manifestation	Roll 1d4: (1) caster's eyes glow; (2) text glows; (3) letters of text flow into new, legible shapes; (4) none.
Corruption	Roll 1d8: (1) caster's eyes permanently glow a bright yellow; (2) skin is marred by faintly glowing tattoos of undecipherable enigmatic script; (3) afflicted speech: roll 1d12 any time caster speaks in any way, and on a 12 the words come out in a randomly determined language (each time, roll as wizard on Appendix L); (4) permanent interpretation: caster can permanently understand <i>all</i> spoken languages at juvenile level, including birdsong, insect buzzing, and subsonic speech like bat calls, such that constant drone of conversation around him makes it very difficult to concentrate (-1 to all concentration checks); (5) invisible heat rays from reading: whenever the caster reads any document, their eyes glow red and the document begins to heat up and eventually catches fire: paper in 2 rounds, papyrus in 3 rounds, cloth or vellum in 4 rounds; heat only manifests when reading and cannot cause damage to other creatures; (6) two dozen short tentacles sprout around each of the caster's eye sockets; (7) minor corruption; (8) major corruption.
Misfire	Roll 1d4: (1) caster speaks in tongues, indecipherable to all, for 1d4 hours; (2) nearest ally speaks in a randomly determined language (roll as wizard on Appendix L) for 1d4 hours; (3) <i>all</i> creatures within 30' radius (including caster) stricken with inability to speak for 1d6 minutes; (4) caster loses ability to read and write for 1d4 days.
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 can read writing in one terrestrial language for 1 turn. Terrestrial languages are those spoken by mortal, earthbound creatures, such as dwarves, giants, and goblins. Some sample of the



language in question must be visible in front of you.

14-17	The caster can read and understand (but not speak or write) one terrestrial language for 1 turn. Terrestrial languages are those spoken by mortal, earthbound creatures, such as dwarves, giants, and goblins.
18-19	The caster can read, write, understand, and speak one terrestrial language for 1 turn. Terrestrial languages are those spoken by mortal, earthbound creatures, such as dwarves, giants, and goblins. The caster can speak the language in a very simple form, at the speech level of a young child. For example, they can communicate basic desires but nothing complex.
20-23	The caster can read, write, understand, and speak one language for 1 hour. The language can be terrestrial, supernatural or extraplanar in origin. For example, they could speak with a demon or an elemental. The caster can speak the language fluently.
24-27	The caster can fluently read, write, understand, and speak any one language for 1 hour per caster level <i>or</i> grant this ability to one creature they touches. If the target is unwilling, it can resist the casting with a Will save.
28-29	The caster can fluently read, write, understand, and speak any one language for 1 day per caster level, grant this ability to one creature they touches, <i>or</i> grant this ability to all creatures within 20', as long as they remain within that range. If any target is unwilling, it can resist the casting with a Will save.
30-31	The caster gains the <i>permanent</i> ability to fluently read, write, understand and speak any one language. they must have exposure to the language, in either written or spoken form, to gain the ability. The caster effectively learns at an extraordinary rate, such that limited exposure is enough to learn, but they must have at least 10 minutes of immersive exposure in the week following the casting of this spell.
32+	The caster gains the ability to read, write, understand, and speak all languages, regardless of origin or modernity, for a period of 1 day per caster level. they can speak to any creature, including unintelligent beasts (like eagles or ants) to the extent that they communicate.

