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# STARTING SPELL LIBRAM



LUGWILER'S  
OBSCURITIES



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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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## 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 themselves.

**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 fancifuls. 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.

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### THE CHARM OF UNTIRING NOURISHMENT

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Level: 1	Range: Self or touch	Duration: Varies	Casting time: 1 round	Save: None
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General	The progenitor of this practical spell has been lost to time, but it is agreed upon by many profundit scholars that <i>The Charm of Untiring Nourishment</i> 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.
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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.
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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.

## CHOKING CLOUD

Level: 1      Range: 50' or more      Duration: Varies      Casting time: 1 action      Save: None

General      The caster summons forth a cloud of caustic, acidic mist that chokes their target.

Manifestation      Roll 1d8: (1) black cloud; (2) translucent mist; (3) explosion of ash; (4) geyser that erupts from the ground below the target; (5) yellow-green cloud; (6) red mist; (7) thick, oily fog; (8) blue cloud.

Corruption      Roll 1d8: (1) caster's breath is now a toxic gas; whenever they exhales, anyone immediately adjacent must make a DC 12 Fort save or be ill for 1d4 hours (-1 to all rolls while sickened); (2) caster is surrounded at all times by a toxic cloud which automatically sickens everyone within 5' for 1d4 hours unless they make a DC 12 Fort save (-1 to all rolls while sickened); (3) caster's eyes change to translucent orbs which reveal a whirling cloud of gas; (4) certain kinds of creatures are able to detect the caster automatically if they are within half a mile and are attracted to him, notably incorporeal and ethereal creatures, as well as any monster from the elemental plane of air; (5-8) minor corruption.

Misfire      Roll 1d4: (1) cloud of toxic gas explodes at a point centered on the caster (1d4x10' radius, 1d4 damage to all within plus DC 12 Fort save or blinded for 1d4 rounds); (2) caster creates cloud successfully, but it is a *healing* cloud that heals 1d4 damage to all within 20' of intended target; (3) cloud of toxic gas inadvertently catches fire, sparked by some nearby torch or lantern, and explodes as it emerges from the caster's hand, causing 1d8 fire damage to the caster and everyone within 10' of him; (4) caster successfully creates cloud, but it is entirely useless, serving only to create a vague, misty cloud that has no other impact.

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 designated target is engulfed in a caustic, stinking cloud for 1d4 rounds, suffering a -1 penalty to all rolls (including attacks, damage, skills, and saves). The cloud follows the target; it cannot escape.

14-17      Up to 1d4 small individual clouds of toxic gas appear around selected multiple targets, all of which must be within range. Each cloud inflicts a -1 penalty to all rolls (including attacks, damage, skills, and saves) for 1d4 rounds. The clouds follow their targets; they cannot escape.

18-19      A single acidic, poisonous cloud appears with a radius of 20' centered on a target of the caster's choosing. For 1d4+2 rounds, targets in the cloud suffer a -2 penalty to all rolls (attacks, damage, skills, and saves) *and* take 1 point of damage each round. The caster can direct the cloud by concentrating; it moves up to 50' per round at their command.

20-23      A single acidic, poisonous cloud appears with a radius of 20' centered on a target of the caster's choosing. For 2d4+4 rounds, targets in the cloud suffer a -2 penalty to all rolls (attacks, damage, skills, and saves), take 2 points of damage each round, and must make a Fort save when first exposed or be poisoned (-1d4 Agility, duration 1 day). The caster can direct the cloud by concentrating; it moves up to 50' per round at their command.

24-27      A single acidic, poisonous cloud appears with a radius of 20' centered on a target of the caster's choosing within a 100' range. For 2d4+4 rounds, targets in the cloud suffer a -4 penalty to all rolls (attacks, damage, skills, and saves), take 4 points of damage each round, and must make a Fort save when first exposed or be poisoned (-2d4 Agility, duration 1 day). The caster can direct the cloud by concentrating; it moves up to 50' per round at their command.

