



6

STARTING SPELL LIBRAM



PANGUIRE'S TITILLATING
DELIGHTS

DK
2021



STARTING SPELL LIBRAM 6

PANGUIRE'S TITILLATING DELIGHTS



Panguire's Triumphant Displasms

Chill Touch

The Excellent Prismatic Spray

Feather Fall

Find Familiar

Spider Climb

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

BASED ON THE DYING EARTH BOOK SERIES BY JACK VANCE
PRODUCED AND DISTRIBUTED BY AGREEMENT WITH THE LOTTS AGENCY.

PANGUIRE'S TRIUMPHANT DISPLASMS

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

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

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

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

Manifestation Roll 1d4: (1) an effluxion of variegated sparks stream from caster's hands to the target; (2) claret smoke forms around the target and dissipates when casting finishes; (3) tiny, painless lightning bolts rain down upon the target; (4) trumpets encircle the caster and play a plangent fanfare as the spell is spoken.

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

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

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

2-11 Lost. Failure.

12-13 The weak-willed victim stutters uncontrollably for a number of rounds equal to the caster's level. This displasm affects every spoken sentence, and incurs a -1d penalty to spell checks. Prolivity is next to impossible.

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

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



- 20-23 An additional leg extends from the victim's hip. This appendage does whatever it can to foil the attempts of its neighboring legs. The afflicted's movement is reduced by 5' and running becomes impossible. The displasm also grants a +1d bonus to attacks against the victim, who has difficulty dodging. Any attempt to trip the victim gains a +1d bonus due to the supernumerary leg's help. Strangely, the afflicted may dance a saltarello quite proficiently. The effect lasts for a number of turns equal to the caster's level.
- 24-27 Two demon arms protrude from the afflicted: one from the chest, the other from the back. Each round, both appendages attempt to strike any allies within melee range using the caster's attack bonus and inflicting 1d3+1 damage. The arms are quite pesky, and try to hold the victim's weapon arm, cover their eyes, pull on nearby objects, or otherwise interfere with the victim, inflicting a -2d penalty to all actions. The demonic arms exist for 1d4+CL rounds before falling to the ground and dissolving.
- 28-29 The victim does their best imitation of a floundering fish out of water. The afflicted is thrown prone, and flops and belabors along the ground in a random direction, 10' per round. During the displasm's duration, the victim's lungs contract painfully as they suffer 1d3+CL points of damage per round. The effect lasts for 2d6+CL rounds.
- 30-31 The caster may choose up to 2 targets within range and apply any single displasm. Both targets must be afflicted with the same displasm.
- 32+ The caster may apply any two displasms upon a number of targets up to their caster level, within range; the displasms between victims need not be the same.

CHILL TOUCH

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

General This necromantic spell delivers the chill touch of the dead. The caster must spellburn at least 1 point when casting this spell.

Manifestation Roll 1d4: (1) the wizard's hands glow blue; (2) the wizard's hands turn black; (3) the wizard emits a strong odor of corruption; (4) the wizard's hands appear skeletal.

Corruption Roll 1d8: (1) skin on caster's face withers and dries out to give him a skull-like appearance; (2) skin on caster's hands falls away to give him skeletal hands; (3) caster permanently glows with a sickly blue aura; (4) un-dead are attracted to caster and flock to him like moths; (5-6) minor corruption; (7) major corruption; (8) greater corruption.

Misfire Roll 1d3: (1) caster shocks himself with necromantic energy for 1d4 damage; (2) caster shocks one randomly determined nearby ally for 1d4 damage; (3) caster sends a blast of necromantic energy into the nearest corpse, animating it as an un-dead zombie with 1d6 hit points (if no nearby corpse, no effect).

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's hands are charged with negative energy! On the next round, the next creature the caster attacks takes an additional 1d6 damage. Un-dead creatures take an additional +2 points of damage.

14-17 The caster's hands are charged with negative energy! On the next round, the caster receives a +2 to attack rolls, and the next creature the caster attacks takes an additional 1d6 damage. Un-dead creatures take an additional +2 points of damage.