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## FORCE MANIPULATION

Level: 1	Range: 25'	Duration: Varies	Casting time: 1 action	Save: None
General	The caster conjures and shapes invisible force energy into useful objects or barriers of a solid nature. On a successful casting, the wizard 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.			
Manifestation	Roll 1d4: (1) caster's hands shimmer and the air hums with power; (2) cloud of scintillating light motes takes the shape of the object created and then vanishes; (3) blocks of blue energy descend from above to form the object or barrier and then disappear; (4) caster traces the shape to be created in the air with a glowing finger tip.			
Corruption	Roll 1d5: (1) caster loses their sense of touch as if their hands were permanently encased in an envelope of force; (2) small objects are knocked over around the caster by errant bolts of force energy (drinks spill, vases topple, potion bottles fall off tables) – this effect is seldom to the caster's benefit; (3) caster floats a half-inch above the ground at all time, but still puts pressure on the floor beneath him to set off traps, sink in water, and otherwise suffer the effects of poor terrain; (4) caster's face turns transparent on occasion to reveal the skull beneath; (5) once per day at the judge's discretion, a wall of force bars the caster's passage for 1d3 rounds.			
Misfire	Roll 1d4: (1) caster is struck by force backlash, bludgeoned by invisible blows and must make a DC 13 Fort save or be knocked prone; (2) caster hoisted 3" aloft by force field and cannot move under their own power; must be pushed and pulled until effect wears off in 1 hour; (3) caster encases himself in force bubble and must make a DC 10 Ref save each round or roll up to 30' in a random direction; bubble bursts in 1d6 rounds; (4) caster pelted by 1d4 force spheres doing 1 point of damage each.			
1	Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + patron taint + misfire; (1-2) corruption; (3) patron taint (or corruption if no patron); (4+) misfire.			
2-11	Lost. Failure.			
12-13	The caster creates an apple-sized sphere of force that can be hurled as a weapon. It can be hurled immediately or remain in the wizard's hand for up to one round per caster level. It inflicts 1d6 damage per caster level with a range of 25' per caster level.			
14-17	The wizard forms a floating platform of force energy 3' above the ground. This disk-shaped, 3' diameter			

platform follows him at a distance of 5' but can be commanded to move up to 25' away from the wizard's position by thought alone. The platform can carry up to 100 lbs. per caster level and remains for 1d6+CL turns. If circumstances prevent the disk from remaining within range of the caster, the platform vanishes.

- 18-19 The caster calls into being a tower shield-sized wall of force at a point within 25'. It exists for 2d6 rounds and grants a +4 AC bonus to adjacent characters. The wall cannot move from where it was called into existence but remains in existence if the caster moves out of range.
- 20-23 As above, but the spell creates *two* shield walls. Each also provides protection against *magic missiles* 50% of the time.
- 24-27 The caster creates a wall of force 10' square per level in size. The wall cannot move but grants complete protection against all physical attacks, *magic missiles*, heat, cold, and lightning. The wall takes the damage inflicted by such attacks. The wall lasts until 1d6+CL turns have passed or it has absorbed 50 points of damage. The caster cannot attack or cast spells through the wall.
- 28-29 The caster creates a wall of force 10' square per level in size. they can form this wall into a spherical or hemispherical shape up to its maximum size in square feet. The wall cannot move, but grants complete protection against all physical attacks, *magic missiles*, heat, cold, and lightning. The wall takes the damage inflicted by such attacks. The wall lasts until 1d6+CL *hours* have passed or it has absorbed 100 points of damage. The caster cannot attack or cast spells through the wall.
- 30-31 The caster creates a wall of force 10' square per level in size. they can form this wall into any shape they can imagine, up to its maximum size in square feet. The wall cannot move, but grants complete protection against all physical attacks, *all spells*, and all dragon breath. The wall lasts until 2d6+CL *hours* have passed or it has absorbed 150 points of damage. The caster cannot attack or cast spells through the wall.
- 32+ The caster creates a wall of force 20' square per level in size. they can form this wall into any shape they can imagine, up to its maximum size in square feet. The wall can be moved up to 10' per round if the caster concentrates. It grants complete protection against all physical attacks, all spells, and all dragon breath. The wall lasts until 2d6+CL *days* have passed or it has absorbed 300 points of damage. The caster may cast spell through the wall at opponents while enjoying its protection.

