

SANCTUM SECTORUM

DCC Day 2020

The
Shrouded
Grimoire

The Sanctum Secorum Podcast Presents:

DCC Day 2020

The Shrouded Grimoire

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Faerie Mist

Level: 1	Range: Varies	Duration: 1 hour per CL	Casting Time: 1 turn	Save: None
General	<p>With this spell, the caster is able to summon a fey mist to confuse their enemies, or even fill entire expanses to entrap those within in its seemingly unending extent. The caster must be aligned with a powerful creature of the Middle World and be granted the spell as a benefice for their allegiance, similar to a patron spell. To cast, the caster performs a summoning ritual to draw upon the powers of the Middle World and bring them forth into existence. The spell check is made upon completion of the ritual, and a minimum spellburn of 1 point is required to cast this spell. On a successful casting, the caster may choose to invoke any effect of equal to or less than his spell check, allowing a range of options with every successful casting to produce a weaker but potentially more useful result.</p>			
Manifestation	<p>Roll 1d3: (1) clouds of mist roil out from caster's fingertips; (2) coalescing snake-like tendrils rise from the ground; (3) caster's eyes roll back in his head as chill currents radiate from his body into the surrounding air.</p>			
1	Lost, failure, and patron taint.			
2-11	Lost. Failure.			
12-13	The caster summons a low haze in a 100' radius per CL that slowly gathers over the course of the casting and grants a +4 bonus to hide checks to all allies contained within it. Inside, visibility is reduced to 30' and ghostly shapes seem to flicker in and out of existence within the mist.			
14-17	The caster summons a concealing mist in a 100' radius per CL that coalesces over the course of the casting. Within visibility is reduced to 25' and all sounds are dampened and ring flat. The mist grants a +4 bonus to surprise checks to the caster's allies.			
18-19	The caster summons a concealing mist in a 200' radius per CL that coalesces over the course of the casting. Within the mist noise does not travel or else echoes strangely from far away, and sight is limited to 20'. All targets within the mist suffer a -2 penalty to attack rolls. The caster and his allies are not affected.			
20-23	The caster summons a concealing mist in a 200' radius per CL that coalesces over the course of the casting. Inside the dense, grey wall sight is limited to 15' and all targets within the mist suffer a -1d penalty to attack rolls. The caster and his allies are not affected.			
24-27	The caster summons a dripping greyness with a 400' radius per CL that coalesces over the course of the casting. The mist can be centered on any location within the caster's line of sight. Within the mist sight is limited to 10' and low and hideous laughter can be heard along with the sounds of leathery wings passing overhead. All targets within the mist suffer -4 to moral checks and must make a DC 12 Intelligence check each turn not to get lost from their desired path of travel. The caster and his allies are not affected.			
28-29	The caster summons a dense fog-like mist with a 400' radius per CL that coalesces over the course of the casting. The mist can be centered on any location within the caster's line of sight. By concentrating, the caster can move the mist at a rate of 50' round, as it appears to roil and wash over the landscape. Within the mist sight is limited to 5' and grotesque shapes can be seen slipping and sliding on the fringe of sight, filling the air with slitherings and hissings, howls and laughs. All targets within the mist must make a DC 12 Will save each turn or flee in terror until they succeed on a Will save on subsequent turns.			
30-31	The caster summons a turbid, roiling mist a mile in radius that coalesces over the course of the casting. The mist can be centered on any location within the caster's line of sight and by concentrating, the caster can move the mist at a rate of 100' round, as it appears to consume the landscape as it flows over it. The mist can take the physical shape of grey-coated wolves that strike at any targets inside 1 damage each round (DC 10 Ref save to avoid).			
32+	Extraordinarily powerful casters can call upon this spell in times of war or extreme danger. For the next 1d4+CL days, the caster envelopes an entire region (e.g., a whole forest, a valley, a mountain pass) in a blanket of mist that cannot be blown away or displaced by any power short of divine intervention. Any creatures entering the mist are trapped and may only leave at the will of the caster unless they make a Will save versus the DC of the spell check.			

Illumination

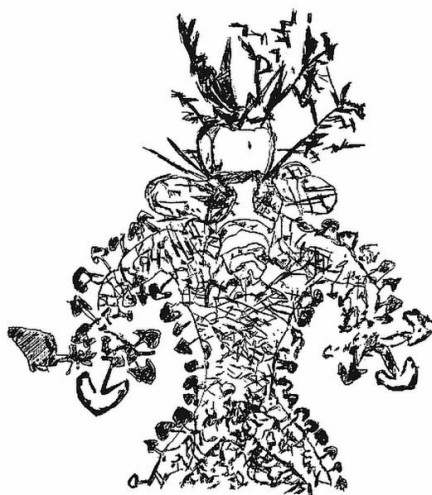
Level: 1	Range: 15'+ radius, other	Duration: Varies	Casting Time: 1 turn	Save: None
General	The caster creates a magical, heatless light source of varying intensity. At higher spell checks the spell can be used to counter magical darkness or may temporarily immobilize or even cause damage to darkness loving, light sensitive creatures such as orcs, ghouls, certain demons, vampires, shadows, etc. Note that this spell requires a physical focus (staff, stone, wand, torch, weapon, etc.) as a source for the light. This otherwise mundane item must be selected and prepared ahead of time (judge's discretion on this preparation process and no, you can't prepare a backup focus) and if lost, the spell cannot be cast until a replacement is prepared. The caster can extinguish the created illumination at will.			
Manifestation	Roll 1d12: (1-6) heatless flame [roll 1d7: (1-4) normal looking flame; (5) blue flame; (6) green flame; (7) black flame]; (7) a cold white light [all chaotic aligned creatures within its radius for more than 1 hour must make a DC10 Will save or suffer from a depressed lethargy (-1 on all rolls for duration of exposure + 1d5 hours)]; (8) an electrical arc or ball lightning in miniature; (9) a miniature sun appears in, on or out from the focus object creating a light similar to sunlight (at lower spell check results this light does not affect vampires, etc.); (10) a miniature moon appears in, on or out from the focus object creating a light similar to moonlight (may have some effect on lycanthropes at higher spell check results, judge's discretion); (11) the focus object, or part thereof, eerily glows with an unearthly, unidentifiable color while emitting a low, disturbing hum (+1 to all corruption rolls while this spell is active); (12) a sizeable firefly appears on or in focus (or focus transforms into) with abdomen that glows with steady bioluminescence.			
Misfire	Focus is 1d7 (modified by Luck): (1-4) damaged or destroyed, situational by judge's discretion; (5-7) unaffected. Roll 1d5: (1) focus momentarily heats to white hot intensity- anyone touching or in close proximity is burned for 1d4 damage, combustible items and clothing may ignite at judge's discretion; (2) focus produces a blinding flash that affects all creatures within 30' and line of sight, DC 10 Reflex save or blinded for 1d4 rounds; (3) caster's body hair (all of it) glows for 1d30 days; (4) the focus emits a shower of sparks (or tiny bolts of lightning, swarm of fireflies, etc.) straight up into the air along with loud report, hissing and crackling. No further effect, though this display may attract unwanted attention; (5) the focus emits a dazzling array of dancing lights that mesmerizes all creatures within 100' (DC 13 Will save to cancel), those mesmerized are unable to move or take any action for 1d4 turns.			
1	Lost, failure, and patron taint.			
2-11	Lost. Failure.			
12-13	The caster creates a meager light the equivalent of candlelight illuminating an area up to 20' in diameter and lasting for 1 + caster level hours.			
14-15	The caster creates a moderate light the equivalent of torchlight illuminating an area up to 40' in diameter and lasting for 2 + caster level hours.			
16-17	The caster creates a bright light the equivalent of a high-quality lantern illuminating an area up to 40' in diameter and lasting 3 + caster level hours.			
18-20	The caster creates a brilliant light the equivalent of a large bonfire illuminating an area up to 50' in diameter lasting 4 + caster level hours OR the caster may use this result to negate magically created darkness (as per the darkness spell).			
21-22	The caster creates a light as per any of the lower spell check results lasting for 4d4 + caster level hours OR the caster may use this result to create a glaring light illuminating an area up to 100' in diameter lasting 1d3 rounds and causes all light sensitive creatures within that area to take a -2 penalty to all rolls.			
23-24	The caster creates a light as per any of the lower spell check results lasting for 1d4 + caster level days OR the caster may use this result to create a glaring light illuminating an area up to 200' in diameter, lasting 1d4 rounds, and causes all light sensitive creatures within that area to take a -1d penalty to all rolls.			

- 25-27 The caster creates a light as per any of the lower spell check results lasting for 2d4 + caster level days OR the caster may use this result to create a searing light illuminating an area up to 500' in diameter, lasting 1d5 rounds, and causes all light sensitive creatures within that area to take a -1d penalty to all rolls and make a one-time DC 12 Fort save or be stunned for 1d4 rounds.
- 28-29 The caster creates a light as per any of the lower spell check results lasting for 3d4 + caster level days OR the caster may use this result to create the equivalent of sunlight illuminating an area up to 500' in diameter, lasting 1d6 rounds and causes all light sensitive creatures within that area to take a -1d penalty to all rolls, make a one-time DC 13 Fort save or be stunned for 1d4 rounds, and take 1d6 points of burn damage per round.
- 30-31 The caster creates a light as per any of the lower spell check results lasting for 4d4 + caster level days OR the caster may use this result to create the equivalent of sunlight illuminating an area up to 500' in diameter, lasting 1d7 rounds and causes all light sensitive creatures within that area to take a -1d penalty to all rolls, make a one-time DC 14 Fort save or be stunned for 1d4 rounds, and take 2d6 points of burn damage per round.
- 32+ The caster creates a light as per any of the lower spell check results lasting for 1d4 + caster level weeks OR the caster may use this result to create the equivalent of sunlight illuminating an area up to 1000' in diameter, lasting 1d8 rounds and causes all light sensitive creatures within that area to take a -1d penalty to all rolls, make a one-time DC 15 Fort save or be stunned for 1d4 rounds, and take 3d6 points of burn damage per round.











Mystic Paint

Level: 1	Range: Varies	Duration: Varies	Casting Time: 1 turn	Save: None
General	With this spell, the shaman is able to mix and use a number of enchanted pigments in order to achieve one of a number of magical effects. The spell check is made to determine which energies the shaman can imbue in his dyes; the caster can choose one affect at or below the result of the check, with the choice made when the paints are created. Only one set of dyes may be painted onto a given target at a time.			
Manifestation	The shaman mixes a number of enchanted pigments. Once made, the shaman has up to one week to utilize the pigments before they use potency. Applying the paints to a target requires 1d5 rounds of uninterrupted work unless otherwise noted.			
1-11	Lost. Failure.			
12-13	The shaman paints his face with a fierce and colorful visage. Foes confronted by the painted shaman must make a DC 12 Will save or flee in fear. The face paint is delicate and lasts only CL turns or until washed off.			
14-17	The shaman coats himself in enchanted pigments and clays, allowing them to harden his skin. The treatment grants a 2d3 AC bonus lasting 1d3 hours or until washed off.			
18-19	By decorating his own skin with frightful war paints, the shaman gains a warrior's deed die equal to a warrior of equal level. This lasts for 1 turn or until washed off.			
20-23	By treating the skin of himself or a chosen ally, the shaman grants invisibility lasting for 1 turn. During this time, the target can perform any action (short of an attack or taking a bath) without becoming visible. If the target performs an attack, all intelligent beings within 50' may make a DC 15 Will save to see through the invisibility.			
24-27	The shaman paints lightning along the limbs of himself or 1 chosen ally granting Strength 20 (+4 bonus). The supernatural strength lasts for 1d3 turns or until washed off.			
28-29	The shaman bathes himself in powerful pigments. The enchanted dyes soak into the skin granting a bonus equal to caster level on all saving throws versus magical attacks. The dyes remain on the skin for 1d4 hours.			
30-31	The shaman creates pigments suitable for the creation of an enchanted cave painting. Such a painting takes 72 hours of uninterrupted work and must represent the location of the tribe and its individual members. Multiple paintings can be made in a single cave system. Possible results include: (1) a hunting scene: the tribe receives +5 to all damage done to game animals; (2) the handprints of all tribe members: grants +2 AC to all when defending their cave; (3) prosperous fields of crops: the tribe's crops are immune to blight; (4) a great spirit: grants the tribe members +5 to all saving throws against magic; (5) a warband: grants +1 to attack and damage rolls for all 0-level tribesmen while within 1 mile.			
32+	The shaman imbues pigments with protective properties capable of absorbing a total of 10xCL hit points of damage from all forms of attack. The body paint lasts for 1 full day unless washed off.			



Runic Alphabet, Dwarven

Level: 1	Range: One inscribed rune Duration: Instantaneous Casting Time: 1 action Save: Will vs. spell check; -2 penalty if the target is an elf
General	<p>This spell imparts unto the caster the secret knowledge of the dwarven rune-masters. Upon casting this spell, the caster may then chisel the rune into the selected stone object (requiring an additional 2d3 turns). The caster can choose one rune at or below the result of the check, with the choice made when the rune is inscribed. The materials needed to properly inscribe the rune require 100 gp worth of powdered gemstones per rune. The effect of the rune is triggered per the specific symbol as shown and described below.</p> <p>This spell requires a point of spellburn as sacrifice but additional spellburn does not enhance the spell's result.</p>
Manifestation	Inscribed rune.
Corruption	Roll 1d4: (1) caster weeps tears of stone, inflicting 1 point of damage per day; (2) caster's beard permanently shortens by six inches while beardless casters lose all body hair; (3) minor; (4) major.
Misfire	Roll 1d4: (1) runic energies backlash into the caster's mind inflicting 1d3+CL damage as they tear through his mind; (2) the knowledge of the rune being inscribed is permanently wiped from the caster's mind. That result is forever blank and useless in the caster's mind; (3) caster is struck blind for 1d7 turns; (4) every word spoken by the caster for the next 2d3 rounds flows across his skin in dwarven script.
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	 <i>Safety.</i> Worn as a talisman, this rune glows bright red in the presence of mine gasses and glows bright yellow in the presence of unsteady mine shoring. This rune will function CL number of times before its energies are spent.
14-17	 <i>Message.</i> This rune loudly repeats a message of up to 15 seconds in length. The message may be listened to only once.
18-19	 <i>Radiance.</i> When inscribed, this rune casts a steady yellow glow, akin to candlelight, in a 50' radius for 1d3 months.
20-23	 <i>Shore.</i> Tunnels within 300' of this rune are strengthened and, in the case of a collapse hold 1+CL rounds before failing.
24-27	 <i>Misdirection.</i> Creatures coming within sight of this rune forget all knowledge of where they are and how they came to be there, becoming instantly lost (Will save resists).
28-29	 <i>Message.</i> When bathed in the light of a specific moon (by phase, season, celestial alignment, etc.), this rune reveals a message of no more than 50 words. This magic is permanent until the rune itself is physically marred or destroyed.
30-31	 <i>Vault Guard.</i> Anyone attempting to steal from the marked mine must make a Will save in the presence of this run or be held fast for 2d3 turns.
32+	 <i>Motherload.</i> Long reputed to increase the value of the veins of a given mine by one hundred-fold. It is unknown if this rune has any magical value, although it is found carved above the entrances to many of the richest dwarven mines.

Stone Form

Level: 1	Range: Varies	Duration: Varies	Casting Time: 1 action	Save: Varies
General	The caster becomes attuned to stone. This imparts the ability to move, manipulate, and in some cases meld with the hard mineral. The result of the spell check will determine the effect.			
Manifestation	Roll 1d4: 1) The caster's skin turns the same color as the natural rock around him. This grants +1 to AC as he "blends" in with the environment; 2) The caster crumbles into a mass of pebbles. The tiny stones each contain a small splinter of the caster's conscience and will reform the following round. If the result of the spell check would have the caster meld into stone, the pebbles do so as well; 3) The caster becomes a magnet to loose stone in a 30' area. Any rock the size of a walnut or smaller will fly through the air and imbed itself into the new host's skin. The resulting barrage will cause 1d3 points of damage when the stones are removed. Leaving the stones embedded in the skin will result in a -5' MV due to the added weight. Continually casting the spell will cause an additional -5' MV with each casting; 4) All rocks fist sized or smaller will begin to levitate and orbit the caster for 1d3 rounds. The effect offers the caster a +2AC bonus against all attacks, but also hinders attacks of all types.			
Corruption	Roll 1d8: 1) caster's voice becomes deep and raspy, giving him a -2 to all reaction checks; 2) Caster's eyes lose their pupils and become gray and porous. He may spellburn 3 points to see through 5' of stone, but natural vision is cut to half range permanently; 3) caster's hair falls out, including body hair; 4) Caster's skin develops a rock-like texture. This imparts a natural +2 to AC, but means clothes and gear will need repair monthly as straps and cloth wear thin from constantly rubbing against the caster; 5) Caster's hands become stone. The fingers of each hand fuse to form three crude digits. Spell checks are now made at +1, but all other physical actions are made at -2; 6) The caster's skin begins chipping and falling away, much like that of a natural rock wall. This translates to -1 Stamina each day the caster can't find magical healing. Should the caster fall to 0 Stamina he crumbles to dust ceasing to exist; 7) The caster's weight is doubled as his organs are all turned to a form of living stone. This effectively reduces MV by half, but raises hit points by 1d8; 8) Caster's body is transformed into slate. This soft rock offers poor protection and any damaging roll will move up +1d on the die chain.			
Misfire	Roll 1d4: 1) Caster's hands immediately turn to stone and crumble away. They will reform in 1d4 rounds; 2) caster's tongue turns to stone. He can no longer speak, or cast spells, until he spellburns 1d6 points; 3) Any loose stone is catapulted in a 30' area around the caster. Friend and foe alike suffer damage as the rocks randomly propel themselves (1d4) the effect ends after 1d6 rounds; 4) Massive stone hands erupt from the earth around the caster gripping each leg. The hands will not release the caster until each hand suffers 20 hit points. While either or both legs are held, the caster is unable to move.			
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.			
12-15	The skin of the caster develops a hardened core. He gains +4 to AC and slashing/piercing weapons do half damage. The spell remains in effect until the caster has suffered 15 points of damage per caster level.			
16-17	The caster can instantly transform into a boulder with the same weight of the caster. While in this form the caster can hear and see through the porous texture of the boulder in a 360 degree angle. The caster can cause its form to move by rolling at half movement. The caster gains +8 to AC and only suffers half damage from slashing and piercing weapons while in this form. The spell lasts for 1d8+CL rounds.			
18-19	The caster can instantly meld into any natural stone surface. While in stone form the caster cannot be harmed by physical attacks, or magical attacks requiring line of sight that cause physical damage. The caster has no need to breathe while in this form, but is also effectively deaf and blind. Movement is possible at a rate of 5' per round in any direction. The spell remains in effect for 1 turn per caster level.			

- 20-23 Caster causes loose stones around him to propel at targets. 1d10 fist sized rocks that do 1d6 + CL damage may be aimed at one or separate targets. The caster uses his own ranged attack bonus to strike with the stones at a range of 40/60/120.
- 24-26 Caster causes a sinkhole to form in the earth below a chosen target. The hole has a radius of 6' and is 20' deep. A Reflex save must be passed to avoid falling into the hole with a DC matching the caster's spell check. The hole will form over after one turn. Any target still in the hole will begin to suffocate and die unless dug free.
- 27-31 Caster's form turns into watery clay. While clay, the caster is able to move by "rolling" under any space a liquid would normally be able to move under. The caster may also take on various forms by making an Intelligence check. Forms are limited to the original body mass of the caster and his imagination. The spell lasts 1 turn per CL or until the spell is released.
- 32+ The caster becomes living stone. While in stone form, the caster's skin gains +10 AC and is resistant to all non-magical weapons (half damage). Caster also becomes "aware" of the sentient spirits of all stone around him in a 40' area. He gains the ability to communicate telepathically with the spirits in the stone, asking basic questions. The spirits are primitive in nature but will try to be helpful. The spell lasts for 1d10+CL rounds.