- 18-19 The caster's hands are charged with negative energy! For the next turn, the caster receives a +2 to attack rolls, and every creature the caster attacks takes an additional 1d6 damage. Un-dead creatures take an additional +2 points of damage.
- 20-23 The caster's hands are charged with negative energy! For the next turn, the caster receives a +2 to attack rolls, and every creature the caster attacks takes an additional 2d6 damage. Un-dead creatures take an additional +2 points of damage.
- 24-27 The caster's hands are charged with negative energy! For the next turn, the caster receives a +4 to attack rolls, and every creature the caster attacks takes an additional 2d6 damage as well as 1d4 points of Strength loss. Un-dead creatures take an additional +4 points of damage.
- 28-29 The caster's hands are charged with negative energy! For the next *hour*, the caster receives a +4 to attack rolls, and every creature the caster attacks takes an additional 2d6 damage as well as 1d4 points of Strength loss. Un-dead creatures take an additional +4 points of damage.
- 30-31 The caster's hands are charged with negative energy! For the next *hour*, the caster receives a +6 to attack rolls, and every creature the caster attacks takes an additional 3d6 damage as well as 1d4 points of Strength loss. Un-dead creatures take an additional +6 points of damage.
- 32+ The caster's body glows a sickly blue light as they crackles with withering necromantic energy. Any creature within 10' of the caster takes 1d6 damage each round it stays within the field, and un-dead creatures take 1d6+2 damage. Until the next sunrise, the caster receives a +8 bonus to all attack rolls, and every creature the caster attacks takes an additional 3d6 damage (with un-dead suffering an extra +8).

THE EXCELLENT PRISMATIC SPRAY

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

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

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

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

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

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

Manifestation	Roll 1d4: (1-2) target is pierced from all directions with thousands of multicolored darts; (3) a storm of variously tinted arrows issues from caster's outstretched hand and pepper the target with missiles; (4) target is lanced from within by pricking shafts of coruscating energies, exploding outward in a rainbow mist.
Corruption	Roll 1d7: (1-3) minor corruption; (4-5) major corruption; (6) greater corruption; (7) roll 1d6 to determine corruption <i>and</i> roll 1d7 to determine which color the caster's skin takes on permanently: (i) red; (ii) orange; (iii) yellow; (iv) green; (v) blue; (vi) indigo; (vii) violet.
Misfire	Roll 1d4: (1) caster takes 2d6 damage as the spray intended to punish a deserving recalcitrant focuses on the caster instead; (2) the prismatic spray does no damage of any kind but instead coalesces into a color-cloud centered upon the intended target: all within a 50' radius must make a DC 12 Will save or be fascinated and helpless until it dissipates in 1d4 rounds; (3) glowing darts ricochet about randomly, doing 1d6 damage to all creatures within 30' of the caster who fail a DC 10 Ref save; (4) bright flashes of light detonate, requiring a DC 12 Fort save of all creatures within 50' of the caster to avoid being blinded for 1d6 rounds. The chain of multi-hued explosions can be seen from up to half a league away.

1	Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + misfire + patron taint (or wizardly objurgation if no patron); (1-2) corruption; (3) patron taint (or corruption if no patron); (4+) misfire.
2-11	Lost. Failure.
12-13	The caster fashions a shower of blazingly multicolored filaments at one miscreant within 30'. The prismatic storm of brilliant needles does 1d3 damage.
14-17	The caster calls down a spray of many-hued lancing lights at one obstinate creature within 40'. Roll 1d7 to determine the nature of the spray: (1) red; (2) orange; (3) blue; (4) yellow; (5) violet; (6) indigo; (7) green. The spray inflicts 1d6 points of damage in addition to any ancillary effects of the specific color.
18-19	The caster summons two sprays composed of bright scintillating needles, choosing between red, blue, or orange for both sprays. The missiles can be directed against a single target within 40' or split to between two targets if desired. Each spray inflicts 2d5+CL damage in addition to any ancillary effects of the specific color selected.
20-23	The magician summons a number of colorful missiles equal to the caster's level and may dispatch the swarm at any targets within a range of 50', not targeting the same rascal twice. The caster may choose red, blue, yellow, or orange, but must use the same color on all sprays. The sprays inflict 2d7+CL points of damage in addition to any ancillary effects of the specific color selected.
24-27	The caster dispatches a spray of gaudy projectiles at any target within 100', doing 2d12+CL points of damage to any one unfortunate. The caster may select the desired color.
28-29	Each round for the next seven rounds, the caster summons a different colored spray to dispatch at a target within 50'. The caster may select the color of the spray each round, but may not repeat colors. Each spray imparts 2d7 points of damage in addition to any ancillary effects of the specific color.
30-31	The caster directs a blindingly bright aurora of lethality at any one mark within 200', choosing the color and doing 4d10 damage in addition to any ancillary effects. If the target dies, the caster may direct a secondary spray at another hapless fool for 4d8 damage the next round, and if this foe dies, the caster may direct at another scoundrel for 4d7 damage, and so on until reaching the end of the dice chain. As the sprays progress from target to target, the caster may choose to use any color for subsequent sprays, even ones that have occurred in the sequence previously.
32+	The caster calls forth one blazing death-spray from each of the spectrum's seven colors. Each spray inflicts 2d14+CL damage in addition to any ancillary effects, and the caster may distribute or concentrate the various sprays amongst the soon-to-be dead as they wish.