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## RUNIC ALPHABET, MORTAL

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Level: 1      Range: One inscribed rune      Duration: Until triggered      Casting time: 1 turn  
 Save: Will save vs. spell check; -1 penalty if the target has an alignment opposed to the caster

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General Wizards learn alphabets of magic symbols, which, when traced, cause incredible things to happen. There are different alphabets: dwarven runes, elder sigils, the hieroglyphs of the sphinxes, and the signs of individual mages. With this spell, the caster can create the simplest runes, those comprehensible to mortals. The caster's alignment is imbued in the rune traced, and a being triggering the rune of an opposing alignment suffers more dire effects. The caster traces the sign using costly rare materials that must be purchased ahead of time for 50 gp per rune. The spell check is made, determining which energies are imbued into the rune; the caster can choose *one* rune at or below the result of the check, with the choice made when the rune is inscribed. The rune can be traced in any object: brooch, book, tombstone, archway, door, floor, tabletop, etc. Subtract -2 from the spell check to trace the rune in mid-air; -4 to trace the rune invisibly; or -8 to trace the rune permanently (does not vanish when triggered). The effect is triggered per the specific sign as described below: when touched, passed, gazed upon, etc. On a failed spell check, the sign fizzles and dissolves, and the materials use to make it are lost. On a success, the spell check becomes the DC for the opposing save. You can identify an unknown rune with a *read magic* spell or a successful *runic alphabet* spell check against the caster's check result.

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Manifestation Inscribed rune

Corruption Roll 1d4: (1) caster has a non-magical runic shape permanently seared onto one cheek; (2) caster's forehead wrinkles such that it appears to house a third eye, which disappears upon close inspection; (3) minor; (4) major.

Misfire Roll 1d4: (1) randomly determined rune (roll d10+10 on spell table) is inscribed on the caster's hand, then immediately detonated; (2) rune is traced but it will not activate under any circumstances, effectively providing a costly "tattoo" to the subject marked; (3) caster inadvertently sears a permanent symbol that resembles a silhouette of their face; (4) caster forgets how to read and write for 1d6 turns, during which time they cannot cast this spell or any other that is dependent on literacy.

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1	Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + patron taint + misfire; (1-2) corruption; (3) patron taint (or corruption if no patron); (4+) misfire.
2-11	Lost. Failure.
12-13	<i>Alarm.</i> A loud alarm sounds when the target object (up to man-sized) is disturbed (no save). Alternately, the alarm can notify the caster mentally and emit no audible noise. The notification has a range of 1 mile.
14-17	<i>Message.</i> The rune chants a predetermined message when triggered (no save). The message may be repeated up to three times.
18-19	<i>Block.</i> Creatures up to man-sized are unable to pass through or by the target door, window, portal, or inanimate object (Will save resists).
20-23	<i>Immobility.</i> Creatures attempting to move the target object (up to man-sized, including aggregated objects such as a pile of coins) cannot lift or move it (Will save resists).
24-27	<i>Veracity.</i> Creatures cannot lie or deceive within sight of this rune (Will save resists).
28-29	<i>Forgetfulness.</i> Creatures viewing the target object (up to the size of one man per caster level) forget that it exists the moment their attention is removed from it (Will save resists).
30-31	<i>Sleep.</i> Creatures viewing the triggering rune fall asleep (Will save resists). The sleep is normal and the target can be awakened through normal means.
32+	<i>Curse.</i> The rune delivers a minor curse to the creature that views it (Will save resists). The curse drains 1d3 points of Luck and may have one other irritating secondary effect. (See appendix C for more info.)

## SLEEP

Level: 1      Range: 60'      Duration: Varies      Casting time: 1 action      Save: Will vs. spell check DC

General      The caster lulls a target into a deep, sound sleep.

Manifestation      Roll 1d4: (1) ray of shimmering dust; (2) swan's wings which rise from the earth to enfold target; (3) soft white clouds that engulf target's head; (4) waves of blue light.