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Bind the Heart

Level: 2	Range: Touch	Duration: Varies	Casting Time: 1 turn	Save: Will vs. Check
General	Through the invocation of the natural spirit within the target, the hearth witch draws out portions of personality to lock them away into a prism. The effect this has on the target is dependent on which facet of personality is drawn out and sequestered. Upon a successful casting, the hearth witch may select and result equal to or less than the spell check result.			
Manifestation	Roll 1d4: 1) Blinding white light pours forth from the target's eyes and mouth and shines into the prism receptacle. The prism shimmers with a soft white glow while in use; 2) the receptacle prism ceases to refract light normally, instead giving off a grayscale rainbow while in use; 3) a tiny figure, representative of the bound emotion(s), climbs out of the target's mouth and leaps through the air and into the receptacle prism; 4) no visible manifestation.			
1	Lost. Failure. Spell may not be recovered via spellburn.			
2-11	Lost. Failure.			
12-15	Caster draws forth the merest sliver of the target's personality and binds it away in a prism for 1d3 rounds. The target is afflicted with ennui and all non-combat rolls are made at a -1 penalty.			
16-17	Caster draws out a fraction of the target's inner fire, dampening their enthusiasm for life and reducing all combat related rolls by -1. This binding lasts 1d4 rounds.			
18-19	Caster draws out the compassion of the target, leaving them more prone to anger and rage. The target is +2 to all combat rolls and suffers from battle rage in addition to any other results upon scoring a critical hit. The target's lust for battle also negates any Agility bonus to armor class, although it does not negate any penalties. This binding lasts for 1 turn.			
20-23	Caster draws all traces of a singular emotion from the target for the duration of 1 turn. The full effect of the loss of the emotion is subject to the judge's discretion but should not be greater than a -3 penalty in the afflicted area.			
24-26	Caster magically binds a fragment of the target's personality into the receptacle and may draw upon it to aid themselves should they so wish. The caster captures 1d4 points of the target's Personality and binds them. The binding lasts until the Personality is used by the caster, or until the interrupt condition is met. The captured points of Personality can be used at any time and can also be used as the equivalent of spellburn to bolster a spell. When casting the spell, the caster must specify an interrupt condition which automatically frees the spirit. For example: being rescued by a magical animal, carrying on a conversation with a bear, or being submerged in salt water. The caster must possess material components related to the interrupt condition.			
27-31	Caster draws out the compassion of the target, leaving them prone to anger and rage. The target is +1d on all attack rolls and is overcome by battle rage (see DCC RPG core rulebook, p. 82) in addition to any other results upon scoring a critical hit. The target's lust for battle also negates any Agility bonus to armor class, although it does not negate any penalties. When casting the spell, the caster must specify an interrupt condition which automatically frees the spirit. The caster must possess material components related to the interrupt condition.			
32-33	Drawing out the spark of vigor and the spirit of life from the target, the hearth witch binds the target to a lackluster existence. The target automatically suffers a -3 penalty on all non-combat rolls and makes all combat actions with a penalty of one die type. When casting the spell, the caster must specify an interrupt condition which automatically frees the spirit. For example: being rescued by a magical animal, carrying on a conversation with a bear, or being submerged in salt water. The caster must possess material components related to the interrupt condition.			
34+	Caster locks away the heart and soul of the target, leaving them a pliable shell to be manipulated and controlled. For the duration, the target automatically fails all Will saves made vs. the efforts of the caster but gains +5 against manipulations made by others. In addition, the target is totally incapable of any one emotion chosen by the caster. When casting the spell, the caster must specify an interrupt condition which automatically frees the spirit. For example: being rescued by a magical animal, carrying on a conversation with a bear, or being submerged in salt water. The caster must possess material components related to the interrupt condition.			

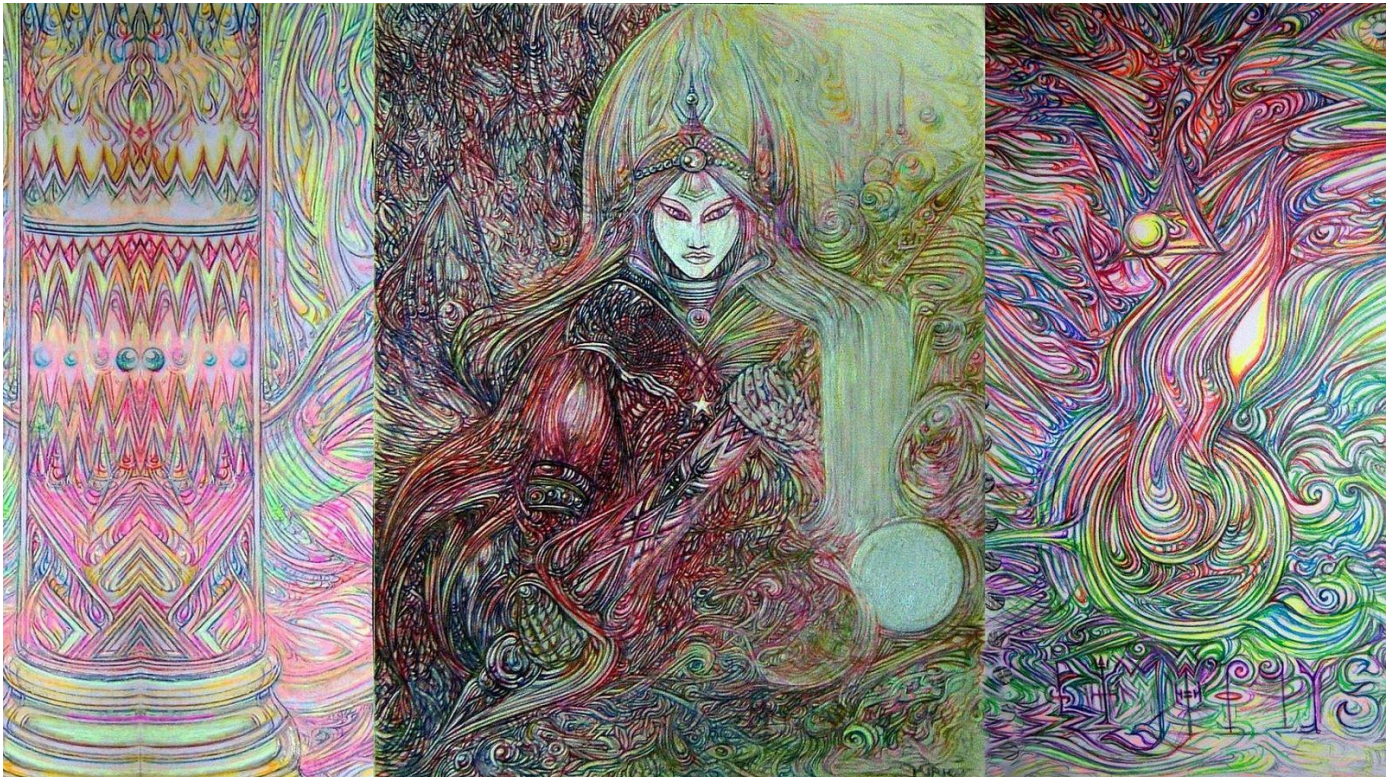
Diabolic Dominion

Level: 2	Range: Varies	Duration: Varies	Casting Time: 1 action	Save: Will vs. Check
General	Harnessing the blackest of infernal powers, the wizard subjugates another to their will, forcing them do to their bidding and enslaving their very souls. The caster need not be audible (or even understandable) to their target as they are working their will directly on the spirit of their victim.			
Manifestation	Roll 1d5: (1) caster's eyes begin to hypnotically swirl and spiral; (2) a ghostly image of the caster's face appears in the air above his victim, issuing orders; (3) caster's commands can be heard as if whispered directly into the victim's ears; (4) the commands of the caster manifest as flaming letters that streak through the air and into the mouth of the target; (5) an invisible imp leaps onto the back of the victim, reaching into their necks and pulling the strings of their soul like an unseen puppet master.			
Corruption	Roll 1d4: (1) caster's force of will weakens, causing him to permanently lose 1 point of Personality; (2) caster loses the ability to maintain an inner monologue and must make a DC 13 Will save once per day or voice their entire stream of consciousness; (3) caster's eyes turn yellow dominated by an orange spiral; (4) caster becomes prone to fits of rage when his orders are not obeyed. DC 10 Will save or immediately attack those refusing to do his bidding.			
Misfire	Roll 1d4: (1) the wizard stupefies himself, becoming slavishly obedient to all but suicidal commands for 1d20-CL minutes; (2) the minds of the wizard and his target switch bodies for 1d5 rounds; (3) the victim gains a +1 bonus towards Will saves for 1d3 hours; (4) the wizard suffers a -1d check to all spellcasting for the next 1d3 rounds while they clear their head.			
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 may issue a single, mundane command that poses no risk of danger to a target within 20'. The command lasts for 1d3 rounds.			
14-15	The wizard gains control of a victim within 50' and may issue mundane commands to them that pose no risk of danger within 1d4 turns.			
16-19	The caster may issue commands to a victim within 100'. These commands may carry risk of injury but may not be combative or suicidal in nature. The caster's hold lasts for 1 turn.			
20-21	The caster may issue commands to a victim within 500'. These commands may carry risk of injury but may not be combative or suicidal in nature. The caster's hold lasts for CL turns.			
22-25	The wizard may issue orders to any target within line of sight. These commands may pose risk or even send the victim into combat; however, blatantly suicidal orders or physical injury allow the victim an additional saving throw. The dominion lasts for 2d3 rounds.			
26-29	The caster's mind may dominate and control any familiar target within 1 mile. The target must be known to the wizard so as to be able to be reachable. The commands may pose risk or even send the victim into combat; however, blatantly suicidal orders or physical injury allow the victim an additional saving throw. The caster's control lasts for 1d5+CL rounds.			
30-31	The caster's mind may dominate and control any known target within 10 miles. The wizard must be at least passingly familiar with the subject so as to be able to reach their mind. The caster's commands may pose risk or even send the victim into combat; however, blatantly suicidal orders or the suffering of physical injury allow the victim an additional saving throw. The caster's control lasts for 1d3+CL turns.			
32-33	The wizard overwhelms the will of any single known target within 25 miles. The wizard must be at least passingly familiar with the subject so as to be able to reach their mind. The caster's commands may pose risk or even send the victim into combat; however, blatantly suicidal orders or the suffering of physical injury allow the victim an additional saving throw. The caster's control lasts for 1d3+CL hours.			
34+	The wizard's will subsumes the soul of any single person known to them, permanently reducing their Personality by 1 and wresting complete control of their actions for a number of days equal to 1d3+CL. The victim receives a new Will save each morning.			

Drain Vitality

Level: 2	Range: 80' Duration: Instantaneous Casting Time: 1 action Save: Fort vs. Check
General	The caster weaves necromantic energy to siphon the vital force of his foes. At least 1 point of spellburn is required to cast this spell.
Manifestation	Roll 1d4: (1) sickly green-black lines of energy connect the caster to the target; (2) blood is pulled from the target's body through pores; (3) a swirling grey mist surround target, accompanied by grave-stench; (4) the caster's shadow detaches and latches on to the target.
Corruption	Roll 1d6: (1) caster's flesh withers and dries to parchment, they henceforth take 50% more damage from all fire effects; (2) caster exudes a scent of rot and decay, and his hands wither causing -1d on spell checks; (3) caster continuously leaks blood from eyes and ears, reducing max hit points by 10% permanently; (4) greater; (5) major; (6) minor.
Misfire	Roll 1d6: (1) necromantic energy explodes wildly from caster, causing 1d6 damage to everything within 10'; (2) the powers of decay cause all non-magical clothing worn by caster to rot into dust; (3) one random ally within 30' takes 1d8 damage, one random creature within 80' heals the same amount as the life force is drained from one to the other; (4) a humid, fetid mist fills a 40' square centered on the caster. Sight is reduced to 5' and scent-based tracking is impossible within area. All inside hear the voices of dead loved ones crying out to them. Mist lasts for 1d4 rounds; (5) all beings within 80' take 1d4 damage as blood is pulled from their bodies, creating a swirling vortex with a 5' diameter at a random location within the area for 1d6 rounds. The vortex moves 10' per round towards the nearest living being, and anyone who begins or ends their turn within its area takes 1d7 damage; (6) caster has 1d6 (temporary) Strength drained and transferred to the intended target, or distributed among multiple targets.
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	Failure, but spell is not lost.
14-15	One target takes 1d6 + caster level damage. Additionally, it must save or have 1 point of a random ability drained. This ability drain goes to a spellburn pool that can be spent at a 3:1 ratio. This pool lasts until the next sunrise. Spellburning from this pool carries an increased, cumulative chance of corruption, at 3% per point spent.
16-19	One target takes 1d8 + caster level damage. Additionally, it must save or have 1d4 points of a random ability drained. This ability drain goes to a spellburn pool (as above). Caster radiates an aura of death and decay while this pool is active, demoralizing living allies within 10'.
20-21	The caster can affect two targets within range, or strike the same target twice. Each strike causes 1d10 + caster level damage. Additionally, it must make a Fortitude save vs. spell check or have 1d5 points of a random ability drained. This ability drain goes to a spellburn pool that can be spent at a 3:1 ratio. This pool lasts until the next sunrise. Spellburning from this pool carries an increased, cumulative chance of corruption, at 3% per point spent. The caster can forgo the ability drain effect to instead heal a single ally for 50% of the damage dealt. There is a cumulative 15% chance that the recipient of the healing will experience a corruption effect (roll 1d6, modified by Luck): (0 or less) greater and major, (1) greater; (2-3) major; (4-6+) minor. Corruption chance resets after a corruption result is rolled. Target ages 1 year for each time it is affected if ability drain is foregone.
22-25	The caster can affect three targets within range, or strike the same target. Each strike causes 1d12 + caster level damage. Additionally, it must make a Fortitude save vs. spell check or have 2d4 points of a random ability drained. This ability drain goes to a spellburn pool that can be spent at a 3:1 ratio. This pool lasts until the next sunrise. Spellburning from this pool carries an increased, cumulative chance of corruption, at 3% per point spent. The caster can forgo the plague effect to instead heal a single ally for 75% of the damage dealt. There is a cumulative 25% chance that the recipient of the healing will experience a corruption effect (roll 1d6, modified by Luck): (0 or less) greater and major, (1) greater; (2-3) major; (4-6+) minor. Corruption chance resets after a corruption result is rolled. This corruption chance stacks with the chance for the previous result. Target ages 1 year for each time it is affected if ability drain is foregone.

- 26-29 The caster taps the very core of un-death, unleashing a wave of necromantic energy. The energy wave is shaped like a cone, expanding to a width of 40' at its farthest end 80' away. All targets within the cone take 1d12 + caster level damage. Additionally, each target must make a Fortitude save vs. spell check or have 1d4 points of a random ability drained. This ability drain goes to a spellburn pool that can be spent at a 3:1 ratio. This pool lasts until the next sunrise. Spellburning from this pool carries an increased, cumulative chance of corruption, at 3% per point spent.
- 30-31 The caster creates a stronger conduit to the dark energy. All targets within 20' take 1d12 damage and immediately age 5 years. Additionally, a multi-headed lash of energy is created that the caster can use to strike up to 8 targets. Each lash strike does 1d20 + caster level damage and ages the target 5 years. Any living being killed by this effect immediately decays to bones and is raised as a skeletal servant of the caster. No target can be damaged by more than one death-lash.
- 32-33 The caster creates a stronger conduit to the dark energy. All targets within 30' take 1d20 damage and immediately age 5 years. Additionally, a multi-headed lash of energy is created that the caster can use to strike up to 12 targets. Each lash strike does 1d20 + caster level damage and ages the target 5 years. Any living being killed by this effect is immediately raised as a zombie servant of the caster.
- 34+ The caster becomes a living manifestation of entropy and necromancy. The void of oblivion opens a baleful eye at his command, and spews un-life forth onto the mortal plane, obliterating all life it contacts. All plant life within 1000' is immediately killed. The caster can direct the gaze of the eye onto any number of targets within 1000'. A single target takes 6d20 + caster level damage and must succeed on a Fortitude save vs. spell check or immediately age 25 years; 2-5 targets take 4d20 + caster level and must succeed on a Fortitude save vs. spell check or immediately age 15 years; 6-10 targets take 3d12 + CL damage and must succeed on a Fortitude save vs. spell check or immediately age 10 years; 11-30 targets take 1d20 + CL damage and must succeed on a Fortitude save vs. spell check or immediately age 5 years; 31-50 targets take 1d12 + CL damage and must succeed on a Fortitude save vs. spell check or immediately age 1 year; 51-100 targets take 1d8 damage, and 101+ targets take 1d6 damage. If 10 or fewer are targeted, then any who are killed immediately raise as unique un-dead under the caster's control. If more than 10 are targeted and are killed, they decay to bones and are raised as skeletal servants.



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Mists of Yyrkoon

Level: 2	Range: Varies	Duration: 1 turn per CL	Casting Time: 1 round	Save: None
General	Caster invokes a mysterious mist.			
Manifestation	Roll 1d3: (1) minor demons appear high in the air, pulling clouds from the sky to serve as spell material; (2) caster emits ghostly mists from every pore and opening on their body; (3) a sudden burst of steaming hot rainfall covers the ground, and all in the area of affect. Target and all living creatures suffer 1 point of burn damage as the rain falls, thus causing mist to rise from the ground.			
Corruption	Roll 1d6: (1-3) minor; (4-5) major; (6) greater corruption.			
Misfire	Roll 1d4: (1) The caster temporarily becomes a mist-like being. He is unable to affect the mundane world in any way, but also becomes immune to non-magical attacks. He gains MV flight 15'; (2) Caster is attacked by the mists he has just tried to summon. A DC 12 Will save must be passed to avoid being drowned by a humanoid mist trying to force its way into the caster's lungs (1d6 Stamina damage). The effect persists for 1d4 rounds. A Will save must be made each round to avoid damage; (3) Caster has offended a major demon in the underworld and is marked by the winds of chaos. During the next combat encounter all melee and spell attacks against the caster are made at +1 die in the chain; (4) Caster turns into a mist anytime he rolls an odd number while performing any physical action. This effect lasts for 1d7 seven days. Once mist form is assumed, the effect will last for one hour, after which caster will return to his physical form.			
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	Failure, but spell is not lost.			
14-15	A 20' x 20' area fills with mist. The mist can be cast within line of sight. The mist allows the caster and allies to see clearly while within, but all others have their vision reduced to 10'. The mist can be willed to move as long as the caster uses one action per round to concentrate. The mist travels 15'.			
16-19	A 40' x 40' area fills with mist. The mist can be cast within line of sight. The mist allows the caster and allies to see clearly while within, but all others have their vision reduced to 5'. The mist can be willed to move as long as the caster uses one action per round to concentrate. The mist travels 15'.			
20-21	A 100' x 100' area fills with mist. The mist can be cast within line of sight. The mist allows the caster and allies to see clearly while within, but all others are effectively blind. The mist also becomes corrosive by nature. All enemies of the caster suffer 1d4 acid damage each round the spell is in effect (Fortitude save vs. spell check result for half damage). The mist can be willed to move as long as the caster uses one action per round to concentrate. The mist travels 15'.			
22-25	A 1000' x 1000' area fills with mist. The mist can be cast within 100 yards. The mist allows the caster and allies to see clearly while within, but all others are effectively blind. The mist also becomes corrosive by nature. All enemies of the caster suffer 1d6 from acid damage each round the spell is in effect (Fortitude save vs. casters result for half damage). The mist can be willed to move as long as the caster uses one action per round to concentrate. The mist travels 30'.			
26-29	An area of one square mile fills with mist. The mist can be cast within 200 yards. The mist allows the caster and allies to see clearly while within, but all others are effectively blind. The mist also becomes corrosive by nature. All enemies of the caster suffer 1d8 acid damage each round the spell is in effect (Fortitude save vs. spell check result for half damage). The mist can be willed to move as long as the caster uses one action per round to concentrate. The mist travels 30'.			

- 30-31

An area of one square mile fills with mist. The mist can be cast within 200 yards. The mist allows the caster and allies to see clearly while within, but all others are effectively blind. The mist also becomes corrosive by nature. All enemies of the caster suffer 1d8 acid damage each round the spell is in effect (Fortitude save vs. spell check result for half damage). Caster can assume mist form at will, traveling through the area of effect giving him MV flight 60'. While in mist form the caster cannot take physical action, nor can he be harmed by non-magical attacks. The mist can be willed to move as long as the caster uses one action per round to concentrate. The mist travels 60'.
- 32+

An area of one square mile fills with mist. The mist can be cast within 200 yards. The mist allows the caster and allies to see clearly while within, but all others are effectively blind. The mist also becomes corrosive by nature. All enemies of the caster suffer 1d10 acid damage each round the spell is in effect (Fortitude save vs. spell check result for half damage). Caster and his allies may assume mist form at will, traveling through the area of effect by flight 60'. While in mist form the caster and allies cannot take physical action, nor can they be harmed by non-magical attacks. The mist can be willed to move as long as the caster uses one action per round to concentrate. The mist travels 60'.