28-29      A single acidic, poisonous cloud appears with a radius of 30' centered on a target of the caster's choosing within a 200' range. For 3d4+6 rounds, targets in the cloud suffer a -4 penalty to all rolls (attacks, damage, skills, and saves), take 8 points of damage each round, and must make a Fort save when first exposed or be poisoned (-3d4 Agility, duration 1d4 days). The caster can direct the cloud by concentrating; it moves up to 50' per round at their command.

30-31      The caster can create *two* acidic, poisonous clouds. Each appears with a radius of 30' centered on a target of the caster's choosing within a 200' range. For 3d4+6 rounds, targets in the clouds suffer a -4 penalty to all rolls (attacks, damage, skills, and saves), take 8 points of damage each round, and must make a Fort save when first exposed or be poisoned (-3d4 Agility, duration 1d4 days). The caster can direct the clouds at will, without concentrating; they move up to 50' per round at their command.

32+      The caster calls down three toxic clouds of unmatched lethality. For each cloud, they can choose a size ranging from a single target up to a 30' radius. The clouds can be targeted anywhere within 500'. The clouds come into existence instantly and remain for 1d4 turns. Each target within the clouds must make a Fort save or be killed immediately. Those that survive suffer a -6 penalty to all rolls (attacks, damage, skills, and saves) and take 10 points of damage each round from the toxic gases. The caster can direct the clouds at will, without concentrating; they move up to 50' per round at their command.

## EKIM'S MYSTICAL MASK

Level: 1      Range: Self      Duration: 1 round per CL      Casting time: 1 action      Save: See below

**General**      The caster conjures a mystical mask that covers their face and provides benefits against attacks, spells, and other conditions. On a successful casting, the wizard may choose to invoke an effect of lesser power than their spell check roll to produce a weaker but potentially more useful result.

**Manifestation**      Roll 1d4: (1) The caster plucks the mask out of thin air; (2) the flesh on the caster's face peels away to reveal the mask beneath; (3) the caster's head becomes momentarily blurred and the mask is in place once the distortion passes; (4) the caster's head appears to spin 180° revealing a masked face on the back of their head. In addition to these manifestations, each mask alters the caster's face in a different manner. These alterations are detailed on the spell check table below.

**Corruption**      Roll 1d4: (1) the caster's face takes on an emotionless, artificial mien; (2) the flesh on the caster's face turns dry and flakes away constantly; (3) the caster develops a phobia about revealing their true face and takes to wearing veils or hooded cloaks; (4) the caster's nose vanishes completely, leaving their face flat and mask-like.

**Misfire**      Roll 1d4: (1) caster is blinded by the mask for 1d3 rounds and suffers a -4 penalty to initiative rolls, attack rolls, saving throws, spell checks, and to avoid being surprised; (2) the caster's mouth vanishes for 1d3 rounds and no spells may be cast during that time; (3) for the next day, the caster's eyes become hyper-sensitive to light and they suffers a -2 penalty to all attacks, saves, spell checks, ability checks, and initiative rolls when in illumination brighter than candle light; (4) the caster's face vanishes completely, rendering him blind and mute; in addition, they must make a DC 10 Fort save each round or pass out from asphyxiation; their face returns to normal once the spell's duration has expired.



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

2-11      Lost. Failure.

12-13      The mask grants infravision, allowing the caster to see in the dark up to 60' away. their eyes reflect light like a cat while this mask is in effect.

14-17      The mask helps protect the caster against gaze attacks such as that from a basilisk (q.v.). The caster enjoys a +4 bonus to saving throws of any type against gaze attacks for the duration of the spell. The caster's face takes on a mirror-like quality while this mask is in effect.

18-19      The mask helps defend the caster against baneful magical spells. All spells cast directly at the wizard suffer a -2 penalty to their spell checks. Area-of-effect spells or other magics that are not targeted directly at the mask wearer are unmodified. The caster's face takes on a faceted, quartz-like appearance while this mask is in effect.

20-23      The mask transforms the caster's face into a horrible visage. Each round they can attempt to *instill fear* in one creature. The target creature must make a Will save or flee from the caster's location for 1d4+CL rounds. The targeted creature must be able to see the caster clearly to be affected by the gaze. The caster can attempt to affect one creature each round for the duration of the spell and can try to instill fear on the same creature more than once, requiring it to make a new saving throw with each attempt. The caster's face becomes monstrously demonic while this mask is in effect.