FEATHER FALL

Level: 1 Range: 25' Duration: 1 round per caster level or until landing Casting time: instantaneous
Save: Will to avoid

General The caster impedes their own or another person's rate of descent when falling. This allows the target to avoid injury or death or to glide upon the breeze. Note that this spell can be cast instantaneously, out of initiative order, if the caster or a target within range is falling.

Manifestation Roll 1d4: (1) folds of aerodynamic flesh sprout from the target's arms and legs; (2) the target glows with a wispy, featherlike aura of canary yellow; (3) the target's body hair is replaced with downy feathers; (4) the target's body curls like a fallen leaf to rock upon the winds.

Corruption Roll 1d5: (1) caster's hair stands on end as if permanently plummeting through the air; (2) the caster makes all descents (climbing down ropes, walking down stairs, sliding down poles, etc.) at half normal speed; (3) caster becomes subject to sporadic winds, which do not affect other characters, and must make a Strength check to stay upright (DC 5 for light winds, DC 10 for strong winds, and DC 15 against gusts); (4) caster's hair permanently replaced by feathers; (5) sound of whistling wind accompanies the caster wherever they goes.

Misfire Roll 1d4: (1) caster's speed of descent is increased, resulting in an additional 1d6 damage upon impact; (2) caster abruptly rises 10' into the air before falling to the ground (taking 1d6 points of damage, or 2d6 if there is a hard surface 10' or less above the caster's head); (3) caster's clothing and other possessions turn ethereal for 1d6x10 minutes and cannot be worn or used; (4) caster is blown 10-30 feet in a random direction by a gust of ghostly wind.

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

2-11 Lost. Failure.

12-13 Caster reduces the speed at which they falls. With a successful Fort save (DC 10 +1 for each 10' fallen), they takes no damage. On a failed save, they suffers only half damage.

14-17 Caster falls at a graceful rate of 50' per round and takes no damage if they land before the spell expires. Otherwise, they suffer half damage and is allowed a Fort save (DC 10 +1 for each 20' fallen) to avoid all damage.

18-19 Caster and three additional creatures within range fall at a rate of 50' round. They take no damage if they land before the spell expires. Otherwise, they suffer half damage and are allowed a Fort save (DC 10 +1 for each 20' fallen) to avoid all damage.

20-23 Caster and six additional creatures fall at a rate of 50' round. They take no damage if they land before the spell expires. Otherwise they suffer half damage and are allowed a Fort save (DC 10 +1 for each 20' fallen) to avoid all damage.

24-27 Caster gains the ability to glide on the air by leaping from a height 30' or more above the ground. The caster soars on the breeze, drifting back to earth at a vertical rate of 10' per round, arriving on the ground when they reaches the maximum distance they can glide. their movement rate is 60' per round while gliding, and if they fails to reach solid ground before the spell expires, they falls and suffers normal damage upon impact.

28-29 Caster and up to three additional creatures can glide on the winds. They soar on the breeze, drifting back to earth at a vertical rate of 10' per round, arriving on the ground when reaching the maximum distance they can glide. Their movement rate is 60' per round while gliding, and if they fail to reach solid ground before the spell expires, they fall and suffer normal damage upon impact.

30-31 Caster and up to six additional creatures can glide on the winds. They soar on the breeze, drifting back to earth at a vertical rate of 10' per round, arriving on the ground when reaching the maximum distance they can glide. Their movement rate is 60' per round while gliding, and if they fail to reach solid ground before the spell expires, they fall and suffer normal damage upon impact.

32+ Caster can fall any distance regardless of height or duration of fall without taking damage. Additionally, the caster is immune to any related hazards, such as thin atmosphere, intense cold, or even high temperatures generated by re-entry into an atmosphere from a vacuum.