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Nightmare Nimbus

Level: 2	Range: Varies	Duration: Varies	Casting Time: 1 action	Save: Fort vs. Check
General	The caster summons forth swirling hallucinatory clouds of nightmare to disorient and terrify his foes. Contact with the vapors is enough to trigger the spell effect, although inhaling them enhances the result. For saving throws, those covering their mouths or otherwise avoiding directly inhaling the gasses receive a +1d bonus to their saving throw. The caster is not immune to the effects of the spell.			
Manifestation	Roll 1d6: (1) blue cloud; (2) glowing orange mist; (3) swirling black fog; (4) greenish-vapors; (5) thick white fog; (6) clinging yellow mist.			
Corruption	Roll 1d4: (1) caster suffers from debilitating nightmares and is unable to sleep peacefully. As a result, they suffer a -2d penalty on their first spellcheck of the day; (2) caster's ears perpetually leaks small wisps of colored smoke or fog; (3) when speaking, the caster issues a torrent of smoke, obscuring his own vision to a range of 10'; (4) caster's body chemistry changes and their skin is coated in a thick, dripping oil, permanently reducing their dexterity by 1.			

Misfire	Roll 1d4: (1) caster's lungs fill with smoke leaving them choking and gasping. Caster is helpless for 1d3 rounds; (2) caster creates an invigorating cloud and all targets within gain +1 action die for the next round; (3) vapors catch fire, causing a fireball that engulfs the caster for 2d6 and all others within 10' for 1d6. Caster is allowed no save, other victims may make a DC 12 Ref save for half; (4) roll spellcheck again. Caster and all within 5' are enveloped in a choking cloud equal to the second result rolled.
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	Failure, but spell is not lost.
14-15	One designated target within 20' is engulfed in a hallucinogenic cloud suffering a -1 penalty to all rolls (including attacks, damage, skills, and saves) for 1d6 rounds. Fort save negates.
16-19	Up to 1d4 small individual clouds appear around selected multiple targets, all of which must be within 30'. Each target must immediately make a morale check to avoid attempting to blindly flee the area while those who succeed are still so shaken as to suffer a -1 penalty to all rolls for 1d6 rounds. Fort save negates.
20-21	A single soporific cloud appears within 50', centered in the area of the caster's choosing, with a radius of CL+10'. Each target within the cloud must immediately make a morale check to avoid attempting to blindly flee the area while those who succeed are still so shaken as to suffer a -1 penalty to all rolls for 1d6 rounds. Fort save negates.
22-25	A single cloud appears within 50', centered in an area of the caster's choosing, with a radius of 10'. The cloud expands at a rate of CL×5' per round for 1d3 rounds. The cloud hangs in the air for an additional 1 turn before dissipating. All victims suffer a -2 penalty to all rolls for 1d4 rounds. Each afflicted target within the cloud must immediately make a morale check to avoid being paralyzed with fear for 1 round before being forced to flee the area for 1d3 turns. Save halves duration of penalty on rolls (minimum 1 round).
26-29	A single hallucinatory cloud appears within 50', centered in an area of the caster's choosing, with a beginning radius of 10'. The cloud expands at a rate of CL×5' per round for 1d4 rounds. The cloud hangs in the air for an additional 1d3 turns before dissipating. All victims suffer a -2 penalty to all rolls while in the cloud and for an additional 1d4 rounds afterwards as their system clears. Each target must immediately make a morale check with an additional -1d penalty, with those failing immediately fleeing the area. Save reduces the penalty on all rolls to -1.
30-31	A horror inducing cloud appears within 50', centered in an area of the caster's choosing, with a beginning radius of 10'. The cloud expands at a rate of CL×5' per round for 2d3 rounds. The cloud hangs in the air for an additional 1d3 turns before dissipating. All victims suffer a -3 penalty to all rolls while in the cloud and for an additional 1d4 rounds afterwards as their system clears. Each target must immediately make a morale check with an additional -1d penalty, with those failing immediately fleeing the area. Save halves duration and reduces the penalty on all rolls to -1.
32-33	Roiling nightmare-filled fog appears within 80', centered in an area of the caster's choosing, with a beginning radius of 10' and expands at a rate of CL×10' per round for 2d4 rounds. The cloud hangs in the air for an additional 1d3 turns before dissipating. All victims suffer a -4 penalty to all rolls while in the cloud and for an additional 2d4 rounds afterwards as their system clears. Each target must immediately make a morale check with an additional -1d penalty, with those failing immediately fainting dead away from fright. Save reduces the penalty on all rolls to -2.
34+	Roiling nightmare-filled fog appears within 100', centered in an area of the caster's choosing, with a beginning radius of 10' and expands at a rate of CL×10' per round for 1 turn. The cloud hangs in the air for CL in turns before dissipating. All victims suffer a -5 penalty to all rolls while in the cloud and for an additional 2d4 rounds after as their system clears. Victims must make a morale check with an additional -2d penalty, with those failing immediately dying of fright. Save reduces the lethality of the terror, causing victims to merely faint dead away for 1d3+CL rounds.

Technical Affinity

Level: 2	Range: Self	Duration: Varies	Casting Time: Varies	Save: None
General	<p>Some wizards make up for a lack of proficiency in their abilities with magic by enhancing their craft through the use of various arcane aids and tools. They may be alchemists who mix strange ingredients with mystic reagents or thaumaturges with a wide array of sympathetic items. They may be astrologers who rely on the ebb and flow of cosmic tides or artificers who construct reality bending tools to elevate their craft. These wizards go beyond their personal limitations by relying as much on their tools as their own energies.</p> <p>This spell is the mechanism by which one learns a school of technical magic. This spell forms an affinity between the caster and one particular branch of assisted wizardry. This affinity comes after much time and labor is expended and has a cost: the spell slot is forever occupied by this very spell, and the caster is forever constrained to the technical element he chooses, unable to wield magic without its employment. However, this spell also has a benefit: it makes the caster more powerful in the workings of magic.</p> <p>Although this spell is listed in the caster's spellbook as the spell technical affinity, it is really a different spell depending on each caster's goal. It truly represents the time and effort necessary to develop an affinity for a particular type of assisted of magic. The "casting time" is a set of rituals and actions necessary to form the affinity. This is a level 2 spell because a caster must understand the basic principles of magic before being knowledgeable enough to work in a technical aspect. Traditional affinities and their "casting time" are as follows. Note the "casting time" can, in game terms, be considered to overlap with adventuring time or be a lull between adventures.</p> <p>Alchemist: A specialist in blending reagents and ingredients together to enhance spells, or to even replace them. An alchemist must spend at least two years in the laboratory of a transmuter studying the properties of different materials.</p> <p>Artificer: A specialist in the creation and use of tools meant to channel and focus magical energies on a spell by spell basis. An artificer must spend at least one year learning the fine workmanship involved in the creation of these tools and how the tools focus and enhance magic.</p> <p>Astrologer: A specialist in the movement of celestial bodies and how they impact and alter the flow of magic. This is a time-consuming specialty, requiring tomes full of tables, arduously drawn out charts, and massive amounts of preparation to be ready for what the future tides of magic will make available. An astrologer must spend at least three years studying ancient tomes and observing the heavens to learn what he needs to tap into the power of the stars.</p> <p>Thaumaturge: A specialist who relies on the magical principle "as above, so below". Using miniature replicas and tiny portions of items to be impacted by their spells, thaumaturges work closely with the materia of the mundane where it borders with the arcane. A thaumaturge must spend at least two years studying the natural world and how it impacts arcane energies.</p> <p>After a specialist has committed the necessary "casting time" to specialize in one field, a spell check is made. The spell check determines the benefit of specialization, as noted below. Many specialists utilize spellburn at this point to ensure a good result. Some specialists may attempt ritualized versions of this spell by casting it in concert with others of their chosen technical field. Consult the Ritual Magic Rules found in DCC RPG to determine the nature of the ritual.</p> <p>The caster may not specialize in more than one technical field and may only attempt to study a different field should their initial attempt end in disaster.</p>			
Manifestation	None.			
Corruption	<p>Roll 1d4 according to specialty:</p> <p>Alchemist: (1) smoke rises from caster's body every time they touch water; (2) caster gives off an aroma of brimstone detectable at 50'; (3) all alcohol in 20' proximity to the caster immediately turns to pure water; (4) all gold touched by the caster turns to lead.</p>			

Artificer: (1) caster's face becomes akin to that of an automaton, unable to express emotion; (2) caster's body is disfigured with portions of damaged flesh replaced by bits of arcane materials bearing mystic sigils; (3) caster's body is infused with materials granting +1 to AC and -10' to movement; (4) caster smells of burning metal.

Astrologer: (1) The light of the sun weakens the astrologer, inflicting a -1d penalty on all spell-checks while in sunlight; (2) the light of the moon twists the caster's mind and body, granting a +2 bonus to Strength and inflicting a -5 penalty to Intelligence while exposed to moonlight; (3) caster's eyes are replaced with a swirling pattern of ever-changing stars; (4) caster must roll "lucky sign" anew every day.

Thaumaturge: (1) caster is -1d on saves against magic assisted with thaumaturgy; (2) caster is followed by semi-sentient bits of their own hair and skin; (3) the lighting of a small fire by the caster (such as a single rush or a candle) immediately ignites a much larger fire somewhere within 25'; (4) wizard casts no reflection or shadow.

1	The technical affinity fails and the caster automatically suffers corruption during a research accident. The caster does not gain any particular insight or knowledge from his study and expenditure of arcane energy. The caster is banished from that field of study and may not attempt another spell check without spending the appropriate amount of time in study to learn a new field.
2-13	The affinity fails. The caster does not gain any particular insight or knowledge from his study and expenditure of arcane energy. The caster may not attempt another spell check without expending half again as much time in study (e.g., if he spent one year getting to this point, he must now spend another six months).
14-15	The caster establishes a nominal affinity with the technical form that he is studying. He gains the ability to learn a single spell of one level higher than he is normally entitled to. Any spell above his normal casting level requires 4x the regular time to cast while all other spells have their casting time doubled.
16-19	The caster establishes a strong affinity with the technical form that he is studying. He gains the ability to learn two spells of one level higher than he is normally entitled to. Any spell above his normal casting level requires 3x the regular time to cast while all other spells have their casting time doubled.
20-21	The caster establishes a powerful affinity with the technical form that he is studying. He gains the ability to learn two spells of up to two levels higher than he is normally entitled to. Any spell above his normal casting level requires 3x the regular time to cast while all other spells have their casting time doubled. The caster permanently loses 1 point of Stamina while gaining one point of Intelligence to reflect the physical duress as well as the dedication required to expand his magics.
22-25	The caster gains a true understanding of his chosen technical form. He gains the ability to learn two spells of up to two levels higher than he is normally entitled to, as well as gaining an additional spell slot above his norm. Any spell above his normal casting level requires 3x the regular time to cast while all other spells have their casting time doubled. The caster permanently loses 1 point of Stamina while gaining one point of Intelligence to reflect the physical duress as well as the dedication required to expand his usage of magic.
26-29	The caster is a master of his technical form. He gains the ability to learn two spells of up to three levels higher than he is normally entitled to, as well as gaining two additional spell slot above his norm. All spell-casting times are doubled. Spellchecks for any spells within his normal casting ability are rolled at +1d. Additionally, the caster permanently loses 1 point of Stamina while gaining one point of Intelligence to reflect the physical duress as well as the dedication required to expand his usage of magic.
30+	The caster is a grandmaster of his technical form. He gains the ability to learn two spells of up to three levels higher than he is normally entitled to, as well as gaining three additional spell slots above his norm. All spell-casting times are doubled. Spellchecks for any spells within his normal casting ability are rolled at +1d and he may choose a single of those spells to cast at +2d (once selected this may not be changed). Additionally, the caster permanently loses 1 point of Stamina while gaining one point of Intelligence to reflect the physical duress as well as the dedication required to expand his usage of magic.

Wand Magic

Level: 2	Range: Self	Duration: Permanent	Casting Time: 1 week/CL	Save: None
General	<p>Favored by artificers, but relied upon by many, with this spell, the wizard crafts a wand and imbues it with magical energies linked to his soul. A wizard can create only one wand at a time but suffers great pains if it is destroyed. The material cost is 750 gp per caster level, plus any unusual materials (e.g., an adamantine wand requires sufficient adamantine), plus a minimum of 2 points of spellburn per caster level to properly bond the wand. One point of this spellburn never heals; it is permanent ability loss. Additionally, the caster must have the requisite spells that will be placed into the wand, and be able to utilize them without rest during the casting period. The casting period is ongoing with brief spurts of restless sleep, and the caster does not heal spellburn (or other wounds) during this time. The wand's efficacy is much greater at higher caster levels, and thus the time and material costs rise as the wizard progresses in power level. In the descriptions below, "original caster level" refers to the level at which the wizard crafted the wand – if he advances in level after creating the wand, abilities associated with original caster level do not increase.</p> <p>Foolish is the wizard who rushes to create a wand, for such items are linked to the souls of their creator. Should the wand ever be destroyed, the crafter immediately takes damage equal to 2 hit points per original caster level imbued into the wand.</p>			
Manifestation	One wand to be crafted by the caster, of any wood, metal, bone, or other material.			
Corruption	Roll 1d8: (1-4) minor; (5-6) major; (7-8) greater.			
1	Lost, failure, corruption, and patron taint!			
2-11	Lost, failure.			
12-13	Failure, but the spell is not lost.			
14-15	The caster succeeds in crafting the most rudimentary of wands. The wand grants a +1 spell check bonus to castings made during a spell duel. The wand also emits light in a 20' radius, which can be turned on or off and vary in intensity from candlelight to full daylight, at the caster's discretion.			
16-19	The caster succeeds in crafting a basic, but functional, wand with all powers mentioned above. In addition, during the casting time, the caster may attempt a single casting of one other spell he knows. If it succeeds, in addition to the spell duel bonus, the wand's wielder receives a +1 bonus to spell checks when casting that spell or a +2 bonus if the original caster level is 4 or higher.			
20-21	The caster succeeds in crafting a simple wand with all powers mentioned above. In addition, the wand also grants a +1 bonus to saving throws or a +2 bonus if the original caster level is 4 or higher.			
22-25	The caster succeeds in crafting a remarkable wand. The wand grants a +1 spellcheck bonus to castings made during a spell duel. The wand also emits light in a 20' radius, which can be turned on or off and vary in intensity from candlelight to full daylight, at the caster's discretion. During the casting time, the caster may attempt a single casting of one other spell he knows. If it succeeds, in addition to the spell duel bonus, the wand's wielder receives a +1d bonus to spell checks when casting that spell or a +4 bonus if the original caster level is 4 or higher. The wand also grants a +1 bonus to saving throws or a +2 bonus if the original caster level is 4 or higher.			
26-29	The caster succeeds in crafting a potent wand. The wand grants a +2 spellcheck bonus to castings made during a spell duel. The wand also emits light in a 20' radius, which can be turned on or off and vary in intensity from candlelight to full daylight, at the caster's discretion. During the casting time, the caster may attempt a single casting of one other spell he knows. If it succeeds, in addition to the spell duel bonus, the wand's wielder receives a +1d bonus to spell checks when casting that spell or a +4 bonus if the original caster level is 4 or higher. The wand also grants a +2 bonus to saving throws or a +4 bonus if the original caster level is 4 or higher.			

- 30-31 The caster succeeds in crafting a masterwork wand. The wand grants a +2 spellcheck bonus to castings made during a spell duel and incoming spells during a spell duel are cast at -1d. The wand also emits light in a 20' radius, which can be turned on or off and vary in intensity from candlelight to full daylight, at the caster's discretion. During the casting time, the caster may attempt a single casting of one other spell he knows. If it succeeds, in addition to the spell duel bonus, the wand's wielder receives a +1d bonus to spell checks when casting that spell or a +4 bonus if the original caster level is 4 or higher. The wand also grants a +2 bonus to saving throws or a +4 bonus if the original caster level is 4 or higher.
- 32-33 The caster succeeds in crafting a legendary wand. The wand grants a +2 spellcheck bonus to castings made during a spell duel and incoming spells during a spell duel are cast at -1d. The wand also emits light in a 20' radius, which can be turned on or off and vary in intensity from candlelight to full daylight, at the caster's discretion. During the casting time, the caster may attempt a single casting of two other spells he knows. If it succeeds, in addition to the spell duel bonus, the wand's wielder receives a +1d bonus to spell checks when casting those spells or a +4 bonus if the original caster level is 4 or higher. The wand also grants a +2 bonus to saving throws or a +4 bonus if the original caster level is 4 or higher.
- Further, the caster can imbue fixed charges associated with the two spells he casts into the wand. For the first spell, he makes a spell check. If it succeeds, he makes another spell check for the same spell, a number of times up to his caster level. Then he repeats this process for the second spell. For each check that succeeds, he powers the wand with 1 charge of the relevant spell. Afterwards, the caster may burn those charges to cast the spells stored in the wand, making a normal spell check to cast the spell, modified by the +2 or +4 bonus associated with that spell. Spells released from the wand are cast with the primary action die of the wizard at his original caster level.
- Once expended, the charges are lost unless renewed. Renewal requires a modified casting of this spell, with a casting time of 1 week and no materials or spellburn required; if this modified version succeeds at DC 30 or better, the caster can repeat the process above to restore the castings, but cannot exceed the original number of charges.
- 34+ The caster forges an artifact of singular power. The wand grants a +2 spell check bonus to castings made during a spell duel and incoming spells during a spell duel are cast at -1d. The wand also emits light in a 20' radius, which can be turned on or off and vary in intensity from candlelight to full daylight, at the caster's discretion. During the casting time, the caster may attempt a single casting of two other spells he knows. If it succeeds, in addition to the spell duel bonus, the wand's wielder receives a +1d bonus to spell checks when casting those spells or a +4 bonus if the original caster level is 4 or higher. The wand also grants a +2 bonus to saving throws or a +4 bonus if the original caster level is 4 or higher.
- Further, the caster can imbue fixed charges associated with the two spells he casts into the wand. For the first spell, he makes a spell check. If it succeeds, he makes another spell check for the same spell, a number of times up to his caster level. Then he repeats this process for the second spell. For each check that succeeds, he powers the wand with 1 charge of the relevant spell. Afterwards, the caster may burn those charges to cast the spells stored in the wand, making a normal spell check to cast the spell, modified by the +2 or +4 bonus associated with that spell. Spells released from the wand are cast with the primary action die of the wizard at his original caster level.
- Once expended, the charges are lost unless renewed. Renewal requires a modified casting of this spell, with a casting time of 1 week and no materials or spellburn required; if this modified version succeeds at DC 30 or better, the caster can repeat the process above to restore the castings, but cannot exceed the original number of charges.
- Finally, the caster may embody the wand as a magic weapon with a +1 bonus or a +2 bonus if the original caster level is 4 or higher. The wand crackles with magical energy and strikes for 1d4+2 damage or 1d8+4 subdual damage.

Deceptive Dissolution

Level: 3	Range: Self	Duration: Instantaneous	Casting Time: 1 action	Save: None
General	A favorite among spell duelists, <i>deceptive dissolution</i> uses the strength of an attacker's spell – and their faith in its power – against them. The caster is, by all visible accounts, slain by the incoming spell, while he instead is teleported to safety and his body is replaced with a magical simulacrum. This spell is strictly a counterspell and has no affect without incoming magical energies to aid in its casting.			
Manifestation	The wizard's resulting form varies; roll 1d5 with each casting: (1) a scorched and bloody-looking stain made up of raspberry jam and powdered sugar; (2) a perfectly formed dummy filled with sawdust; (3) perfectly formed dummy filled with tiny live animals (birds, mice, beetles, etc., at the judge's discretion); (4) a small pile of smoldering ash made up of campfire remains; (5) a fleshless skeleton made of plaster.			
Corruption	Roll 1d8: (1-4) minor; (5-6) major; (7-8) greater.			
Misfire	Roll 1d4 modified by Luck: (0 or less) the spell check of the incoming offensive spell is increased by 2d5; (1) the spell check of the incoming offensive spell is increased by 2d4; (2) the spell check of the incoming offensive spell is increased by 2d3; (3) the spell check of the incoming offensive spell is increased by 1d5; (4) the spell check of the incoming offensive spell is increased by +2.			
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.			
12-15	Failure, but spell is not lost.			
16-17	The spell counters a single 1st-level spell, teleporting the caster to a random safe location within 20'.			
18-21	The spell is capable of countering two 1st-level strength spells, teleporting the caster to a random safe location within 40'.			
22-23	The spell counters a single spell of up to 2 nd level, while allowing the caster to teleport to a chosen location within 20'.			
24-26	The spell is capable of countering two spells of up to 2 nd level each, while allowing the caster to teleport to a chosen location within 40'.			
27-31	The spell counters a single 3 rd -level spell, while allowing the caster to teleport to a chosen location within 50'.			
32-33	The spell is capable of countering two spells, each of up to 3 rd level in strength, while allowing the caster to teleport to a chosen location within 100'.			
34-35	The spell is capable of countering any number of spells, 3 rd level or weaker, so long as their combined power does not exceed CL. The caster may teleport to a chosen location within 500'.			
36+	The spell is capable of countering any number of spells, but at great cost. For every combined incoming spell level greater than the caster's level, the caster permanently loses 1 point from each of his physical attributes (a 4th-level wizard facing incoming spells totaling 6 levels will lose a total of 2 points each of Strength, Agility, and Stamina). The caster may teleport anywhere known within 5 miles.			