24-27      The mask protects the caster against physical attacks, granting him a +4 bonus to AC while the spell is in effect. In addition, the caster enjoys a +2 bonus to all saving throws for the duration of the spell. The caster's face appears encased in shining steel while this mask is in effect.

28-29      The mask reflects melee and ranged attacks back at unlucky assailants. Any attacker that successfully strikes the mask's wearer with a physical melee or missile attack must make a Luck check or find their attack turned against them. The attacker's same attack roll (including any and all modifiers) is applied to its own AC and inflicts normal damage if the blow lands successfully. The caster's face appears to be that of their attacker(s) while the mask is in effect.

30-31      The mask transforms the caster's entire head into that of a snake. While in effect, the mask grants the caster both the illusion generating and hypnotic gaze powers of a serpent-man (see page 425). As an incidental benefit, it also allows the caster to pass himself off as a serpent-man under cursory inspection. The mask's effect on the caster's face is self-evident.

32+ With this powerful casting, the wizard's face is occluded by a mask that combines all the spell's possible effects into a single visage. The caster has infravision up to 60'; gains a +4 saving throw bonus against gaze attacks; harmful spells cast directly at the caster suffer a -2 penalty to spell checks; the caster can instill fear against any creature that fails a Will save, forcing it to flee for 1d4+CL rounds; the caster's AC is improved by +4, and all saves receive a +2 bonus (this stacks with the +4 bonus against gaze attacks); any attacker who successfully strikes the caster with a physical melee or missile attack must make a Luck check or possibly be struck by its own attack (compare the initial attack roll against its own AC); and the caster's face is transformed into a serpent's head, granting him the illusionary and hypnotic capabilities of a serpent-man (see page 425). At this level of success, the mask makes no alterations to the caster's face other than the snake's head transformation (which can be obscured with the illusion generation ability granted by that alteration).

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## VENTRILLOQUISM

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Level: 1    Range: 30' or more    Duration: 1 round or more    Casting time: 1 action    Save: Sometimes (Will; see below)

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**General**      The caster projects the sound of their voice from another place, such as an adjacent room, an animal or statue, down a hallway, etc.

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**Manifestation**    Varies with check (see below). Either no visual manifestation *or* roll 1d4: (1) "heat waves" in area of sound; (2) puffs of air and disturbance of dust, as if someone were speaking from that position; (3) sparkling air; (4) echo or reverberation.

**Corruption**      Roll 1d12: (1-6) caster can still speak normal languages but the sound of their voice permanently changes to resemble that of a (1) horse's neighing, (2) bee's buzzing, (3) goat's braying, (4) pig's oinking, (5) lion's roaring, (6) dog's barking; (7-12) caster's voice is permanently displaced to always emanate from (7) their feet, (8) their left hand, (9) their back (often making him hard to hear), (10) a point 20' above him, (11) the point of whatever weapon they carries, (12) the nearest person of the opposite gender.

**Misfire**          Roll 1d4: (1) caster creates an enormous booming noise centered on himself, drawing attention to their location; (2) caster scrambles all speech within 100' of himself for the next 1d4+1 hours, causing each person's voice to always issue from another nearby character, creating ongoing confusion about who is speaking; (3) caster changes their voice to that of a high-pitched squeal and throws the source towards their feet, such that all of their conversation for the next 1d4 hours sounds like they are coming from a mouse scurrying around their feet; (4) caster throws their voice onto another plane, to a place they has no knowledge of, so that every time they speaks, no noise issues forth, but a randomly determined demon is annoyed constantly in another place - caster is effectively mute for 1d4 hours and there is a 25% chance the annoyed demon tracks him down to shut him up.

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

2-11              Lost. Failure.

12-13            The caster projects one short phrase in their own voice to a place within 30' and line of sight. The position of origin is subject to the visual manifestation described above. Listeners that fail a Will save (rolled by judge) believe the noise to originate from the place designated; if they succeed on the save, they hear the voice from its true origin point of the caster's location.