FIND FAMILIAR

Level: 1 Range: Self Duration: Lifetime Casting time: 1 week Save: None

General This lengthy ritual prepares the caster to bond with a familiar. The familiar makes itself known during the ceremony 50% of the time; otherwise, the caster makes its acquaintance sometime in the weeks following the ritual. The spell check is made upon completion of the ritual, and a minimum spellburn of 10 points is required to cast this spell.

The caster gains hit points equal to the familiar's and other powers as well, depending on the creature summoned. Once the caster has summoned a familiar (whether having met it or not), they cannot summon another until the current one dies and a full moon passes.

If a familiar dies, the caster immediately keels over in intense pain, loses twice the familiar's hit points permanently, and suffers a -5 spell check penalty until the next full moon.

The judge will provide more information (see page 316).

Manifestation Varies

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

Misfire N/A

1 Lost, failure, patron taint, and corruption. Unlike normal spells, the spell is lost for an entire month, not simply one day.

2-11 Lost and failure. Unlike normal spells, the spell is lost for an entire month, not simply one day.

12-13 Per judge.

14-17 Per judge.

18-19 Per judge.

20-23 Per judge.

24-27 Per judge.

28-29 Per judge.

30-31 Per judge.

32+ Per judge.

SPIDER CLIMB

Level: 1 Range: Self or touch (see below) Duration: 1 turn per CL Casting time: 1 action Save: None

General The caster gains the spider's ability to climb vertical surfaces.

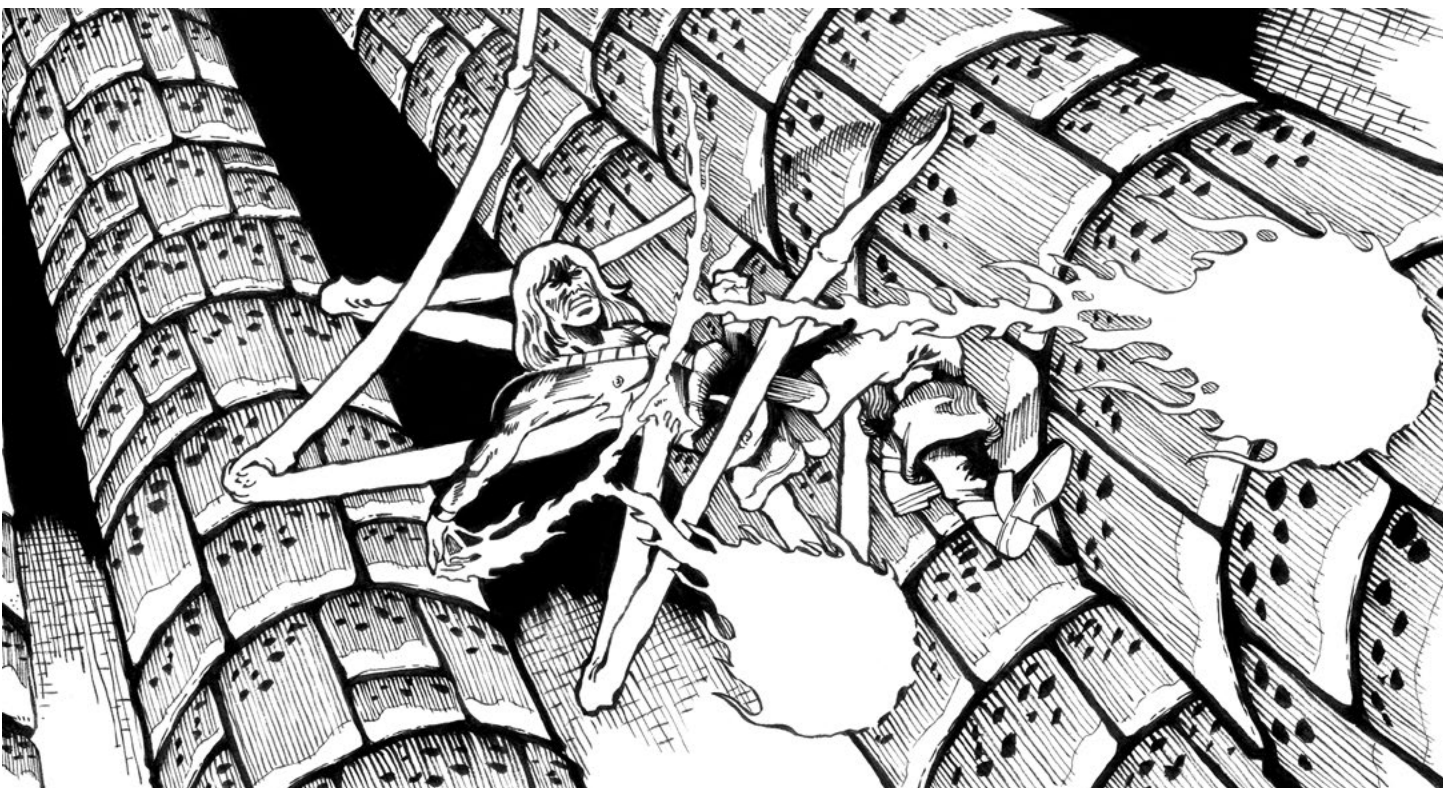
Manifestation Roll 1d4: (1) four extra spider-like limbs sprout from the caster's torso; (2) the caster's hands and feet ooze sticky goo; (3) the caster's fingers and toes glow with a strange orange light; (4) the caster grows six additional eyes.