Harp Magic

Level: 3

Range: Self

Duration: Permanent

Casting Time: 1 month+

Save: None

General

Magical harps can be created by spellcasters using this spell. A spell check determines the potential abilities and properties of the instrument to be created. The specifics are determined by the material components, craftsmanship, and design elements incorporated by the caster. This spell is cast as an ongoing ritual through the crafting process, and the caster may need a partner to construct the instrument if he is not a luthier himself. Spellburn utilized in the casting is lost for the duration of the casting and only heals when the spell is complete. All costs are expended before the spell check is made, and failure means all costs are lost; no subsequent attempts may be made to enchant a harp that has resisted an attempt to imbue it, and no costs may be recovered from such a failure. The following is the common method for creating a magical harp:

Craft the instrument: The instrument must be constructed while this spell is cast. While a lyre is easily enchanted, the enchantment of a triple-harp is an odiously difficult task. Each instrument has a specific minimum crafting cost and spell check modifier, shown on table H-1 below, increasing or decreasing with the complexity of the instrument. The caster's level determines the maximum possible effectiveness of the harp: CL5 = +1, CL6 = +2, CL7 = +3, CL8 = +4, CL10 = +5. Make the spell check and compare the result to Table H-2 to determine the bonus of the instrument.

Harp bonus: When played, the bonus of the harp may factor into a scene in several ways. During combat involving NPCs, it may be used as a morale bonus to bolster the courage of allies; when performing as an entertainer, it is added to any Personality check to determine the reaction to the performance; when casting in bardic fashion, the bonus is added to the wizard's caster level for purposes of their spell check.

Bardic spellcasting: While using music to cast can certainly obfuscate the presence of magic, it does complicate matters due to the nature of music. Bardic spellcasting doubles the casting time of any spell so cast but also may be used to extend the duration of an ongoing spell by CL in appropriate time units – so long as the instrument is continually played.

Banes: A magic harp may be constructed for the purpose of enchanting a particular kind of foe. Reference table H-2 to determine the number of potential banes at any given spell check result and table H-3 for the effects of various banes. Each bane built into a harp adds an additional 25,000 gp to the cost of its crafting. The caster must declare what kind of banes he is trying to instill in his instrument. Depending on the spell check, he may be successful in none, some, or all of those. If a limited number is granted, the judge randomly determines which are successful.

Special purpose: A magic harp always has a special purpose, and it is not always under the control of the caster. The special purpose is determined by factors such as original scale of tuning, exotic materials, string type, and other subtleties. Table H-2 indicates the dice rolled for a weapon's special purpose, based on the spell check; those dice are then rolled on table H-4. The result is always random, although the caster may utilize spellburn to shift the table's results. For every point of spellburn, he can increase or decrease his roll by 1 point. This spellburn is determined after rolling for the special purpose. The level of spellburn employed determines the caster's knowledge of the process and how carefully he can actually influence the result of his crafting. Under certain circumstances, particularly if a caster has a powerful patron, the judge may choose a special purpose that is aligned with the caster's patron or some other greater power. There is no additional cost for the harp's special purpose.

Powers: Like other types of magic items, harp powers come in multiple varieties: type I, and type II (see tables H-5 and H-6). The special check determines which powers a harp may have. The caster pays an additional cost to imbue a harp with powers: 10,000 gp for each type I power and 25,000 gp for each type II power. Depending on the result of the spell check, the harp will have some number of those powers evident at the completion of the casting. It is quite possible that the caster will spend the money to imbue the harp with selected powers, but his spell check will not be sufficient to complete them, or his spell check results in a percentile chance which does not yield those powers.

Creation properties: Several of the entries above note specialized circumstances that can influence a harp's final traits. These creation properties are sometimes known factors, and other times are incidental events that affect the creation process inadvertently. Here are some potential creation properties, which can be used by the player to attempt to influence the final weapon created and by the judge to introduce unusual purposes or powers beyond the intent of the creator. Creation properties: crafter (not necessarily caster) is an elf, dwarf, giant, god, demon, last of a line, a wronged king, famed bard, or seventh son; instrument is crafted in a royal music hall, the back of a tavern, or in the wilds; date of crafting is the birthday of a famed composer, the day a famed musician dies, or on the premier of a new musical work; moment of completion is at sunset, sunrise, high noon, during a full moon, during an eclipse, during a storm, or during a drought; material components of harp include remnants of a siren, harpy, etc.; creator's Luck is at a certain level; wood from which the harp is constructed is from a specific place; creator's spoken language includes a certain tongue; and so on.

Manifestation	A magical harp.
Corruption	Roll 1d10: (1-4) minor, (5-8) major, (9-10) greater.
1	Lost, and corruption.
2-15	Failure, but spell is not lost.
16-17	Per above and table H-2.
18-21	Per above and table H-2.
22-23	Per above and table H-2.
24-26	Per above and table H-2.
27-31	Per above and table H-2.
32-33	Per above and table H-2.
34-35	Per above and table H-2.
36+	Per above and table H-2.

Harp Magic

The greatest legends, the bravest warriors, the most daring of thieves, the luckiest of halflings, the heroes who transcend time: we know their names, we know their deeds. It is through the efforts of bards that this wisdom and folklore is spread, and the greatest of harpers and skalds carry with them the most potent of magical instruments.

Harp magic is the field of spells focused on the creation of magic harps. One does not merely string an instrument and enchant it; the magics are imbued upon it in layers, creating an instrument that resonates with both sound and phlogistan. Harp magic requires not only a wizard with magical proclivities, but one with an ear for tonal qualities and a deft hand with fine craftsmanship. Even then, the finest materials are a prerequisite, and the place of creation is key.

All magic harps share these properties:

- Each magic harp is unique. The same harp cannot be created twice; each combination of wood and strings ensures a new creation.
- Each magic harp has properties associated with the materials and conditions from which it was crafted, the at tributes of its creator, and the place of its creation.
- Unlike many other magic items, harps have no alignment.

Creating A Magic Harp: A magic harp is created using the spell harp magic. The wizard makes several spell checks, depending on the circumstances, as noted in the spell description and on table H-2.

Discovering A Magic Harp: The tables below can also be used to randomly determine the powers of a magic harp found during an adventure. Follow this process to randomly determine a magic harp:

- First, determine the type of harp by rolling d% on table H-1.
- Then roll d% on table H-2. Read across the table to see how this result determines five aspects of the harp's abilities: bonus, Int, banes, special purpose, and powers.
- If the harp has banes, roll d% on table H-3 twice for each bane.
- If the harp has a power, roll d% on tables H-5, H-6, and/or H-7 for each power.



Table H-1: Type of Magic Harp					
Roll d%	Crafting Cost	Crafting Spellcheck Modifier	Harp Type	Max Bonus	Min. Agility
01-25	2,000 gp	+3	Lyre	+0	12
26-40	5,000 gp	+2	Crwth	+0	10
41-55	7,500 gp	+0	Celtic Harp	+2	14
56-80	10,000 gp	+0	Bardic Harp	+2	12
81-85	25,000 gp	-1	Harpa Doppia	+3	16
86-90	50,000 gp	-1	Concert Harp	+3	14
91-95	250,000 gp	-2	Double-strung	+4	17
96-00	500,000 gp	-5	Triple-strung	+5	18+

Table H-2: Magic Harp Characteristics					
Spell Check	d%	Harp Bonus	Number of Banes	Dice Rolled for Purpose(s)	Powers
16-17	01-50	+1	None	1d6-3	50% chance of one Type I power
18-21	51-75	+1	1	1d12-6	75% chance of one Type I power
22-23	76-85	+1	1d3-1	1d3	One Type I power, 50% chance of one Type II power
24-26	86-90	+1	1d4-1	1d6	1d3 Type I powers, 75% chance of one Type II power
27-31	91-94	+2	1d4-1	1d6 then 1d6	1d4 Type I or II powers (50% chance of either for each power)
32-33	95-96	+2	1d3+1	1d12	1d4+1 Type I or II powers (50% chance of either for each power)
34-35	97-98	75% +3, 25% +4	1d4+1	1d12 then 3d6	1d6 Type I or II powers (50% chance of either for each power)
36+	99-00	50% +3, 35% +4, 15% +5	2d4	1d16+2 three times	1d6+1 Type I or II powers (50% chance of either for each power)

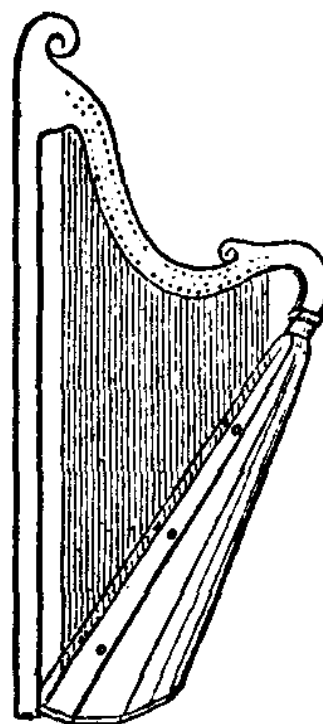
Banes: For each bane (as determined by table H-2), roll twice on this table: once to determine the type of bane and a second time to determine the effect when battling the bane.

Table H-3: Magic Harp Banes

d%	Type of Bane	Effect When Played Near Bane
01-06	Goblinoids	Mob rule; harp music incites all within hearing to attack bane creature without mercy (Will vs DC 12).
07-10	Giants	Allied listeners receive an additional +1 attack bonus.
11-15	Lycanthropes	Allied listeners receive an additional +1 damage bonus.
16-24	Un-dead	Allied listeners receive an additional +1 bonus to attack and damage.
25-34	Wizards	Rage against the bane; nearest allied listener flies into a berserker rage, attacking the bane creature, gaining +1d bonus to attack and damage and a -2 penalty to AC. (Will vs. DC 15).
35-41	Demons	Cacophonic blast; harp music strikes bane creature as a +4 missile attack (1d4+1).
42-51	Dragons	Extended critical threat range; allied listeners now score criticals against bane at a rate one greater than normal.
52-54	Slimes	Beacon of hope; allies within 100' engaged in battle against bane gain +2 bonus to all saving throws and morale checks.
55-57	Vampires	Repulsion; bane creatures may not enter within earshot of the music (Will DC 15).
58-59	Elves	Confusion; bane creatures attack their nearest ally within 30' (Will vs. DC 1d20+5).
60-62	Elementals	Neutralization; bane creature is prevented from using its natural powers for one full day; if bane does not have any specific natural powers (e.g., if bane is "men"), bane suffers no ill effect. (Fort vs. DC 1d0+10).
63-64	Clerics	Attraction; music draws the attention of bane creatures, compelling them to approach the source of the music, although not providing any additional protection for the harper (Will vs. DC 12).
65-66	Dwarves	Protection; bane creatures may not approach within 10' of the harp while it plays.
67	Halflings	Weakness; bane creatures are weakened by the music garnering a -2 penalty to melee damage.
68-69	Men	Sleep; bane creatures hearing the music fall asleep. (Will vs. 13)
70-72	Orcs	Banishment; music sends bane creature back to its native plane (Will save to resist vs. DC 1d20+10).
73-75	Fey	Painfully loud; bane creature suffers +1 damage when hit.
76-77	Thieves	Imperceptible; bane creatures are unable to detect the possessor of the harp so long as the harp is playing.
78-80	Warriors	Summoning; when bane is present, the harp's music may be used to summon reinforcements, which are a creature type antithetical to the bane (per judge's discretion) of total HD equal to half of wielder; harp may summon 1/day with 50% chance of success for duration 1d4 turns.
81-84	Serpents	Unseen audience; harp softly plays when bane creature is within 100'.
85-87	Naga	Defender; Nearest listener gains a +2 AC bonus when defending against attacks from the bane.
88-89	Sphinxes	Allied listeners receive an additional +2 attack bonus .
90-91	Golems	Allied listeners receive an additional +2 damage bonus.
92-93	Unicorns	Allied listeners receive an additional +2 bonus to attack and damage.
94-95	Gods	Cacophonic death; when played within hearing of bane creature it must make a Fort save (DC vs. 1d20+10) or instantly die.
96-00	Roll again; bane is a specific, unique named specimen of the indicated type	Roll again twice.

Table H-4: Harp Special Purpose

Roll	Purpose
1 or less	No special purpose
1	Inspire hedonism
2	Keep a specific story/legend alive
3	Incite insurrection against lawful authorities
4	Inspire peace
5	Inspire bloodshed
6	Rule through domination
7	Inspire justice
8	Incite the severing of allegiances
9	Bring harmony to a specific place
10	Inspire the building of monuments to Chaos
11	Incite the abandonment of a specific god by its followers
12	Inspire ambition
13	Inspire charity to the needy
14	Inspire the building of monuments to Law
15	Incite mob justice
16	Inspire the taking up of arms to protect the weak
17	Bring understanding between enemies
18	Inspire the building of monuments to great heroes

**Table H-5: Harp Powers, Type I - Natural Powers**

Roll	Power*
01-05	Read any non-magical map at will
06-10	Read 1d6 randomly determined languages
11-15	Comprehend languages 1/day
16-20	Speak thieves' cant
21-25	Detect secret doors within 1d6 x 10'
26-30	Detect gems within 1d4 x 10'
31-35	Detect gold within 1d8 x 10'
36-40	Detect evil within 1d4 x 10'
41-45	Detect good within 1d4 x 10'
46-50	Detect traps within 2d4 x 10'
51-55	Detect magic 1/day
56-60	Detect magic 2/day
61-65	Detect invisible 1/day
66-70	Locate object 2/day
71-75	Silence with 20' radius at will
76-80	Obscure surroundings with 20' globe of darkness at will
81-85	Detect sloping passages within 1d10 x 10'
86-90	Detect water within 1d8 x 10'
91-95	Detect certain creature type within 1d10 x 100' (dragons, goblinoids, men, etc.)
96-00	Wielder gains infravision 120'

**Table H-6: Harp Powers,
Type II - Supernatural Powers**

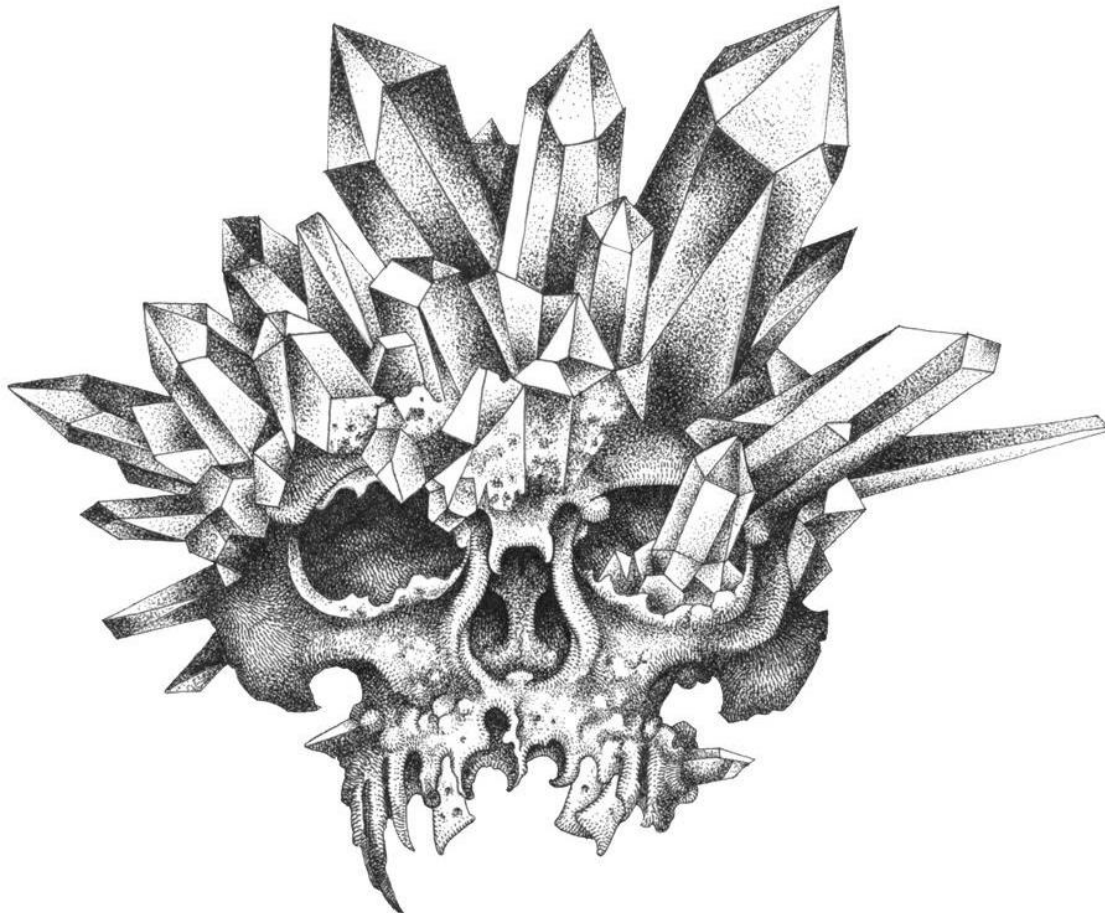
Roll	Power
01-10	Soothe animals; twice per day the harp may be played to calm natural animals causing them to cease any hostilities and treat the harper as their friend. This spell is broken if the harper or his companions attack the animals.
11-15	Spellburn reservoir; Each day the bard may drain up to three points of spellburn from the harp. These points of spellburn may only be used when bardic casting.
16-25	Immune to sonic attacks; Playing the harp makes the harper resistant to all sound-based attacks (the call of a siren, the captivating song of a harpy, a word of command, et al.). The harper gains a +5 on all saves against attacks of this sort.
26-30	Magic resistance; All spells directed at the harper as they play suffer a -2 spell check penalty.
31-45	Summon creature; The harp is magically keyed to a specific creature type (e.g., wolf, lion, pegasus, etc.). The wielder can summon such a creature 1d3 times per day.
46-50	Demon-binding; When played in the presence of a demon or other extraplanar creature, the target must make a DC 20 Will save or be bound to its current exact location for 1d4 turns. It cannot take any steps or teleport out prior to the expiration of effect, so long as the harp continues playing.
51-60	Resistance; Playing the harp grants the bard and all companions within 20' resistance to certain forms of attack, ignoring the first 3 points of damage from that form of attack each round, and gaining a +1 bonus to saving throws against that form of damage. The form of attack is (roll 1d6) (1) fire, (2) cold, (3) acid, (4) lightning, (5) poison. This power may be taken multiple times for multiple resistances.
61-65	Detect lie; should anyone touching the harp lie, one of the harp's strings immediately snaps.
66-75	Flight; The wizard can fly at a speed of 30' so long as he is playing the harp.
76-80	Turn invisible; Up to 1d3 times per day, while holding his breath, the wielder can turn invisible for a duration of Stamina/rounds. The invisibility vanishes immediately if the wielder attacks or in any way exhales (including speech).
81-90	Magic resistance; All spells directed at the harper as they play suffer a -2 spell check penalty.
91-95	Regeneration. As long as he plays the harp, the wielder regenerates 1 point of damage each round
96-00	Prodigy; while playing the harp the wizard's Personality score is raised to 19.