14-17            The caster projects a short phrase to a place within 30' and line of sight. they can use their own voice, or they can simulate another voice or sound that they has previously heard. For example, the caster can make the goblin captain appear to shout "Retreat!" in the goblin's own voice. The position of origin is subject to the visual manifestation described above. Listeners that fail a Will save (rolled by judge) believe the noise to originate from the place designated; if they succeed on the save, they hear the voice from its true origin point of the caster's location.

18-19            The caster projects a short phrase to a place within 30' and line of sight. they can use their own voice, or they can simulate another voice or sound that they has previously heard. For example, the caster can make the goblin captain appear to shout "Retreat!" in the goblin's own voice. There is no visual manifestation, only the sound created. Listeners that fail a Will save (rolled by judge) believe the noise to originate from the place designated; if they succeed on the save, they hear the voice from its true origin point of the caster's location.



20-23	The caster projects a short phrase to a place within 30' and line of sight. they can use their own voice, or they can simulate another voice or sound that they has previously heard. For example, the caster can make the goblin captain appear to shout "Retreat!" in the goblin's own voice. There is no visual manifestation, and listeners receive no save; they automatically hear the noise from the point designated.
24-27	The caster projects sounds to a place within 60', even if it is beyond their line of sight. they can issue ongoing sounds for up to 1 turn as long as they concentrates. The caster can use their own voice, or they can simulate other voices or sounds they has previously heard. For example, they can simulate different voices in an ongoing conversation. There is no visual manifestation, and listeners receive no save; they automatically hear the noise from the point designated.
28-29	The caster projects sounds to a range of up to 300', even beyond their line of sight For every full turn the caster concentrates, they can create an ongoing effect that lasts 1 hour, for a maximum duration of 24 hours. For example, they could concentrate for 3 turns and then leave an ongoing sound effect that lasts for 3 hours. Once the caster stops concentrating, the ongoing effect is "prerecorded"; i.e., the ongoing spell simulates the sounds requested (running water, stamping hooves, ongoing conversation, crackling fire, etc.), but the caster cannot change those sounds. The sounds created can be any the caster imagines, though ensuring accuracy requires him to have some reference point or have heard the sound before. Listeners do not receive a save.
30-31	The caster projects sounds to a range of up to 1 mile, even beyond their line of sight. In addition, they can hear what is happening at the point where they throws their voice. For every full turn the caster concentrates, they can create an ongoing sound effect that lasts 1 day, for a maximum duration of 30 days. For example, they could concentrate for 3 turns and then leave an ongoing sound effect that lasts for 3 days (running water, stamping hooves, ongoing conversation, crackling fire, etc.). Once the caster stops concentrating, the ongoing effect continues, and they need only concentrate for one round to hear what is happening at the point of origin or change the running soundtrack should they so choose. The sounds created can be any the caster imagines, though ensuring accuracy requires him to have some reference point or have heard the sound before. Listeners do not receive a save.
32+	The caster can create nearly unlimited sound effects at will. they can create the sounds of massive thunderstorms, the crashing of waves on a cliff, the charge of a regiment of mounted knights, or the shouts of a thousand orcs. The sounds are true three-dimensional sounds; i.e., they surround the listeners and come from the appropriate directions not simply from a single origin point. The caster can extend these sound effects to a convincing range of 1 mile from the spell's target location, and that location can be anywhere that the caster has either personally visited (including other planes and dimensions) or currently has visibility to, even if that visibility is through scrying or a crystal ball. The caster can also hear all sounds from the target point as if they was standing there. Once they has cast the spell, the sound effect continues without concentration for up to 1 year or until the caster bids them cease. At any point, the caster can concentrate for one round to change the ongoing sound effect or hear what goes on at that place.