Corruption Roll 1d6: (1) caster grows four large spider-like limbs from their back; (2) caster can spin small webs like a spider and throw them up to 30' as a sticky goo (ranged attack roll, DC 12 Strength or Agility check for target to escape); (3) caster grows short, spindly hairs across the surface of their skin, much like a spider; (4) caster grows six extra eyes, clustered around their normal eyes, so they resemble a spider's; (5) caster's hands and feet excrete an oily, sticky substance that causes small objects to stick to them; (6) minor.

Misfire Roll 1d5: (1) caster sticks himself to the floor and cannot move their feet until they makes a DC 16 Strength check; (2) caster makes their appendages magically slippery and has trouble standing straight for the next 1d6 rounds, falling over constantly unless they makes a DC 12 Agility check each round; (3) caster launches a glob of webby fibers at nearest ally, entangling their companion until the ally makes a DC 12 Strength or Agility check to escape; (4) caster summons a horde of poisonous spiders, which arrives one round later

and swarm across all nearby creatures, inflicting scores of bites and forcing a DC 8 Fort save by all creatures within 50' with failure indicating a mild poison (1 hp damage plus -1 penalty to all rolls for 1 hour); (5) caster plus 1d4 nearby creatures are flipped upside down in mid-air, with their feet adhering to a point in the air about 8' above ground level, and although they are able to move about as normal in this upside-down state they remain upside down for 1d6 hours.

- 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 becomes much more skilled at climbing, gaining a +10 bonus to Climb checks as long as their hands and feet are bare. Items weighing less than 5 lbs. stick to the casters hands during this time, making spellcasting impossible for the duration.
- 14-17 The caster becomes extremely skilled at climbing, gaining a +20 bonus to Climb checks as long as their hands and feet are bare. Items weighing less than 5 lbs. stick to the caster's hands during this time, making spellcasting impossible for the duration.
- 18-19 The caster gains the actual climbing ability of a spider as long as their hands and feet are bare. they can hang upside down, climb completely vertical surfaces with no handholds, move across spider webs, and even scurry along upside down at obtuse angles. The caster moves at their normal speed and need never make Climb checks. they is immune to *spider web* spells. The caster's hands and feet must remain bare, and items weighing less than 5 lbs. stick to their hands during this time, making spellcasting impossible for the duration.
- 20-23 The caster gains the actual climbing ability of a spider, even when using gloves and shoes, and when carrying objects in their hands. they can hang upside down, climb completely vertical surfaces with no handholds, move across spider webs, and even scurry along upside down at obtuse angles. The caster moves at their normal speed, need never make Climb checks, and is immune to *spider web* spells.
- 24-27 The caster and one ally touched gain the actual climbing ability of a spider, even when using gloves and shoes, and when carrying objects in hand. The caster and their ally can hang upside down, climb completely vertical surfaces with no handholds, move across spider webs, and even scurry along upside down at obtuse angles. The caster and their affected ally move at their normal speeds, need never make Climb checks, and are immune to *spider web* spells.