Imbue the Stone

Level: 3	Range: Touch	Duration: Permanent	Casting Time: 1 turn or more	Save: None
General	<p>Sculpting is an art. Art is to be appreciated. But sculpted creatures should be noticed.</p> <p>At low levels, the caster can communicate with creatures sculpted into humanoid or monstrous forms, glean information such as the identity of the artist or original location of creation.</p> <p>With greater successes, the caster creates a piece of master-level artistry, resulting in the carven likeness of his choice with potential powers. Each sculpture requires sufficient materials: soapstone and alabaster are acceptable for temporary creations, but marble or granite – and the prerequisite knowledge of working the hard stone – will enhance the toughness [AC] of imbued works by +4. Sculptures are presumed to be approximately human-sized but may be adjusted to fit the occasion (judges' discretion).</p> <p>The caster may choose a lower check result when casting this spell.</p>			
Manifestation	See below.			
Corruption	<p>Roll 1d4: (1) caster is forever sensitive to the “personalities” trapped within sculpted humanoid form greater than 6” high, and hears their voices whenever within 20’, though they do not respond to the caster; (2) caster’s foot (1-50% = left foot, 51-100% = right foot) turns to granite, resulting in -2 Agility; (3) caster perpetually releases gravel with each step taken, resulting in -5 to all stealth-related checks; (4) simple stone works (“abstract” sculptures, fireplace lintels, brick walls) seem to talk to the caster, screaming for release from their imprisonment. Caster must make a DC 12 Will save when within 20’ of such structures or spend the next round conversing – with no discernable effect to the caster or onlookers – to the stone. -1 Personality penalty to all social situations in such environments.</p>			
Misfire	<p>Roll 1d3: (1) caster’s weapon turns the next creature struck into clay; (2) creature nearest the caster is petrified, as if by a turn to stone spell (DCC RPG core rulebook, p. 233, result 22-23, affected creature may make Fort save); (3) caster imbues the spot in which he stands with sentience, akin to magic mouth (DCC RPG, p. 180, result 16-19).</p>			
1	Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + misfire; (1-3) corruption; (4+) misfire.			
2-11	Lost. Failure (misfire).			
12-15	Failure (misfire), but spell is not lost.			
16-17	By casting this spell upon a sculpted piece of stone that has been composed into a humanoid form, the caster may converse with it for up to 1 round. The sculpture must be largely intact, particularly in the facial region, in order to respond. The sculpture may not move or make gestures of any kind. It can relate things that have passed within its “view” in rudimentary ways (affirming a direction rather than stating “north,” etc.) and if it was created to appear with no eyes, it can be of precious little assistance.			
18-21	The caster may target a sculpture made of stone that has been composed into a humanoid or humanoid/animalistic hybrid form in order to converse with it for up to 1 round. The sculpture must be largely intact, particularly in the facial region, in order to respond. The sculpture may not move or make gestures of any kind, but may reveal things it has “seen,” as result 16-17.			
22-23	The caster may target a sculpted piece of stone that has been composed into a humanoid form and speak with it for up to 2 rounds. If the sculpture is not fully intact in its facial region, it may make small gestures and limited physical responses in order to respond (it may point in a direction, but not move its entire form).			
24-26	The caster may target a sculpted piece of stone that has been composed into a humanoid, animalistic, or hybrid form in order to converse with it for up to 2 rounds. If the sculpture is not fully intact in its facial region, it may make small gestures and limited physical responses in order to respond (it may point in a direction, but not move its entire form). The caster should note that it may not be able to fully converse with a form that is purely that of an animal.			

- 27-31 The caster imbues the materials and tools prior to and during the sculpting of a recognizably humanoid form (requires CL+1 days to create), resulting in an immobile construct. The sculpture will permanently respond to the caster – and the caster only – as per result 16-17 above (others would need access to the 3rd-level spell, *breathe life* [DCC RPG, p. 202] or similar).
- 32-33 The caster imbues the materials and tools for CL+2 days during the flawless creation of an immobile humanoid sculpture with some animalistic features. This piece will always respond to the caster as per result 18-21 above.
- 34-35 The caster consistently imbues the materials tools while working a large piece of stone (CL+4 days of creation time). At this level, the caster may even imbue the tools while in another craftsman's hands, at the cost of 1 additional day. The 2 resulting constructs retain humanoid/animalistic hybrid features, and will always communicate with the caster as result 22-23 above.
- If this result is achieved when this spell is cast using ritual magic, or in conjunction with the *breathe life* spell (DCC RPG, p. 202), the result is 1 sentient gargoyle sculpture, with all the bonuses or detrimental effects. Refer to the gargoyle stats provided in *Appendix N(ightmares)*, page 26, or on page 413 of the DCC RPG core rulebook. The gargoyle will communicate with the caster but can fully move and will attack if provoked.
- 36+ Imbuing the materials and surrounding environs, after CL+5 days the caster can creature a veritable menagerie of his liking (1d5+2 creatures), including immobile sculptures with animalistic traits. With CL+7 days of constant vigilance and supervision, the caster may even imbue the tools and materials being used by up to 2 other individuals for the same effects.
- As result 34-35, if this is achieved via ritual magic, or in conjunction with *breathe life*, 1d5 sentient gargoyles are created. They will communicate with the caster but can fully move and will attack if provoked.



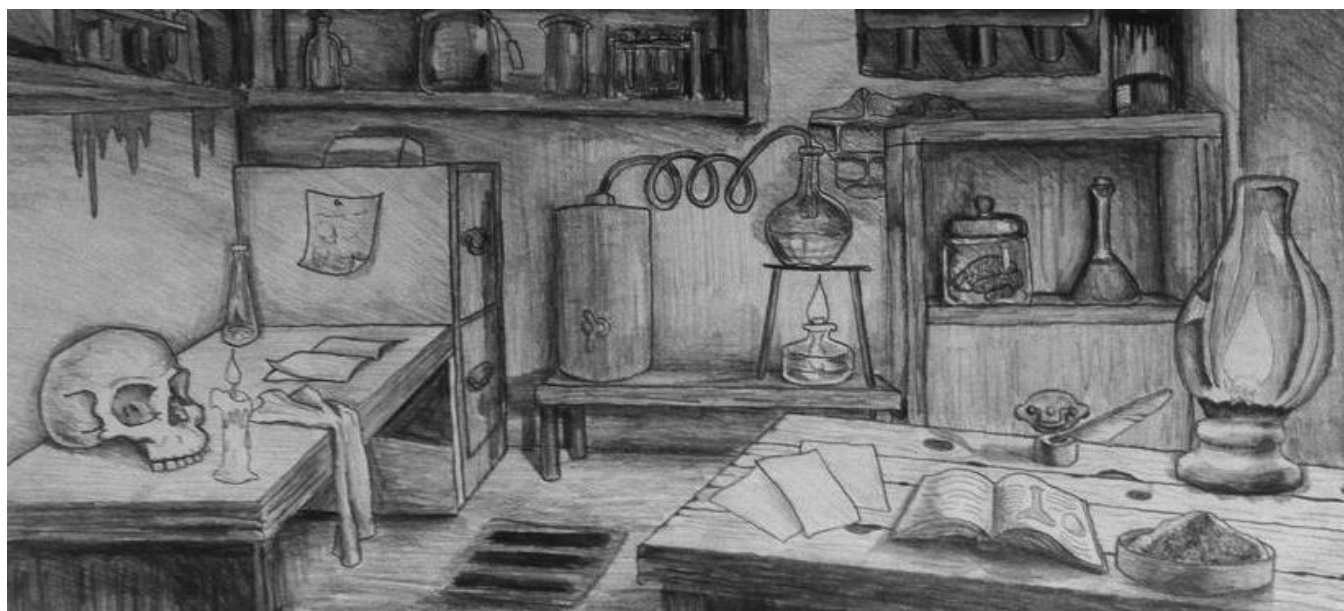
Life Gong

Level: 3	Range: Self	Duration: Varies	Casting Time: 1 week or more	Save: Will vs. Check
General	<p>This lengthy ritual entraps the soul of a target creature to the will of the caster, binding it to a magical bronze gong that can be used to compel the target into acting in the caster's service. It is often used by guileful wizards seeking dominion over their magical rivals to force them to answer questions or reveal hidden knowledge. Once the binding is made, the caster can strike the gong a number of times based on the results of the spell check, causing the target intense pain as the resulting tone resonates along the connection to their life, and summoning a vision of the target before the caster. The spell check is made upon completion of the ritual, and a minimum spellburn of 10 points is required to cast this spell. On a successful casting, the caster may choose to invoke any effect of equal to or less than his spell check, allowing a range of options with every successful casting to produce a weaker but potentially more useful result.</p> <p>The gong and hammer must be forged while the spell is cast. The caster must spend a minimum of 1000 gp to acquire the basic precious metals used in its construction and engage a master blacksmith to forge the instrument, as well as an additional amount equal to the spell check number \times 100 gp.</p> <p>Destroying the life gong also destroys any portion of lifeforce entrapped within it, causing the target to lose 1d4 hit points permanently</p>			
Manifestation	None.			
Corruption	Roll 1d8: (1-4) minor; (5-7) major; (8) greater.			
Misfire	<p>Roll 1d4: (1) the caster's own life force is sucked into the gong, leaving her body a dull vessel that writhes in pain each time the instrument is struck. The caster can only be released by destroying the gong; (2) an imprisoned portion of the lifeforce of a powerful wizard is released from the gong - the caster must make a DC 20 Will save or be possessed by the spirit. The spirit will attempt to conceal its presence from the caster's allies while it seeks for a way to make the possession permanent. The Will save can be rerolled each week of possession; (3) the gong shatters into fragments, inflicting 1d6 points of damage on the caster and destroying objects within 5'; (4) both the caster's and the target's lifeforces are trapped within the gong for 1d4 rounds and forced into a contest of wills as positive and negative energies of phlogiston clash and surround them. Each round they must make opposed Personality checks, with the loser gaining a major corruption. If the gong is destroyed while the two beings are trapped, they must struggle against each other eternally.</p>			
1	Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + patron taint + misfire; (1-3) corruption; (4) patron taint (or corruption if no patron); (5+) misfire. Unlike normal spells, the spell is lost for an entire month, not simply one day.			
2-11	Lost. Failure. Unlike normal spells, the spell is lost for an entire month, not simply one day.			
12-15	Failure, but spell is not lost.			
16-17	<p>The target creature is linked to the life gong and may be summoned up to once per week. The target must be known to the caster and the caster must have a personal item or physical component (blood, hair, fingernails, etc.) of the target. Each week, the target may make a Will save vs. the spell check to break the link and dissolve the connection to the life gong. When summoned, the target must truthfully answer a single question from the caster or suffer a -2 penalty to all attack rolls, damage rolls, skill checks, spell checks, and saving throws for 1d4 days. Each time the caster summons the target, the caster feels weak for several hours afterwards and loses 1d3 point of temporary Strength.</p>			

- 18-21 The target creature is linked to the life gong and may be summoned up to once per day. The target must be known to the caster and the caster must have a personal item or physical component (blood, hair, fingernails, etc.) of the target. Each week, the target may make a Will save vs. the spell check to break the link and dissolve the connection to the life gong. When summoned, the target must truthfully answer a single question from the caster or suffer a -2 penalty to all attack rolls, damage rolls, skill checks, spell checks, and saving throws for 1d4 days. Each time the caster summons the target, the caster feels weak for several hours afterwards and loses 1d3 point of temporary Strength.
- 22-23 The target creature is linked to the life gong and may be summoned up to once per day. The target must be known to the caster and the caster must have an inkling of the target's lesser secret name. Each month, the target may make a Will save vs. the spell check to break the link and dissolve the connection to the life gong. When summoned, the target may be compelled to reveal a piece of hidden knowledge or truthfully answer a single question from the caster or suffer a -3 penalty to all attack rolls, damage rolls, skill checks, spell checks, and saving throws for 1d4 days. Each time the caster summons the target, the caster feels weak for several hours afterwards and loses 1d3 point of temporary Strength.
- 24-26 The target creature is linked to the life gong and may be summoned up to once per day. The target must be known to the caster and the caster must know the target's lesser secret name. Each month, the target may make a Will save vs. the spell check to break the link and dissolve the connection to the life gong. When summoned, the target may be compelled to reveal a piece of hidden knowledge or truthfully answer a single question from the caster or suffer a -4 penalty to all attack rolls, damage rolls, skill checks, spell checks, and saving throws for 1d4 days. Each time the caster summons the target, the caster feels weak for several hours afterwards and loses 1d3 point of temporary Strength.
- 27-31 The target creature is linked to the life gong and may be summoned up to twice per day. The target must be known to the caster and the caster must know the target's lesser secret name. Each month, the target may make a Will save vs. the spell check to break the link and dissolve the connection to the life gong. When summoned, the target may be compelled to take an action requested by the caster or suffer a -4 penalty to all attack rolls, damage rolls, skill checks, spell checks, and saving throws for 1d4 days. Each time the caster summons the target, the caster feels weak for several hours afterwards and loses 1d3 point of temporary Strength.
- 32-33 The target creature is linked to the life gong and may be summoned up to three times per day. The target must be known to the caster and the caster must know the target's greater secret name. Each month, the target may make a Will save vs. the spell check to break the link and dissolve the connection to the life gong. When summoned, the target may be compelled to take an action requested by the caster or suffer a -4 penalty to all attack rolls, damage rolls, skill checks, spell checks, and saving throws for 1d4 days. Each time the caster summons the target, the caster feels weak for several hours afterwards and loses 1d3 point of temporary Strength.
- 34-35 The target creature is linked to the life gong and may be summoned up to three times per day. The target must be known to the caster and the caster must know the target's greater secret name. The target may make a Will save vs. the spell check to break the link and dissolve the connection to the life gong once a year. When summoned, the target may be compelled to take an action requested by the caster or suffer a -4 penalty to all attack rolls, damage rolls, skill checks, spell checks, and saving throws for 1d4 days. Each time the caster summons the target, the caster feels weak for several hours afterwards and loses 1d3 point of temporary Strength.
- 36+ The power of the ritual permanently links the target creature to the life gong and the target may be summoned up to four times per day. The target must be known to the caster and the caster must know the target's greater secret name. When summoned, the target may be compelled to take an action requested by the caster or suffer a -4 penalty to all attack rolls, damage rolls, skill checks, spell checks, and saving throws for 1d4 weeks. Each time the caster summons the target, the caster feels weak for several hours afterwards and loses 1d3 point of temporary Strength.

Make Potion (spell expansion)

Potion	Minimum DC	Special Ingredients	Effect
Yun-Pollen	20	Pollen of a rare jungle lily in the lost jungles of Khitai.	When cast in a target's face, it induces a temporary paralysis that lasts 1d4 rounds.
Sleep vapor	24	Pure unadulterated dreams, coalesced and crystallized	When released, this soporific drug quickly vaporizes into a gaseous cloud that fills up to a 30'x30' area. Any creature entering the cloud must make a DC 15 Fort save or fall into a deep, sound sleep that lasts for 1d4 hours, or until they are vigorously shaken awake. Even on a success, the target finds their mind clouded with fatigue and is -2 to all actions for a similar period. Creatures already asleep when exposed to the drug are automatically affected by it. The cloud dissipates after three turns.
Love-philter	27	Bladder from an oestrus polecat	When imbibed, this pungent philter inflicts a maddening ardor that, unless restrained, causes the imbiber to lustfully pursue the nearest creature. So potent is this elixir that it acts as a solvent for all forms of paralysis or stupor, and is strong enough to even temporarily revive those close to death and dying or bleeding out. The effects wear off after 2d6 rounds.
The powder of the fetid apparitions	36	Rare volcanic ash from Mount Voor-mithadreth	When ignited, this rare powder burns with a clear flame, creating a tasteless, invisible cloud of vapor that causes any creature inhaling it to experience hallucinations of phantasmal shapes that plague the victim with terrifying sights and even charnel fetors. Creatures within the cloud must make a DC 20 Will save each round or flee in terror. One ounce of the powder is enough to fill a large room and two ounces will fill the entire level of a small building. Effects last 2d6 rounds or until the fire is extinguished. Once consumed, the effects of the powder immediately dissipate.



Detail of [Alchemy Laboratory Interior](#) by Steve C Salkers © This work is licensed under a Creative Commons Attribution-Noncommercial-Share Alike 3.0 License.

Summon Elemental

Level: 3	Range: 20'	Duration: Varies	Casting Time: 1 turn	Save: Will vs. Check
General	<p>This spell allows powerful wizards to summon the primal elements from the roiling elemental planes of fire, earth, water, and air, reconstituting the same elements to do the caster's bidding in the form of elementals. The spell usually requires some material component of the type of elemental to be summoned and requires at least 1 point of spellburn.</p> <p>A summoned or conjured elemental must be controlled by a wizard in order for its actions to be directed, requiring the controlling wizard to spend at least one action concentrating on maintaining his control over the elemental. If his concentration is broken, he may lose control of the elemental. Free-willed elementals attack in a rage, targeting the creatures that have dealt them damage or controlled them. There is a base 50% chance it attacks the caster, otherwise it attacks another nearby creature. After 1d6 rounds they return to their original plane if they are able to do so. If a wizard dies without breaking the spell, the summoned elemental is trapped in the current plane and cannot return, but is also without a master.</p> <p>If the wizard does not have a material component, he summons a random elemental associated with the element of (roll 1d12): (1) earth; (2) air; (3) fire; (4) water; (5) ash; (6) lava; (7) ice; (8) mist; (9) dust; (10) steam; (11) mud; (12) something even more exotic (e.g., gold, silver, cyclone, dew, stone, etc.). The summoned elemental has half the hit die indicated in the indicated spell check result.</p>			
Manifestation	Roll 1d4: (1) primal elemental material erupts from a nearby source (a great welling of oceanic depths, veins of rare minerals are exposed, colossal tornadoes, volcanic pits, etc.) into existence, then molds into the elemental summoned; (2) particles drift and rise from the elemental source and slowly coalesce; (3) the elemental shape forms within the element source becoming more solid over the course of the summoning (e.g., the air thickens, the ground forms a clay-like being, etc.); (4) a rift appears to the elemental plane from which steps the elemental.			
Corruption	Roll 1d8: (1) caster takes on the appearance of the elemental he attempted to summon; (2) caster's body takes on aspects of the elemental he attempted to summon (e.g., developing a constant fever for fire-based elementals, reduced movement for earth-based elementals, etc.); (3) caster temporarily loses 1d4 points of Stamina as the elemental struggles violently to being summoned from its home plane; (4) caster becomes sensitive in the presence of elements of the type of elemental he attempted to summon; (5) minor; (6) major; (7-8) greater.			
1	Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + patron taint; (1-2) corruption; (3) patron taint (or corruption if no patron); (4+) no effect.			
2-11	Lost. Failure.			
12-15	Failure, but spell is not lost.			
16-17	The wizard summons an elemental effect of the type of element selected (water spray, fire bolt, stone missile, etc.) that can be directed at a single target within 30'. The elemental bolt will cause 1d8+CL damage.			
18-21	The caster summons an elemental of 8 HD that remains for 1d4+CL rounds. The elemental receives a Will save to resist control; otherwise it obeys the caster's commands as long as the caster continues to concentrate. If the elemental succeeds on the Will save or if the caster's concentration is broken, the elemental returns from whence it came after 1d6 rounds.			
22-23	The caster summons an elemental of 8 HD that remains for 1d4+CL rounds. The elemental receives a -4 Will save to resist control; otherwise it obeys the caster's commands as long as the caster concentrates. If the elemental succeeds on the Will save or if the caster's concentration is broken, the elemental returns from whence it came after 1d6 rounds.			
24-26	The caster summons an elemental of 8 HD that remains for 1d4+CL turns. The elemental is automatically under the caster's control and obeys his commands as long as the caster concentrates. If the caster's concentration is broken, the elemental returns from whence it came after 1d6 rounds.			
27-31	The caster summons an elemental of 12 HD that remains for 1d4+CL rounds. The elemental receives a Will save to resist control; otherwise it obeys the caster's commands as long as the caster concentrates. If the elemental succeeds on the Will save or if the caster's concentration is broken, the elemental returns from whence it came after 1d6 rounds.			

32-33	The caster summons an elemental of 16 HD that remains for 1d4+CL rounds. The elemental receives a -4 Will save to resist control; otherwise it obeys the caster's commands as long as the caster concentrates. If the elemental succeeds on the Will save or the caster's concentration is broken, the elemental returns from whence it came after 1d6 rounds.
34-35	The caster summons an elemental of 16 HD that remains for 1d4+CL rounds. The elemental is automatically under the caster's control and obeys his commands as long as the caster concentrates. If the caster's concentration is broken, the elemental returns from whence it came after 1d6 rounds.
36+	The caster summons an elemental prince from the elemental plane that remains for 1d4+CL rounds. The elemental prince has 20 HD and will attack the caster's enemies as long as the caster maintains his concentration. If the caster's concentration is broken, the elemental prince returns from whence it came, transporting the caster back with it to serve as a pet in its court.