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## WARD PORTAL

Level: 1	Range: 10'	Duration: Varies	Casting time: 1 action	Save: None
General	The caster magically wards a portal against passage. Any door, trap door, gate, portcullis, grate, or other such portal can be affected.			
Manifestation	Roll 1d6: (1) sigil engraved upon portal; (2) portal clouded by unnatural shadow; (3) portal turns to stone/iron/steel/rock; (4) magic circle encloses portal; (5) mass of chains and ropes binds portal; (6) no visible effect.			
Corruption	Roll 1d6: (1-3) minor; (4-5) major; (6) greater.			
Misfire	Roll 1d4: (1) for next 1d6 hours, any door the caster approaches automatically slams shut and locks; (2) all doors within 100' slam shut and lock; (3) all doors within 100' automatically unlock and open; (4) 1d4 illusory doors appear on wall beside nearest door.			
1	Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + patron taint + misfire; (1-2) corruption; (3+) misfire.			
2-11	Lost. Failure.			

- 12-13 Portal is stuck fast but can still be opened by mortal means with immense effort (DC 20 Strength check).
- 14-17 Portal is held in place for 2d6x10 minutes. It cannot be opened by mortal means, though a *knock* spell or powerful magical creature can open it.
- 18-19 Portal is held in place for 2d6x10 hours. It cannot be opened by mortal means, though a *knock* spell or powerful magical creature can open it.
- 20-23 Portal completely disappears, leaving in its place only a blank space of wall for 2d6x10 hours. During this time, no passage is possible via normal means. Portal can be detected with a *detect invisibility* spell; if detected, it is treated as locked, and cannot be opened by mortal means except through a *knock* spell or similar powerful magic. When the portal re-appears, it remains locked for another 1d4x10 hours.
- 24-27 Portal completely disappears, leaving in its place only a blank space of wall for 2d6x10 days. During this time, no passage is possible via normal means. Portal can be detected with a *detect invisibility* spell; if detected, it is treated as locked, and cannot be opened by mortal means except through a *knock* spell or similar powerful magic. When the portal re-appears, it remains locked for another 2d6x10 weeks. Additionally, any creature that opens the portal during the time of the ongoing effect (through magical means, of course) is subject to a curse: Will save or -2 Luck.
- 28-29 Portal completely disappears, leaving in its place only a blank space of wall for 4d6x10 days. During this time, no passage is possible via normal means. Portal can be detected with a *detect invisibility* spell; if detected, it is treated as locked, and cannot be opened by mortal means except through a *knock* spell or similar powerful magic. When the portal re-appears, it remains locked for another 4d6x10 weeks. Additionally, any creature that opens the portal during the time of the ongoing effect (through magical means, of course) is subject to a curse: Will save or -2 Luck.
- 30-31 Portal completely disappears, leaving in its place only a blank space of wall for 4d6x10 days. The portal will reappear and unlock by the mental command of the caster. Otherwise, during this time, no passage is possible via normal means. Portal can be detected with a *detect invisibility* spell; if detected, it is treated as locked, and cannot be opened by mortal means except through a *knock* spell or similar powerful magic. When the portal re-appears, it remains locked for another 4d6x10 weeks.
- Additionally, any creature that opens the portal during the time of the ongoing effect (through magical means, of course) is subject to a curse: Will save or -2 Luck.
- Finally, a guardian is summoned. Any creature that attempts to open the door is attacked by something that lashes out from the door with: (roll 1d4) (1) tentacles; (2) fangs; (3) claws; (4) barbed tail. The attacking appendage has the following statistics: Atk +6 melee (1d6), AC 16, 20 hp.
- 32+ Portal completely disappears, leaving in its place only a blank space of wall. This is an ongoing permanent effect. The portal will reappear and unlock by the mental command of the caster, but until then, no passage is possible via normal means. Portal can be detected with a *detect invisibility* spell; if detected, it is treated as locked, and cannot be opened by mortal means except through a *knock* spell or similar powerful magic. Any creature that forces open the portal against the caster's intent is subject to a curse: Will save or -2 Luck.
- Finally, a guardian is summoned. Any creature that attempts to open the door is attacked by something that lashes out from the door with: (roll 1d4) (1) tentacles; (2) fangs; (3) claws; (4) barbed tail. The attacking appendage has the following statistics: Atk +12 melee (2d6), AC 18, 40 hp.





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# DCC RPG



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