- 28-29 The caster and all allies within 10' gain the actual climbing ability of a spider, even when using gloves and shoes, and when carrying objects in hand. The caster and affected allies can hang upside down, climb completely vertical surfaces with no handholds, move across spider webs, and even scurry along upside down at obtuse angles. Those affected move at their normal speeds, need never make Climb checks, and are immune to *spider web* spells.
- 30-31 For a duration of 1 hour per caster level, and the caster and all allies within 10' gain the actual climbing ability of a spider, even when using gloves and shoes, and when carrying objects in hand. The caster and their affected allies can hang upside down, climb completely vertical surfaces with no handholds, move across spider webs, and even scurry along upside down at obtuse angles. Those affected move at their normal speeds, need never make Climb checks, and are immune to *spider web* spells.
- 32+ For the next day, the caster and all allies within 20' gain all the abilities of a spider. First, those affected can climb as a natural ability, hang upside down, climb vertical surfaces and overhangs, and move on any surface regardless of handholds. Second, the recipients of this spell can launch sticky spider webs that can ensnare enemies. This counts as a ranged attack (at an additional +4 bonus) with a 50' range, and targets are unable to move or take any action until they make a DC 16 Strength or Agility check. Finally, the melee attacks of those benefiting from the spell carry a poison; any wound inflicted also imposes a DC 16 Fort save or the target takes an additional 1d6 damage and loses 1d4 points of Strength.

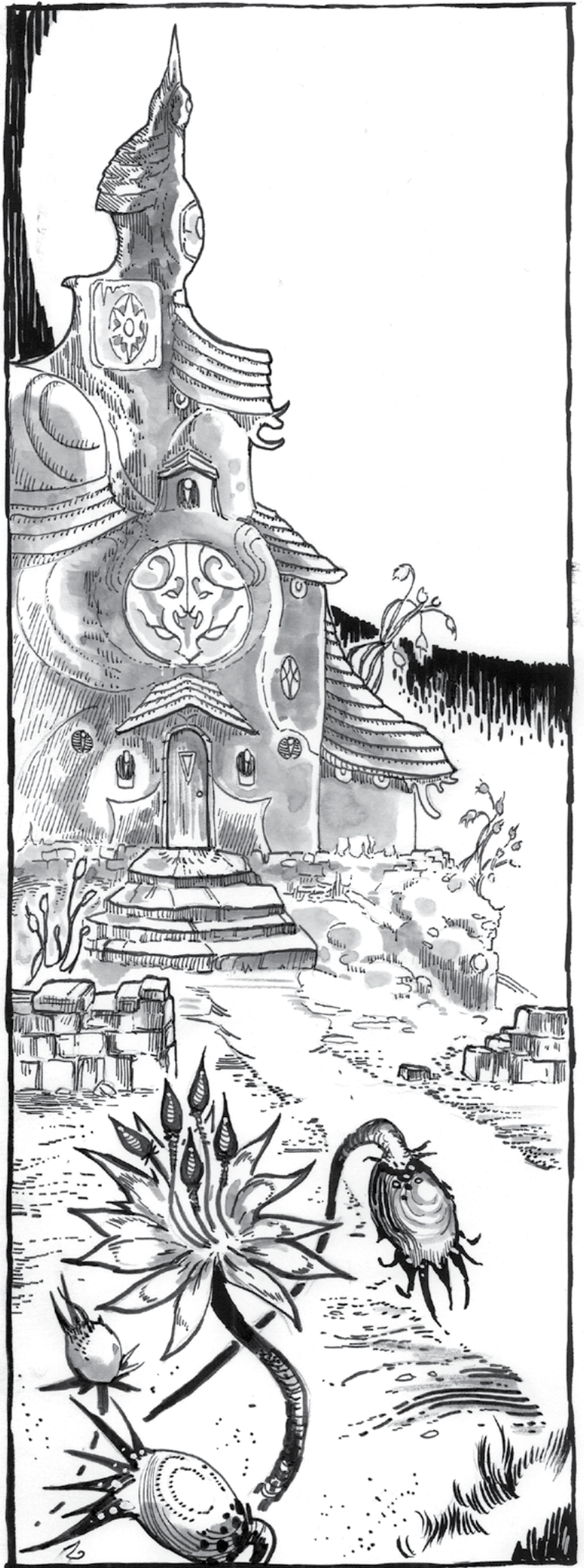
We're with the band.



The band of adventurers, that is. Join us in the pages of Dungeon Crawl Classics adventure modules. Stand-alone, world-neutral, all new, and inspired by Appendix N. Learn more at www.goodman-games.com.



DCC RPG



GMG5291