Witch-Web

Level: 3	Range: Varies	Duration: Varies	Casting Time: 1 round	Save: Ref vs. Check Neg.
General	The caster weaves several hairs from her head together to form a small mesh which is then thrown at the target as part of the casting (no attack roll is required).			
Manifestation	The mesh made of hair enlarges and changes shape to fit the spell result. The caster may opt for a lower result than what is rolled.			
Corruption	Roll 1d8: (1) caster's gains an additional pair of eyes on her face; (2) the caster's mouth becomes spider-like mandibles; (3) 2d5 of the caster's fingers fuse together; (4) caster's body is covered with stiff, wire-like hairs; (5) minor corruption; (6-7) major corruption; (8) greater corruption.			
Misfire	Roll 1d5: (1) the caster becomes entangled in webbing (as per spider web result 22); (2) a swarm of black widows pour from the mouth of the caster, stinging and biting as they do so. Caster must make a DC 15 Fort save or lose 2d4 stamina; (3) caster is polymorphed into a house spider for 1 turn (AC 10, hp 1); (4) caster's hair falls out but will grow back naturally; (5) 2d100 of the caster's hairs turn white and animate of their own volition.			
1	Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + patron taint + misfire; (1-3) corruption; (4-5) patron taint (or corruption if no patron); (5+) misfire.			
2-11	Lost. Failure.			
12-15	Failure, but spell is not lost.			
16-17	The witch-web ignites and strikes a single target, lighting it ablaze and causing 2d8 fire damage.			
18-21	The witch-web ignites and becomes large enough to strike three adjacent targets and causing 2d7 fire damage per round until the targets are extinguished.			
22-23	The witch-web drips acid and becomes large enough to strike a single target causing 3d7 damage per round until the target rinses the acid from their body.			
24-26	The witch-web drips acid and becomes large enough to strike three adjacent targets causing 3d5 damage each per round until the targets rinse the acid from their bodies.			
27-31	The witch-web sparks and crackles as it strikes its target for 5d7 electrical damage.			
32-33	The witch-web sparks and crackles as it strikes its target for 5d7 electrical damage. At the caster's direction the electricity can arc to up to CL additional targets within 20' of each other. Each additional target suffers 3d7 electrical damage. Targets may be struck multiple times, but the electricity must arc away to a different target prior to returning.			
34-35	The witch web strikes CL targets (as long as adjacent to one another), turning them to stone.			
36+	The caster's witch-web affects an enormous space with sticky cobwebs. The space can be up to a mile in diameter, such as the interior of a castle or the entire span of a battlefield. All struck by the web are immediately turned to stone.			

Bedlo's Promethean Sphere

Level: 4	Range: Varies	Duration: Varies	Casting Time: 1 round	Save: Ref vs. Check.
General	This spell, created by Dr. Adolphus Bedlo, requires the caster to have mastered technical affinity: artificer (see Technical Affinity spell, below), as the physical trapping of this spell, a wireframe sphere, is also a portion of its manifestation. The caster draws upon the primal phlogiston to provide a spark capable of creating life or bringing death. Only one such effect is possible per casting. (Healing does not exceed maximum hp.)			
Manifestation	Roll 1d4: (1) white hot sparks launch from the center of the wireframe sphere, sending smoke and light in all directions; (2) the wireframe sphere glows with an unearthly blue light as it releases the gathered phlogiston; (3) all light in 50' stretches and drains into the wireframe sphere, before suddenly releasing in a blinding flash; (4) bolts of crackling phlogistonic energy streak from the sphere to the caster, filling them with energy prior to its release via their fingertips.			
Corruption	Roll 1d4: (1) caster develops an uncontrollable stammer, suffering a -1 penalty to all future spell checks; (2) caster must make a DC 10 Will save prior to casting any spell greater than level 2, with failure resulting in the caster being paralyzed with fear for 1 round; (3) caster becomes a living lightning rod, drawing in any electrical-based attacks within 100' and being unable to save; (4) physically touching another living person causes both the caster and victim great pain and inflicts 1 point of shocking damage per round of contact if a DC 10 Fort save is failed.			
Misfire	Roll 1d4: (1) all creatures within 15' of the caster (including the caster) must make a Ref save equal to 5+CL or be struck by raw phlogiston (all struck suffer from minor corruption. Luck may not be used to avoid this effect); (2) all light sources within a 15' radius of the caster are immediately extinguished and cannot be relit for 2d3 rounds; (3) phlogiston disturbance (as per DCC RPG, p. 103) effecting only the caster; (4) caster's hair stands on end for 1d3 days.			
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.			
12-17	Failure, but spell is not lost.			
18-19	The sphere unleashes its collected energies at a single target within 50' and either causes 2d14 electrical damage or heals 2d7 hit points.			
20-23	Raw power pulses outwards from the sphere, striking a single target within 100' and either causes 3d10 electrical damage or heals 3d5 hit points.			
24-25	The forces of the universe howl outwards from their captivity within the sphere and engulf a single target with energies that either inflict 3d12 electrical damage or heal 3d6 hit points.			
26-28	The caster may select two targets within 100'. Both either suffer 3d14 damage or are restored for 3d7 hit points each.			
29-33	The caster may select up to three targets within 300'. As the phlogistonic wave cascades from the sphere and over the targets, they all either suffer 4d10 damage or are restored for 4d5 hit points each.			
34-35	The sphere releases its collective energies in a 250-yard radius. All creatures within the storm either suffer 4d12+CL points of damage or are healed 4d6 hit points each.			
36-37	From the sphere the caster releases a storm of gathered energy, ½-mile in diameter for each caster level. All creatures within the storm either suffer 4d14+CL damage or are healed 4d7 hit points each.			
38+	The caster summons the ultimate powers of the universe and wields them, however briefly. The wizard releases a bolt capable of either striking a living target dead or sparking a dead target back to life.			

Phlogistonic Spray

Level: 4	Range: Line of sight Duration: Special Casting Time: 1 round Save: Special.
General	<p>Grasping at the raw forces of magic that surrounds her, the caster lashes out with a wave of raw, unfocused magical energy that affects a single target. Due to its ever-changing nature, this spell normally has no save (although other conjured effects from the phlogiston may be saved against as normal) and, in a spell duel, this spell may only be countered with dispel magic with an equal or higher spell check result, by phlogistonic spray with an equal result, or (in the case of a cleric) divine aid. Even gods are loath to confront the chaotic heart of all existence, and clerics may find themselves building up disapproval quite quickly.</p> <p>The duration of this spell varies based upon how long the wizard maintains her focus on the energies that she is briefly directing. Maintaining the spell beyond the initial spell check result requires a Will save vs. the spell check. Phlogistonic spray inflicts 1 point of physical attribute damage to the caster for every round maintained afterward. The wizard may select a lower result than what is rolled.</p>
Manifestation	Roll 1d4: (1) a scintillating, brightly colored wave of magical energy extends from the caster towards their target; (2) the wizard's body is wracked with convulsions before she unclenches her jaw and vomits forth a torrent of pure magical energy; (3) the air between the magician and her target shimmers and becomes an endless star-filled field of black. The magician directs the raw power of the stars to stream at her target; (4) the wizard begins to glow brightly and levitates 1' off the ground as waves of shimmering energy radiate outwards towards her target.
Corruption	Roll 1d6: (1) caster permanently glows a random color. This glow is as bright as a torch and radiates magic to all creatures sensitive to arcane energies within 500'; (2) upon successfully casting her next spell, the wizard's magic immediately unleashes a second arcane spell (wholly at random and perhaps unknown to the wizard); (3) caster rerolls all her spell manifestations; (4) caster rerolls all her mercurial spell effects; (5) caster's ability to channel magic weakens, causing all future spell failures to automatically include a misfire; (6) caster's spells all gain a second mercurial effect.
Misfire	Roll 1d30: (1-5) caster is blinded by the energetic spray (1d20-CL rounds); (6-10) caster is stunned 1d8-CL turns by backlash (DC 15 Fort save negates); (11-15) caster launches a spell (randomly determined by the judge, any level) at a random target within the spell's range; (16-20) caster and all within 20' suffer 1d5 damage from an uncontrolled wave of phlogiston; (21-25) caster suffers 1d16-CL damage from phlogiston backlash; (26-29) a temporal rift immediately grants the caster's target an additional 1d3 rounds' worth of additional actions; (30) the caster's body is burned out by an explosive release of immeasurable magical potential. Death is instant.
1-2	Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + patron taint + misfire; (1-2) corruption + misfire; (3) patron taint (or corruption if no patron); (4+) misfire.
3-14	Lost. Failure.
15-17	Failure, but spell is not lost.
18-19	Victim suffers 1d3+CL points of subdual damage per round. Unprotected wizards must make a Will save vs. spell check or immediately cast one random known spell. This spray lasts 1d12 rounds unless maintained further.
20-23	Victim suffers 1d5+CL points of subdual damage per round. Unprotected wizards must make a Will save vs. spell check or immediately cast one random known spell upon themselves. This spray lasts 1d10 rounds unless maintained further.
24-25	Targeted wizard suffers 1d7+CL damage, or targeted cleric suffers 1d7+CL points of subdual damage per round. Unprotected wizards must make a Fort save vs. spell check or suffer a minor corruption effect, while unprotected clerics suffer 1 point of disapproval. This spray lasts 1d8 rounds unless maintained further.
26-28	Victim suffers 1d10+CL damage per round. Unprotected wizards must make a Fort save vs. spell check or suffer a minor corruption effect, while unprotected clerics suffer 1d3 points of disapproval. This spray lasts 1d7 rounds unless maintained further.

- 29-33 Victim suffers 1d12+CL damage per round. Unprotected wizards must make a Will save vs. spell check or immediately cast 1d3 random known spells upon themselves. This spray (and damage) lasts 1d6 rounds unless maintained further.
- 34-35 Victim suffers 1d14+CL damage per round. Unprotected wizards must make a Fort save vs. spell check or suffer a major corruption effect, while unprotected clerics suffer 1d5 points of disapproval. This spray lasts 1d5 rounds unless maintained further.
- 36-37 Victim suffers 1d16+CL damage per round. Unprotected wizards must make a Will save vs. spell check or immediately cast 1d3 random known spells upon themselves and be unable to benefit from spellburn for CL in days. This spray lasts 1d4 rounds unless maintained further.
- 38-39 Victim suffers 2d10+CL damage per round. Unprotected wizards must make a Fort save vs. spell check or suffer a greater corruption effect while unprotected clerics suffer 2d3 points of disapproval. This spray lasts 1d3 rounds unless maintained further.
- 40+ The phlogiston powers at the burning heart of the universe are unleashed upon the caster's target. Unprotected wizards immediately roll and suffer the effects of all their known spells; unprotected clerics immediately suffer 2d5+CL disapproval. Victim must make a DC 25 Fort save or immediately suffer a number of greater corruption results equal to the caster's level. This effect lasts 1 round unless maintained further.



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Runic Alphabet, Infernal





Level: 4

Range: One inscribed rune

Duration: Instantaneous

Casting Time: 1 turn

Save: As below; +3 bonus if target is chaotic, -2 penalty if target is lawful

General	<p>This spell is a jealously guarded secret among infernalists, allowing them access to the runic language of the Hells. The casting of the spell requires 10 points of spellburn, one to power the spell and the other nine as direct blood sacrifice in supplication to the dark powers. The materials necessary to inscribe the rune cost 500 gp per rune. The spell check is made to determine which energies the caster can imbue in his 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: on a sacrificial victim's flesh, the crib of a newborn, an infernal pendant, a sinister signet ring, and so on. The effect is triggered per the specific sign as described below: when touched, passed, gazed upon, etc.</p> <p>Unlike other runic alphabets, infernal runes are always permanent unless destroyed by consecration or similar means.</p>	
Manifestation	Inscribed rune.	
Corruption	<p>All successful castings of this spell inflict minor corruption on the infernalist wielding such demonic forces. There is a price to pay for direct converse with the dark powers.</p> <p>Roll 1d10: (1-3) caster sweats unholy water, desecrating all they touch and causing a -1d penalty on all lay on hands attempts by non-chaotic clerics; (4-6) caster grows horns, reaching 6" from their head; (7-8) major; (9-10) greater.</p>	
Misfire	<p>Roll 1d4: (1) runic energies backlash into the caster's mind inflicting 1d3+CL damage as they tear through his mind; (2) the knowledge of the rune being inscribed is permanently wiped from the caster's mind. That result is forever blank and useless in the caster's mind; (3) caster is struck blind for 1d7 turns; (4) every word spoken by the caster for the next 2d3 rounds flows across his skin in infernal script.</p>	
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.	
12-17	Failure, but spell is not lost. Caster suffers 1d3 points of damage as hellfire dances across their face.	
18-19		<i>Possess.</i> Target viewing the rune must make a Will save vs the spell check or have their body immediately possessed by a demon. The demon takes immediate and total control to use for their own ends. Roll 1d24, modified by Luck, to determine demon Type: (<0) ghost; (1-7) Type I; (8-12) Type II; (13-16) Type III; (17-19) Type IV; (20-21) Type V; (22-23) Type VI; (24+) Demon Prince.
20-23		<i>Disfigure.</i> Target viewing this rune must make a Fort save vs. the spell check or permanently lose 2d3 points of Personality as the flesh of their face runs like molten wax and they develop a lingering odor of rot. Creatures whose Personality is reduced to zero collapse into unidentifiable mounds of flesh, suffocating under their own weight.
24-25		<i>Famine.</i> Creatures within a one-mile radius of this rune must make a Fort save vs. the spell check result or be struck by a hunger that is only satiated after consuming their own weight in meat. For each day that passes without this feat being accomplished, victims lose 1 permanent point of Stamina. Creatures whose Stamina is reduced to zero wither to nothing but bones and are no longer even good for being eaten.
26-28		<i>Wither.</i> Target viewing the rune must make a make a Fort save or instantly and permanently lose 1d3+CL points of permanent Strength. Creatures whose Strength is reduced to zero are dragged screaming into the fires of the underworld and are forever lost.

29-33



Plague. All targets coming within 150' of this rune must make a DC 25 Fort save or be struck by a hemorrhagic plague of infernal origin. Those contracting the horrific disease begin retching up blood within 12 hours. Once symptomatic, the victim suffers 2d5+CL damage and the loss of a point of Stamina. The victim is allowed a new save each day until the infection is defeated or the patient dies. Those coming within a close proximity to the infected (20') must pass a DC 15 Fort save to avoid infection while those coming into physical contact with the infected must succeed at a DC 20 Fort save.

Laying of hands will not cure this disease, nor restore hit points lost to the disease. However, a result of 3 or more dice will restore a single lost point of Stamina per day. Direct intervention by a deity, such as divine aid of an equal or greater result, will remove the plague.

34-35



Malediction. Victims in close proximity to this rune (such as within the same room or building) must make a Will save vs. the spell check or Lose a permanent point of Luck and be haunted by phantom voices shouting blasphemous prayers into their ears at all hour day and night. The volume of the voices is such that it makes conversation, natural sleep, and the casting of spells impossible. Each subsequent day (or portion thereof) that the victim is exposed to the rune's malevolent spiritual presence requires an additional saving throw or the haunting continues.

36-37

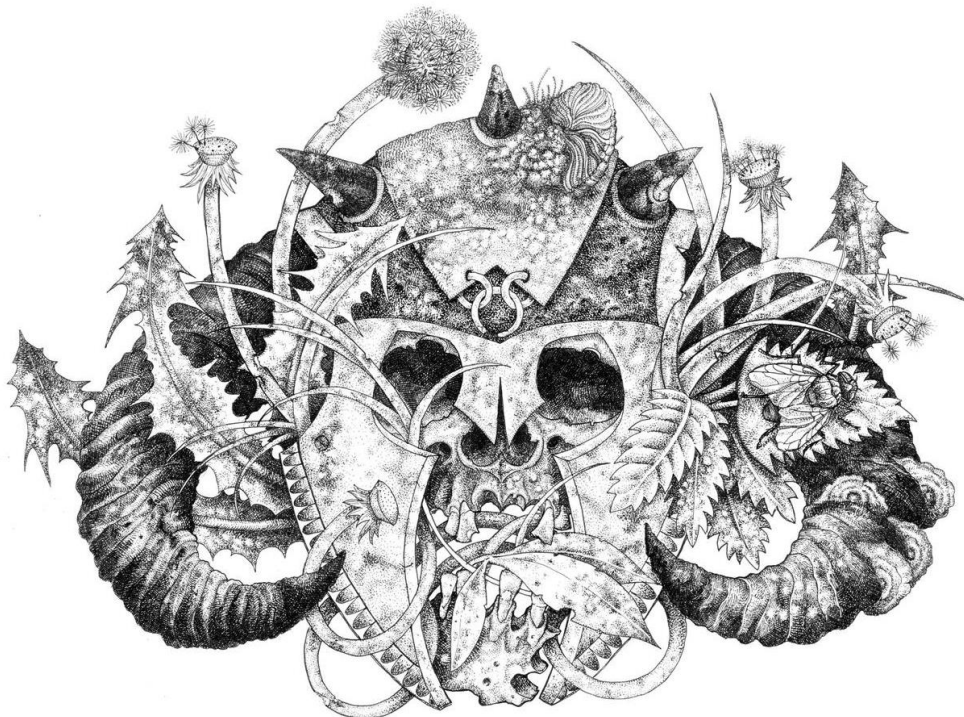


Conflagration. Targets viewing this rune are immediately immolated in a pillar of hell-fire. The flames inflict 1d10 points of damage and 1 point of Strength per caster level (maximum 10d10+10 points of Strength). No save is possible as the fires of Hell burn anywhere and strike their victim without error. Any creature slain by this demonic combustion are reduced to fine ash with no chance of revival.

38+



Ruination. Upon completion of this rune, the ground as a massive volcano erupts from the earth. The initial shockwave is so great that forests and buildings within a one-mile radius are instantly flattened and all creatures of less than 2 HD in that area are immediately killed as the concussion turns their innards to jelly. Volcanic ash (which is acidic) clouds the sky for a 100-mile radius, blotting out the sun while molten rock rains down within a 5-mile radius (Luck check or be struck and killed). The terrain is forever changed by the active volcano.



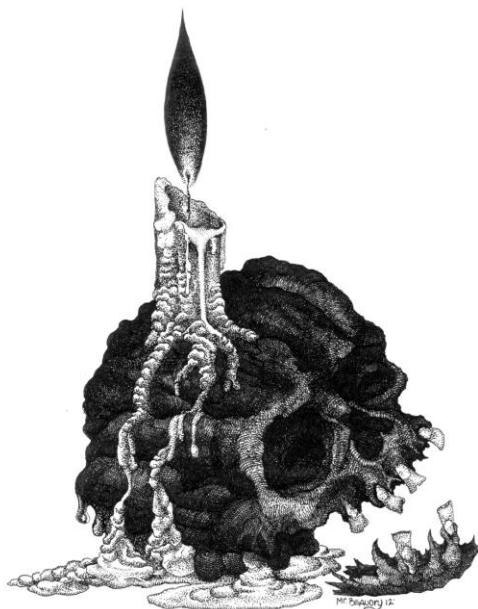
Devouring Void

Level: 5	Range: 50'/CL	Duration: Varies	Casting Time: 1 round	Save: Ref vs. Check.
General	The wizard rends open the ground beneath the feet of his foes, sending them tumbling into the yawning darkness beneath. The caster may select a lower spell result than that which was rolled.			
Manifestation	Roll 1d5: (1) the earth trembles as a crack opens in the earth; (2) a tide of burrowing insects stream from the wizard's hands, digging out the ground and then vanishing; (3) the effected ground becomes mildly translucent but otherwise appears unchanged; (4) the wizard stomps the ground with one foot, sending a rippling shockwave through the earth unto the point of the collapse; (5) a geyser erupts from the earth at the wizard's feet, arcing through the air to the affected area and washing away the ground beneath.			
Corruption	Roll 1d4: (1) the caster loses the ability to walk upon the ground. They instead sink into it as if it were thick, bottomless mud. The wizard may only safely move about on land via conveyance or magical means; (2) the wizard is inflicted with magic-induced pica and is only able to heal spellburn damage by consuming 1 pound of soil. Spellburn damage cannot be healed at any faster rate than normal, no matter how much dirt is eaten; (3) un-healing fissures open in the wizard's flesh, inflicting a permanent loss of 1d3 Stamina; (4) the wizard stares into the devouring void, and the void stares back. The wizard becomes agoraphobic, requiring a DC 15 Will save to be able to step outside and is at a -2d penalty on all Will and Intelligence-related activities (including casting) while outside.			
Misfire	Roll 1d4 modified by Luck: (0 or less) the spell check of the incoming offensive spell is increased by 2d5; (1) the spell check of the incoming offensive spell is increased by 2d4; (2) the spell check of the incoming offensive spell is increased by 2d3; (3) the spell check of the incoming offensive spell is increased by 1d5; (4) the spell check of the incoming offensive spell is increased by +2.			
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.			
12-17	Failure, but spell is not lost.			
18-19	A pit opens beneath the feet of a single target measuring 1d6 x 10' deep.			
20-23	A pit opens beneath the feet of a single target measuring 1d6 x 20' deep.			
24-25	A pit opens beneath the feet of a single target measuring 1d6+CL x 10' deep.			
26-28	The ground opens beneath a selected 20'x20' area, dropping to a depth of 1d10 x 10'.			
29-33	The ground opens beneath a selected 50'x50' area, dropping to a depth of 1d10+CL x 10'.			
34-35	The ground wrenches open beneath any 2d4 targets within range, with a depth of 1d12 x 10'.			
36-37	Massive upheavals of the ground cause a 100'x100' area to collapse. Only those within 10' of zone's border are entitled to a Reflex save. Victims plummet for three full rounds before striking the bottom, over 2.5 miles below. Unless those falling find a way to arrest their descent, death is certain.			
38+	A yawning chasm opens beneath a single target, revealing a portal to whatever hell awaits them, be it hungering demon, angry god, disappointed patron, or simply oblivion. PCs faced with their ultimate fate who somehow survive are still forever marked - their luck has all but run out. Their Luck scores are reduced to 4 and will not regenerate, regardless of class. Only winning favor anew from the gods will ever increase their Luck.			