Corruption      Roll 1d6: (1) caster acquires persistent insomnia, which has no immediate obvious effect but manifests as an ongoing penalty to all rolls. as their sleep deprivation increases, starting with -1 and increasing to -2 after a week and -3 after a month; (2) caster emits a noxious odor that causes heads to turn within 20'; (3-4) minor; (5-6) major.

Misfire      Roll 1d4: (1) caster immediately falls into a natural sleep; (2) caster plus 1d4 closest allies immediately fall into a natural sleep; (3) caster



collapses into a coma, from which they can only be awakened with medical attention or magical means; (4) caster jolts all creatures within 50' to total alertness, cancelling all sleep (magical or otherwise) as well as all dazes, hallucinations, and other distractions.

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1	Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + misfire; (1) corruption; (2+) misfire.
2-11	Lost. Failure.
12-13	One target within range must make its save or fall asleep for 1d6 turns. Target can be awakened through normal means. When casting the spell, the caster must specify an interrupt condition which automatically awakens the target. For example, being kissed by a prince, smelling the fragrance of a rose, or hearing a clock strike midnight. The caster must possess material components related to the interrupt condition.
14-17	Up to two targets within range must save or fall asleep for 1d6 turns. Targets can be awakened through normal means. When casting the spell, the caster must specify an interrupt condition which automatically awakens the target. For example, being kissed by a prince, smelling the fragrance of a rose, or hearing a clock strike midnight. The caster must possess material components related to the interrupt condition.
18-19	Up to three targets within range must save or fall asleep for 1d4 hours. Targets can be awakened through normal means. When casting the spell, the caster must specify an interrupt condition which automatically awakens the target. For example, being kissed by a prince, smelling the fragrance of a rose, or hearing a clock strike midnight. The caster must possess material components related to the interrupt condition.
20-23	Up to four targets must save or fall into a normal sleep for 1d6 hours, or one target can be placed in a supernatural sleep for 1d4 hours. While normal sleep can be interrupted by normal means, the supernatural sleep can be disrupted only via dispel magic or similar cancellation effects. However, both normal and supernatural sleep must have a specified interrupt condition which automatically awakens the target. For example, being kissed by a prince, smelling the fragrance of a rose, or hearing a clock strike midnight. The caster must possess material components related to the interrupt condition.
24-27	Up to eight targets must save or fall into a normal sleep for 1d7 days, or one target can be placed in a supernatural sleep for 1d3 days with no saving throw. While normal sleep can be interrupted by normal means, the supernatural sleep can be disrupted only via dispel magic or similar cancellation effects. However, both normal and supernatural sleep must have a specified interrupt condition which automatically awakens the target. For example, being kissed by a prince, smelling the fragrance of a rose, or hearing a clock strike midnight. The caster must possess material components related to the interrupt condition.
28-29	With a range of 200', the caster can place a single target into a supernatural, ongoing, endless sleep with no saving throw; or normal ongoing sleep (with a save) to a group of up to 16 targets. While the normal sleep can be interrupted by normal means, the supernatural sleep can be interrupted only by one specified interrupt condition (e.g., the kiss of a prince or the fragrance of a rose) or anti-magic effects such as dispel magic.
30-31	The caster puts great crowds of people to sleep. All unfriendly creatures within a 200' radius must make a saving throw or fall asleep. The sleep is natural and the targets can be awakened with normal means (rough shaking, water on the face, etc.). The creatures remain asleep for 1d7+1 days if not awakened.
32+	Natural slumber to all things: the caster causes the world around him to slow and sleep. All creatures within 500 yards fall asleep. Creatures of 4 or fewer HD receive no save. The affected creatures include birds, insects, and small animals as well as people. Both friendly and unfriendly creatures are affected. Plants are also affected; those that close their petals or retract flowers at night behave as if it is nighttime. The effect is supernatural in aspect and cannot be disturbed. The affected world continues to slumber until a specific interrupt condition occurs (e.g., the new moon rises, or 100 years have passed). Only powerful magic can end the effect sooner.



## 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 objurgation 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.

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