Door of Orcus

Level: 5	(Wizard or Cleric) Range: 30' Duration: Varies Casting Time: 1 turn Save: None.
General	<p>This high-powered spell creates a doorway through which the powerful Demon-Emperor Orcus may return to the mortal plane. The caster assumes the role of “a workman lubricating a lock,” visualizing the dismantling of “an intricate tremendous lock that [holds] a massive door, a door securely sealed and barred, whose key had been put so far away that it had been forgotten.” Because of its (un)holy nature, this spell may be learned by clerics as well as wizards/elves; clerics will suffer deity disapproval at 3d4 on any failure and are also subject to corruption/misfire effects.</p> <p>Before Orcus may be welcomed, however, another life must be exchanged. “Its energies [are] needed as solvents and lubricants, to melt the seals and oil the hinges of the dungeon door through which Orcus must eventually pass.” This sacrifice must be properly prepared and restrained with careful discipline: the victim, preferably a mortal in the prime of their life, must be healthy and not outwardly harmed. There must be “nothing so direct as a knife. Subtle and bloodless must be the draining of this victim’s life.” Cruelly, the victim must also be conscious, so as to understand the proceedings. “The essential oil of despair must be added to those of fear and pain.” The body will become the new host of Orcus (or a servile lesser demon). If the victim has not been slain upon the demon’s departure, he will remember the experience.</p> <p>This spell may be attempted once a day until the ultimate success is achieved.</p> <p>At lower results, with more delicate figurative lockpicking, the door does not open fully, and lesser demons are sent through in Orcus’ stead. Judges are encouraged to refer to pp. 401-404 in the DCC RPG core rulebook for examples or to generate original stats to fit the setting.</p>
Manifestation	A transparent overlay of a heavy banded oak door appears before the sacrificial victim, bulging at the seams as the Demon-Emperor awaits his chance to escape his temporal cell. The lock on this door is manipulated as described below.
Corruption	Roll 1d4: (1) all knowledge of Orcus – including this spell – is purged from the caster’s mind for 2d4 days; (2) caster begins exuding slick black oil from the bottoms of his feet, leaving an obvious trail as he walks and necessitating a DC 12 Reflex save whenever casting while on a sheer surface; (3) caster loses access to all summoning spells (including Door of Orcus) for 1 week. Attempts to cast other summoning spells during this period automatically result in a misfire; (4) caster lives in fear believing Orcus is waiting beyond every closed door, furious at not having been freed. Each time a closed door is encountered, caster must pass a DC 20 Will save to remain functional; if failed, treat as if caster is a victim of the scare spell at result 20-21.
Misfire	Roll 1d4: (1) caster mistakenly sends the essence of his own life into the lock’s mechanisms and succeeds in freeing Orcus at the cost of his own life. DC 25 Will save or caster’s body is possessed by the Demon-Emperor (permanent -2 to all stats if saved); (2) the incantation is wrong and the sacrifice begins bleeding from his pores. A hostile type IV demon is summoned into the victim’s body and immediately attacks anyone in the vicinity; (3) caster is unable to access his arcane aptitude for the next 1d3 days (all spells are cast at -2 during this period), but the intent to figuratively pick this lock transfers itself onto the caster’s psyche, resulting in his permanently gaining the Pick Lock skill (skill bonus equal to CL); (4) the sacrificial victim’s body becomes host to the soul of a demon other than Orcus, acting as a phylactery. The victim is not conscious of the presence and may act normally. At judge’s discretion, the identity of the demon may or may not be known by the caster. If the victim is subsequently killed, the soul will seek a new host body (see <i>phylactery of the soul</i> , DCC RPG p. 341).
1	Lost, failure, and worse! Deity disapproval if cleric, and roll 1d6 modified by Luck: (0 or less) corruption + patron taint; (1-4) corruption; (5) patron taint (or corruption if no patron); (5+) misfire.
2-11	Lost. Failure. Deity disapproval. Spell cannot be attempted again for 1 month or until the next equinox, whichever is sooner.
12-17	Failure. Deity disapproval. Spell cannot be attempted again for 1 week.

- 18-20 Black oil oozes from under the bottom of the door. A lesser demon (type I) is spirited into the sacrificial body and will remain for $1d4 \times CL$ rounds (or until slain). Servile to Orcus, the demon is bound to speak to the caster, asking and answering direct questions on behalf of Orcus. It is not hostile, and will remain neutral for its time on this plane, but will retaliate if attacked.
- 21-24 The hinges have been oiled. A servant of Orcus is transported into the sacrifice's form and will remain for $2d6 \times CL$ rounds or until slain. The lesser demon (type I) is bound to speak to the caster, asking and answering direct questions on behalf of Orcus, and will protect the caster at request once freed from physical restraint. If not attacked or given a directive to guard, it will conduct reconnaissance of the area before it vanishes back to the prison of the Otherworld.
- 25-29 The sealing pin has been cleared from the lock. A type II demon is embodied within the victim's body for $1d3 \times CL$ turns or until slain. It begins by questioning the caster to ensure steps are being taken to receive Orcus, or to prepare his great armies. Its servitude to and protection of the caster is complete during its time, though it will retaliate if attacked by any character or creature.
- 30-33 Hinges and crossbars protest as the door bulges. The sacrificial form is now host to a hostile type III demon for $2d10 \times CL$ rounds or until slain. The demon immediately attempts to break all physical bonds and attacks anyone in the area, including the caster. Its angry speech – guttural despite the sacrifice's intact form – can be made out to be recrimination for not doing it right, and Orcus is displeased to be kept waiting. With a DC 18 Will save or Turn Unholy check, the caster may exert control over this demon and keep it at bay for the remainder of its time on this plane.
- 34-37 The crossbars splinter and the door fragments. The sacrifice is inhabited by the spirit of Orcus for 1 week or until the body is attacked. During this turn, the caster may conduct conversations with the spirit, obtain teachings of other planes, or learn one spell (judge's discretion). In addition, on a successful casting of patron bond during this time, Orcus will make himself available to any willing characters who wish him as a patron (casting time is reduced to 1 hour per character involved). If the host body is attacked at any time, the caster must make a DC 14 Will save or be rendered unconscious from the force the spirit's planar departure.
- 38+ The lock is smashed by an invisible force and the door is disintegrated. Orcus is permanently and finally freed from the mystical bonds that tied him to the prison of the Otherworld. With his unfathomable power he immediately breaks any physical bonds, and resumes his reign over the mortal plane – as if never having been imprisoned by a machine created by mere mortals. Though trapped in a human form for the first $1d5$ rounds, it is a mere 3 rounds before the Demon-Emperor begins to work his terrible magics through the new body. At judge discretion, the caster may decide to lead the mortal army of Orcus at this time.



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Phlogiston Storm

Level: 5	Range: Unlimited	Duration: Special	Casting Time: 1 round	Save: None.
General	Through the machinations of this spell, the wizard may initiate a spell duel with any caster known to them, wherever they may be. Space and time warp, forming a channel betwixt the two, allowing for direct line of sight between the casters and negating any spell range restrictions other than touch. This spell lasts until one of the casters is dead or unconscious. Only the wizard and their chosen target are affected by the spell, preventing other wizards from joining the mystical combat.			
Manifestation	Roll 1d4: (1) green hellfire surrounds the caster and their foe in a 100' radius. All those entering the flames who are not wizards or elves immediately suffer 1d6+1d7 points of damage; (2) blood rain cascades down from the sky around the caster and their foe (capable of extinguishing regular flames and dampening magical fires - decrease damage by 5 point) in a 50' radius around the caster and their foe; (3) the caster, and everything around them for 50', appear as if negative (black is white, green is red, etc.); (4) supernatural winds buffet the area around the wizard and their foe. All within 200' of either caster must make a DC 20 Reflex save or be blown prone. In addition, a phlogiston disturbance occurs any time the caster's spell check results are within 2 of each other (rather than only occurring on a tie).			
Corruption	Roll 1d6: (1) the skin of the caster's hands runs like wax, leaving their fingers lumpy misshapen, fused masses. Caster suffers -1 to Agility as well as a permanent -3 to all spell checks; (2) the wizard develops a second head growing from their shoulder, and it is that of their intended target. The new head is vocal about its hatred of the caster, spewing a non-stop stream of vitriol unless gagged. The wizard suffers a permanent -2 to Personality; (3) the forces of magic twist and corrupt the caster's soul and warp their ability to wield magic. The caster gains an addition 1d4 mercurial effects for ALL spells; (4) the wizard's physical form becomes unstable. The caster must make a DC 20 Will save once per month or be reduced to a pool of unmoving, sentient goo for 1d3 days; (5) the wizard's eyes melt from their head, leaving swirling mystical darkness behind. The PC is blind unless in total darkness but can see in magical darkness; (6) the caster's luck begins to run out more rapidly than normal. The wizard immediately loses 3 Luck and now must spend 2 Luck to gain the benefit of 1 point.			
Misfire	Roll 1d4: (1) Pocket Dimension. Caster is sucked into a pocket dimension for one week. Consult DCC RPG core rulebook, p. 103 for appearance of pocket dimension; (2) Time Slows. Roll 1d3 and resolve that number of actions before the caster may act again; (3) Demonic Invasion. A rift opens in the fabric of the universe allowing a horde (1d7+5) of demons loose into the caster's plane of existence. The demons are of a type as determined here (roll 1d5): [1] type I, [2] type II, [3] type III, [4] type IV, or [5] type V; (4) Warp storm! The winds of magic rage, unrestrained, through the caster's body. The wizard immediately suffers 1d5 greater corruption effects and 1d3 major corruption effects (see DCC RPG pgs. 118-119).			
1	The phlogiston storm tears both casters apart. They are irrevocably slain.			
2-3	Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + patron taint + misfire; (1-2) corruption; (3+) misfire.			
4-11	Lost. Failure.			
12-17	Caster gains +1 rank to all spell check results for the duration of the spell duel and must make DC 15 Fortitude save each round or suffer minor corruption.			
18-19	Caster gains +1 rank to all spell check results and gains double momentum for the duration of the spell duel. Caster must make Fort save DC 16 each round or suffer minor corruption.			
20-23	Caster gains +2 ranks to all spell check results for the duration of the spell duel. Caster must make Fort save DC 17 each round or suffer minor corruption.			
24-25	Caster gains +2 ranks to all spell check results and gains double momentum for the duration of the spell duel. Caster must make Fort save DC 18 each round or suffer minor corruption.			
26-28	Caster gains +3 ranks to all spell check results for the duration of the spell duel. Caster must make Fort save DC 19 each round or suffer greater corruption.			

- 29-33 Caster gains +3 ranks to all spell check results and gains double momentum for the duration of the spell duel. Caster must make Fort save DC 20 each round or suffer greater corruption.
- 34-35 Caster gains +4 ranks to all spell check results for the duration of the spell duel. Caster must make Fort save DC 21 each round or suffer major corruption.
- 36-37 Caster gains +4 ranks to all spell check results and gains double momentum for the duration of the spell duel. Caster must make Fort save DC 22 each round or suffer major corruption.
- 38+ Spell mastery. During the spell duel the wizard may cast a single spell for an automatic success at maximum effect. Caster immediately suffers 1d3 major corruption effects.



Wizard Cage

Level: 5	Range: 100'	Duration: Varies	Casting Time: 2 rounds	Save: Spell duel only*
General	<p>Generic cages are for animal husbandry. Ensorcelled cages are required for specific needs: an enclosure with no lock is needed for a pickpocket; the keeping of men-at-arms and those of superior strength requires metal that will not give to their bashing; and the caging of powerful casters can only be accomplished by the greatest of like-minded wizards. These last must be able to stand the test of time and elements and –most importantly – retard any efforts of the occupants to use magic of any kind.</p> <p>As the cage created lifts captured wizards, elves, and even clerics above the ground as if on an invisible pulley, the captives are subject to all outdoor elements. If the cage appears inside a building or underground structure, it will rise to a point just below the ceiling.</p> <p>This spell will temporarily imprison casters and render their magic powers/items inert. It was created with chaotic wizards in mind—specifically those who are too powerful to be killed. No magic used within the cage – spells or items – will prove effective.</p> <p>It is important to note the original spell check result, as other casters may attempt to destroy the cage.</p> <p>The cage will not materialize if cast upon a non-casting target.</p>			
Manifestation	Roll 1d3: (1) a short, squat enclosure of crisscrossed chains, into which runes of holding are emblazoned materializes around the target caster and levitates into the air; (2) a tall, narrow cage of silver bars on which thaumaturgic signs and symbols are engraved manifests around the target and lifts him into the air; (3) a wide, covered basket of chainmaille with an immovable lid weaves itself into being around the target before hefting him into the air.			
Corruption	Roll 1d6: (1) minor corruption; (2-4) major corruption; (5-6) greater corruption.			
Misfire	Roll 1d5: (1) caster immobilizes himself for 1d3 rounds; (2) caster and all allies within 20' are held in place for 1d3 rounds; (3) caster experiences a levitating effect, floating 10' in the air with no directional control for 1d3 rounds; (4) caster is encompassed by an invisible cage for 1d4 rounds, through which he may speak but spells automatically fail; (5) a large iron-barred cage falls from the sky, trapping all within 25' of the caster (friend and foe alike). If caster is inside a building, the cage appears to fall from the ceiling, causing no structural damage.			
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.			
2-3	Lost, failure, and less lucky: Roll 1d6 with no Luck modifier: (0 or less) corruption + patron taint + misfire; (1-2) corruption + misfire; (3) patron taint (or corruption if no patron) + misfire; (4+) misfire.			
4-7	Lost, failure, and misfire.			
8-12	Lost. Failure.			
13-17	Failure, but spell is not lost.			
18-20	The caster focuses his energy toward the enemy to be captured and succeeds in creating a cage around his target and rises 15' into the air. The cage will last for as long as the caster keeps it within line of sight (natural means only) and concentrates on its integrity. The target may not cast while imprisoned. Another caster outside the cage may negate it with a dispel magic or shatter spell check at a DC of the original spell check +5.			
21-23	The caster focuses his energy toward the enemy to be captured and succeeds in creating a cage around his target and rises 15' into the air. The cage will last for CL×2 hours or as long as the caster keeps it within line of sight (natural means only). The target may not cast while imprisoned. Another caster outside the cage may negate it with a dispel magic or shatter spell check at a DC of the original spell check +6.			
24-26	The caster focuses his energy toward the enemy to be captured and succeeds in creating a cage			

around his target and rises 20' into the air. The cage will last $CL \times 6$ hours or as long as the caster keeps it within line of sight (by natural or supernatural means). The target may not cast while imprisoned. Another caster outside the cage may negate it with a dispel magic or shatter spell check at a DC of the original spell check +6.

27-30 The caster focuses his energy toward the enemy to be captured and succeeds in creating a cage of his design around his target (player may pick a manifestation from the list above or describe his own), rising 20' into the air. The cage will last $CL \times 8$ hours. The target may not cast while imprisoned. Another caster outside the cage may negate it with a dispel magic or shatter spell check at a DC of the original spell check +8.

31-33 The caster focuses his energy toward the enemy to be captured and succeeds in creating a cage of his design around the target, rising no higher than 30' into the air (caster may choose height). The cage will last for $CL \times 2$ days or until the caster concentrates for 1 turn to dispel the powerful magics. The target may not cast while imprisoned. Another caster outside the cage may negate it with a dispel magic or shatter spell check at a DC of the original spell check +8.

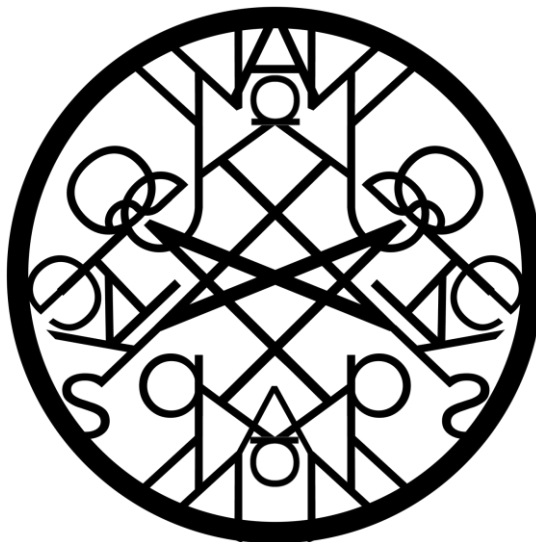
34-35 The caster focuses his energy toward the enemy to be captured and succeeds in creating a cage of his design around his target, rising no higher than 40' into the air (caster may choose height). The cage will last for $CL \times 2$ days or until the caster concentrates for 1 turn to dispel it. The target may not speak or cast while imprisoned. Another caster outside the cage may negate it with a dispel magic or shatter spell check at a DC of the original spell check +10.

36-37 The caster focuses his energy toward the enemy to be captured and succeeds in creating a cage of his design around his target, rising no higher than 50' into the air. As the wizard inside the cage ascends to a point between the earth and sky, his skin begins to react, slowly rending from his own body in strips (1d6 damage suffered per day). The cage will last for $CL \times 1$ weeks or until dispelled by the caster via concentration for 1 turn. The target may not cast while imprisoned, but screams in pain. Another caster outside the cage may negate it with a dispel magic or shatter spell check at a DC of the original spell check +10.

38+ As result 36-37, but the caster may focus on up to 2 enemies to be imprisoned.

***Spell duel notes:**

1. Wizard cage may be specifically counterspelled with magic bulwark or dispel magic, with the caveat that a result of phlogiston disturbance will cause cages to encompass all duel participants, materializing at the level of the initial spell check result.
2. So long as the caster of wizard cage does not fail his initial spell check, each round he survives is counted as a success toward the casting time of this spell (2 rounds). He does not have to roll a spell check for the second round; instead, count the initial spell check as his result for the second round of a spell duel.



ARIOCH

Lord of the Seven Darks, Lord of the Higher Hell, Knight of the Swords

Arioch is one of the more powerful Dukes of Hell. He rules by strength, guile and manipulation. His followers range from the reclusive bog-hag to entire nations such as Melniboné. Arioch relishes acts of treachery, intricate lies that cause delicious suffering, and violence offered in his name.

Invoke Patron check results:

- 12-13 The wickedness of the caster's deed does not merit direct intervention from the Knight of Swords. A sulfuric cloud rises from the ground covering a 30' radius. All enemies of the caster must use their action to move away from the area, or begin choking while their eyes sting from the noxious vapor. Affected must pass a DC 13 Fortitude save or become stunned for 1d3+CL rounds.
- 14-17 Future actions of the caster may result in an increase of power for Lord Arioch. The great demon briefly manifests in the form of some horrific beast. The manifestation vomits forth a swarm of giant flies covering a 30x30 area. The swarm attacks all enemies of the caster in the area before dispersing 1d6 rounds later. Giant flies: Init +2; Atk bite +4 melee against all in 30'x30' space (1d4); AC 10; hp 40; MV 30'; Act 1d20; SV Fort +2, Ref +3, Will +0; AL C.
- 18-19 The demon has plans for the caster in the great scheme of Chaos. For the next encounter, any natural roll made by the caster that results in an odd number may be rerolled. The second result must be accepted. The caster also instantly knows the answer to one specific question. The demon will answer the question cryptically, as its nature is to deceive.
- 20-23 Arioch has chosen the caster to act as a pawn in the near future on his behalf, and the caster must be protected. A type one demon is summoned to the prime, charged with protecting the caster. The demon will stay for the duration of the encounter before being called back to Hell. (Use the random demon generator found on www.purplesorcerer.com for a quick demon.)



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- 24-27 The caster transforms into a swarm of flies. The transformation allows the caster to engulf one target per turn. The flies burrow deep into the ear canals and whisper the lore of forbidden knowledge. The droning madness is more than any mortal mind can suffer, often causing death or insanity. Victims must pass a DC 12+CL Will save or suffer 1d5 Personality damage. Any opponent reduced to 0 Personality either dies from trying to rip his own eyes out or some other grisly fate as they try to pull the madness away. Caster retains this form for 1d8+CL rounds.
- 28-29 The Knight of Swords charges the caster's weapon with a dreadful energy, capable of sucking the soul from its host and stealing it away to Hell. For 1d8+CL rounds the weapon (or hand, if chosen) glows with a hellish purple light. Any foe struck by the weapon must immediately pass a DC 10+CL Will save, or have their soul stolen away to Hell. The affected is now a walking zombie, only capable of basic actions. The soul can only be rescued by means of a quest to the underworld to barter with Arioch himself.
- 30-31 The caster has become a favorite of the demon. A 40' x 40' area suddenly transforms into a hellish landscape. Flames randomly jet from the ground as sulfuric clouds randomly manifest. Each enemy of the caster must pass both a DC 12+CL Reflex save in addition to a DC 12+CL Fortitude save. Failing the Reflex save results in the target being engulfed in hellfire (2d12) while failing the Fortitude save results in the victim choking from fumes, causing them to lose all actions. The effect lasts for 1d10+CL rounds.
- 32+ Arioch sends two type II demons to aid the caster. The demons will fight or impart knowledge to potential dilemmas at hand. The demons will never answer questions directly, as it is their nature to deceive. The demons will return to the Abyss after 1d10+CL rounds.

Patron Taint: Arioch

When patron taint is indicated for Arioch, roll 1d6 on the table below. When a caster has acquired all six taints at all levels of effect he is effectively turned into a type I demon and summoned to Hell.

Roll Result

- 1 The caster constantly begins to smell of sulfur. This results in -1d on all reaction rolls and a +1d to any rolls made when trying to locate the caster. Rolling this result a second time causes the casters skin to become reptilian. The scales are crimson in color and offer +3 to AC, but caster is considered to be cursed and is generally unwelcome in towns. Rolling this result a third time bestows a tail, and prominent horns grow from the caster's forehead. This grants the caster a headbutt attack (1d6). The caster must also pass a DC 10 Will save to resist deceiving friend or foe at any crucial point during an adventure.
- 2 The caster's toes fuse together and begin to develop into fleshy hooves. Reduce MV by -10'. Rolling this result a second time causes the caster's legs to change completely, resembling a goat. The hooves are completely formed now, granting a kick attack (1d6) and MV +15'. The caster is considered a demon by strangers, and will be attacked unless an attempt is made to hide the change. Rolling this result a third time causes the caster's fingers to grow an extra knuckle and wicked claws (1d4). In addition, all animals within line of sight of the caster will react with fear or animosity.
- 3 The caster begins to develop two sores on each shoulder blade and begins to develop a slight hump back. Rolling this result a second time causes small wings to burst from the wounds. The wings grant no flying ability, but add to the caster's demonic transformation. Rolling this result a third time causes the wings to double in size, granting the caster the ability to glide from heights greater than 30'.
- 4 Caster's eyes become white orbs. The effect is unsettling to all who encounter him, resulting in -1d on all social rolls. Rolling this result a second time causes the tongue of the caster to become forked. This allows the caster to track by scent 60' (skilled roll) but also challenges the caster to tell the truth during important times. A DC 12 Will save must be passed to tell the truth whenever the Judge sees the potential for a lie. Rolling this result a third time causes the caster's ears to become long and pointy. Hearing is doubled, while the negative reaction penalty is raised to -2 die on the chain.

- 5 The caster's very presence causes food to spoil in a 20' x 20' area. Commoners will become suspicious if the caster lingers in the area, or displays any additional taint. Rolling this result a second time will add the ability to wilt and destroy plant life in a 20' x 20' area. The effect will be tied to the caster with a successful perception check. Rolling this result a third time will cause domestic and wild animals to display "fight or flight" tendencies. In addition, small children will begin to wail while within 50' of the caster.
- 6 Caster attracts vermin in large numbers. Any time the caster spends more than 24 hours in a locale, swarms of bats, rats, and other related creatures will begin to appear in numbers. Should the caster spend more than seven days in the same location, a plague will begin infecting those in the area. Judges are encouraged to create something devilish. If this result is rolled a second time, foul weather seems to travel with the caster. Rain, winds, and other unfavorable conditions prevail, generally bringing damaging storms should the caster settle in the same locale for more than a few days. Rolling this result a third time will give the caster a constant charge of static electricity, causing any living thing a shock when touched (1d3). In addition, the caster develops traits similar to the vermin he attracts (red eyes, bat-like snout, etc.) causing -1d to all social rolls.

Patron Spells: Arioch

Level 1: Fly's Lament

Level 2: Unknown

Level 3: Unknown

Spellburn: Arioch

Arioch enjoys the suffering of his followers and is known to lend great strength to those who can endure the most painful suffering. Roll 1d4 on the table below or build off the ideas below to create an event specific to your home campaign.

Roll Spellburn

- 1 The demon briefly possesses the body of the caster, literally giving him a taste of hellfire. The caster smolders as blisters develop all over his body (expressed as -1 to Stamina, Strength, and Agility).
- 2 Arioch wants more than the taste of what is being offered. Up to 10 points can be burned, but the caster must offer sacrifice of creatures up to the HD of points spent. (The spellburn of 10 points results in a need of 10 HD worth of creatures.)
- 3 The caster drops to his knees to vomit a gout of flies. The flies cause blindness to all in a 40' area for one round before dispersing.
- 4 The caster gains two points for every point spellburned, but he will be sent on a personal quest by Arioch. Failure to timely complete the quest results in twice the loss of points spent.



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Fly's Lament

Level: 1 (Arioch)	Range: Varies	Duration: Varies	Casting Time: 1 round	Save: Varies
General	The caster summons is gifted a hellish fly from the great demon Arioch.			
Manifestation	Roll 1d4: (1) A swarm of flies burst from the caster's mouth. The flies instantly disperse, but one of the pests is the object of the summoning, marked by a small halo of fire; (2) In an instant, the caster develops a oozing wound as a larvae squirms its way out of the puss-laden wound. The maggot drops to the ground, instantly becoming the summoned fly; (3) The caster screams as his body explodes into a black cloud of flies. The summoned fly is immediately summoned and able to act, but the caster will remain in the form of a swarm for one round before returning back to his original form; (4) Caster's head is instantly transformed into that of a giant fly. The caster is unable to cast additional spells for 1d2 rounds, but gains an acid spit that can be used as a ranged attack: Spit 10' +2 ranged (1d10 + corrosive). The corrosive nature of the attack continues doing damage on following rounds dropping by one die on the dice chain each round. Succeeding an initial DC 13 Reflex save will halve damage for each round.			
1	Lost, failure, and patron taint.			
2-11	Lost. Failure.			
12-13	Caster summons a small fly with a flaming halo. The fly attacks enemies of the caster, hellish bite causing excruciating pain. The fly remains for 1d6+CL rounds. Fly (1): Init +2; Atk bite +2 melee (1d6+CL); AC 16; HD 1d6; hp 3; MV fly 30'; Act 1d20; SV Fort +0, Ref +6, Will +0; AL C.			
14-17	Caster summons 1d3 flies with flaming halos (as above). The flies attack enemies of the caster with a hellish bite causing excruciating pain. The flies remain for 1d6+CL rounds.			
18-19	Caster causes one target to begin vomiting a swarm of demonic horse flies that immediately attack him. The flies will not only attack the target, but anyone standing within 10' must also endure the painful bites. The horsefly swarm will disperse in 1d8 rounds. Horse fly swarm: Init +3; Atk swarming bite +3 melee (1d8+CL); AC 14; HD 3d12; hp 24; MV fly 30'; Act 1d20; SV Fort +0, Ref +3, Will +0; AL C.			
20-23	Caster may choose 1d3 targets to serve as a maggot hive of demonic flies. Target must pass an immediate Will save matching the caster's spell check to avoid the effect. Those failing immediately fall to their knees in hysterics as thousands of maggots begin to chew their way out of their host. Hosts are effectively helpless during the process and suffer thousands of chewing wounds each round (1d8+CL). The maggots will clear their host in 1d6 rounds.			
24-27	Caster grows a set of demonic fly wings as a fiery halo appears over his head. The caster is able to fly 60' and now has the whisper of Arioch himself in his ear, whispering words of power granting a +8 to all spell-based rolls for 1d10 rounds.			
28-29	A maggot monstrosity is summoned forth., writhing with human heads trying to escape their host; gnashing teeth trying to attack anyone foolish enough to get within range of their anguished rage. Maggot monstrosity (1): Init +0; Atk bite +2 melee (1d8); AC 11; HD 6d6+6; hp 33; MV crawl 15'; Act 6d20; SP absorbing; SV Fort +2, Ref -2, Will +2; AL C. <i>Absorbing:</i> Any target slain by the creature will be absorbed into the body mass to be digested. The victim's soul becomes trapped, its face manifesting alongside the other hapless victims'.			
30-31	The caster and all allies are immediately lifted into the air, high from danger, while a rip in the fabric of reality vomits forth a gigantic fly. The fly attacks the caster's foes with a hellish breath weapon. The fly remains for 1d10 rounds before being called back to the Abyss. Once the gigantic fly is called back the caster and his allies will be safely dropped back to the scorched ground. Gigantic Fly: Init +3; Atk hellfire breath 10' x (3d6 x 10)' long (damage as fly's hp, DC 12 Ref for half); AC 16; HD 6d12; hp 53; MV fly 60'; Act 1d20; SV Fort +2, Ref +3, Will +0; AL C.			
32+	Arioch himself possesses the caster causing his body to levitate 5'. A crown of fire appears as the caster assumes the appearance of a handsome youth. On the same round, up to 10 opponents of the caster must make immediate Will saves with a DC of 12+CL or be bathed in hellfire. Each opponent that fails the save suffers 3d12. The effect lasts for 2 rounds before Arioch leaves the casters body. As an added bonus, the caster knows the answer to one question currently perplexing him.			

“BILLY JACK”

Martial Arts Patron AI

The artificial intelligence known as Billy Jack once served as a database of knowledge that served to gather any and all information relating to martial arts. The database existed to educate an ancient order of monks dedicated to Gnosticism. The monks used martial arts as one of many branches of self-enlightenment. Coming back online several centuries later, Billy Jack became sentient and began to develop as an AI. This new artificial intelligence absorbed the vast store of knowledge and began to incorporate anything relevant to begin the second age of the Gnostic cult that it had served in centuries past.

Billy Jack seeks followers in the form of any living being dedicated to self-enlightenment by way of meditation, martial arts and Gnostic mysticism. The AI demands that its followers practice a peaceful code while traveling the wasteland, honing and only using martial arts to defend, or protect the weak. When summoned, Billy Jack resembles a male Native American from the ancient times. He is often dressed in denim and leather boots with pointed toes. It is rare that he is seen without a black hat worn by many western types several centuries ago. He always speaks with a soft, calming voice and on rare occasion will appear on a strange artifact known as a motorcycle.

Patron Bond: Billy Jack

A Shaman may choose to bond with Billy Jack by using any sort of mind altering hallucinogenic or spending several days in a wilderness climate in an attempt to reach ones inner self. Either of these actions touch upon an unused portion of the brain. These neurons produce a rare form of energy that the AI is attracted to. Beings that typically produce these brainwaves typically fit the mold for what the artificial intelligence seeks in the form of a follower. Once the bond begins, the AI and new follower will join on the “spiritual” plane. The follower will be bathed in Gnostic knowledge in addition to a form of martial arts that best suits the Shaman. The union is symbolized by a large tattoo resembling the animal chosen by Billy Jack to be its spirit guide.

Invoke Patron check results:

- 12-13 Billy Jack senses the good intentions of the follower, but is too busy to directly intervene. The follower's tattoo begins to glow as it fills with energy from beyond. The energy then travels to each of the follower's fists, resulting in a bonus of 1d6 to Strength. These points may also be spellburned.
- 14-17 Billy Jack grants the follower the ability to say something really cool in any language needed to communicate to the follower's target. The spoken words are usually extremely philosophical and can reach even the most primitive intelligence. This translates into the target becoming dazed for 1d6 rounds while it tries to resist falling into deep thought. Dazed targets may only make movement actions.
- 18-20 Billy Jack manifests as a shimmering hologram of a Native American man dressed in jeans and a cowboy hat of old. The hologram stands between the follower and any two who threaten him. The hologram begins a soft spoken speech about universal love, warning that violence can only result in violence. Those who choose to ignore the speech and attack are immediately attacked by the hologram, which splinters in crackling shards of energy. 1d10 shards can be directed at one or multiple targets, doing 1d8 damage each.
- 21-24 Billy Jack appears instantaneously as a field of energy that engulfs the follower. The energy melds with the follower's own spirit and the two enter combat with a mesmerizing dance of spirit energy. The follower gains an increase in action dice equal to 3d20 and uses 2d16 on Crit Table II. In addition, the follower gains a natural +5 AC bonus. These effects last for 1d12 rounds.
- 25-29 A circle of eight giant-sized totem poles erupt from the ground, each made from ancient carved wood, summoned by spirit energies and charged by Billy Jack. Any enemies of the follower or Billy Jack within the 30' circle will be attacked by holographic phoenixes. Targets must pass a DC 18 Reflex save for half damage. Those that fail suffer 1d12 damage and catch fire. In addition, the follower is engulfed in the same holographic flames. All energy-based attacks against the follower are reduced to half damage, and the follower may levitate up to 30' while the totems are present. These effects last for 1d10 rounds.
- 30-31 The ancient sound of a motorcycle can suddenly be heard as Billy Jack and its mechanical steed rip through a hole in the time continuum. With a fierce war-cry, the AI bursts into a murder of crows, blotting out the sky. The swarm will deflect any attack made against the follower, nullifying any damage. In addition, the crows will hungrily peck at any enemy eyes in hopes of spearing a juicy orb. Each target must pass a DC 18 Reflex save or suffer the immediate loss of one eye (1d10 damage and a permanent loss of -1d on any action requiring sight). The swarm will disperse in 1d12 rounds.

- 30-31 The caster has become a favorite of the demon. A 40' x 40' area suddenly transforms into a hellish landscape. Flames randomly jet from the ground as sulfuric clouds randomly manifest. Each enemy of the caster must pass both a DC 12+CL Reflex save in addition to a DC 12+CL Fortitude save. Failing the Reflex save results in the target being engulfed in hellfire (2d12) while failing the Fortitude save results in the victim choking from fumes, causing them to lose all actions. The effect lasts for 1d10+CL rounds.
- 32+ A titan-sized version of Billy Jack appears in the heavens. The glowing effigy of the AI begins an elaborate dance, infusing martial arts with Native American dance. Each round of the dance will cause 1d8 fist-sized meteors to fall from the sky as Billy Jack kicks and punches at the stars. For 1d12 rounds, the falling meteors will strike enemies of the Shaman each round.
Meteor: Atk +10 ranged (1d20 damage and knocked prone)

Patron Taint: Billy Jack

When patron taint is indicated for Arioch, roll 1d6 on the table below. When a caster has acquired all six taints at all levels of effect he is effectively turned into a type I demon and summoned to Hell.

Roll Result

- 1 The Shaman begins to chant during times of stress. The chant takes the form of an ancient language that is unknown to the follower. Rolling this result a second time will cause the Shaman to begin to chant during any quiet moment of the day, resulting in -1d on any encounter checks due to the unnerving effects. Rolling this result a third time increases the penalty by an additional -1d each time this taint is rolled.
- 2 Each time this taint is rolled the Shaman will develop a trait favored by the chosen spirit animal Billy Jack assigned the follower. This results in +1 to the favorable attribute, but also a -1 to Personality as the Shaman becomes more animalistic (for example, bear traits would gain +1 Strength and -1 Personality).
- 3 Rolling this taint will cause the Shaman to find a suitable piece of wood to begin carving a totem from. The wood should be something small in size. Rolling this taint a second time will cause the Shaman to begin hearing whispers during quiet moments of their day. The whispers originate from the totem heads. The Shaman must pass a DC 10 Fortitude save each night to sleep restfully, otherwise all actions are at -1 the following day until a decent night of sleep can be had. Rolling this result a third time will cause the totem to begin talking to the Shaman constantly. 1d4 heads will constantly chatter in the follower's mind to the point that it's hard to think. A DC 12 Will save must be passed to ignore the voices during times of stress (including combat) and failing results in -1d to any action. Rolling this effect a fourth time results in the Shaman becoming delusional. The totem constantly chatters and gives conflicting advice. The effect will slowly drive the Shaman insane. Any stressful situation (including combat) will cause the Shaman to collapse helplessly to the ground as he tries to block out the voices in his head.
- 4 The Shaman's hair is replaced with a plume of colorful feathers. Rolling this result again will change the Shaman's eyes to the mineral turquoise: the eyes now have night vision, but unnerve those the Shaman encounters (-1d on encounter rolls). Rolling this result a third time transforms the Shaman's hands and feet into eagle claws. The claws can be used to attack (1d8) but the follower can no longer manipulate most objects. Rolling this result a fourth time will cause the Shaman's head to transform into that of an eagle. The new head is unnerving, and the Shaman suffers -1d to all encounter checks. The new head can be used to unleash a screech that causes fear to all enemies within 30'. A DC 13 Will save must be passed to avoid moving away from the Shaman as fast as possible.

Patron Spells/Wetware: Billy Jack

Level 1: Error! File not found

Level 2: Error! File not found

Level 3: Error! File not found

THE CHROMATIC COURT

Mask-adorned Plaguemasters

Although death has many deities associated with it, there is still Death itself and its many faces. Perhaps amongst the lesser known masks of the untiring dark are those of the Chromatic Court. While each of these faces seems but Death in a differing guise, any of the Chromatic Court may be taken as patrons for those who wish to serve the master of eternal silence. Other than their appearance, some mannerisms, and their given plague, the members of the Chromatic Court are, for all intents and purposes, identical.

Death, in the guises of the Chromatic Court, does not act in terms of magic, but instead in terms of disease. Thus, each member of the court is associated with a specific plague with which they carry out their efforts on behalf of Death. These plagues are unleashed if the invoke patron spell check is high enough. While transmitted through normal means beyond the initial outbreak, these sicknesses are magical in nature. Ability damage from these plagues may not be cured so long as the disease remains and these ailments may only be healed through the use of magical assistance.

The infections will incubate for the noted duration before the first symptom becomes apparent. In cases of airborne transmission or contagion through contact, the maladies are contagious from the beginning of the incubation period and may begin to spread immediately. If left untreated, the plagues of the Chromatic Court are 100% fatal in all cases. The patient dies when an affected ability drops to zero.

Invoke Patron check results*:

- 12-13 The member of the Chromatic Court breathes the faintest wisp of his power towards the foes of the wizard. A single target of the wizard's choosing must make a DC 15 Fort save or be struck by a wash of burning blisters across their face, blinding them for 1d5 rounds.
- 14-17 Hearing the wizard's call across the void, the bearer of the plague bestows a minor blessing in response to the beseechment. Fortified by Death, the wizard gains a +2 to all saving throws for the next turn.
- 18-19 A haze of infection fills the air around the caster in a 100' radius. This strain of the plague is only half strength requiring only a DC 10 Fort save to avoid infection – although, if infected, the disease runs its course as normal.
- 20-23 An infectious wind blows across the area towards a single target chosen by the invoking wizard. That target, confronted with the power of Death, suffers a -5 to all saving throws for the next 24 hours.
- 24-27 On a sepulchral wind comes the guise of the member of the Chromatic Court. Appearing as a shimmering apparition, this member of the Chromatic Court causes fear (DC 15 Will save) in all creatures less than 4 HD (including the wizard).
- 28-29 Heeding the beckoning call of the aspirant, the Chromatic Death lashes out, infecting all foes within 20' with the appropriate plague. The wizard receives a +5 to his Fortitude save against becoming infected.
- 30-31 The Chromatic Death acknowledges the importance of the one calling upon him, and the greater importance of that individual to the eternal machinations of Death. Death thus grants a complete immunity to disease for 72 hours.
- 32+ There is only one possible answer for a supplicant who carries this much favor: an outbreak of the plague. The disease will appear in the nearest inhabited community, infecting 2d16 victims to start, and will sweep across the countryside.

*Special Note: Those closer to Death are more likely to gain his attention. Petitioners to the court add any Stamina penalty to their invoke patron spell checks. In addition, casters who have been recovered in the past turn gain a +5 bonus to their invoke patron spell check. It is worth noting that while infection by one of the plagues of the Chromatic Court would seem to be a sure way to increase one's chance of gaining the attention of the court, it is the opposite. Those infected have already been marked for death and the Chromatic Court will not intercede in any form for those thus marked. All such invoke patron attempts automatically fail.

In addition, these results are for those who call upon the Chromatic Court as a body. Those who call upon individual members should consult the appropriate *invoke patron* tables for the patron in question.

The Members of the Chromatic Court

The Black Death

Tatterdemalion, clad in a stained and torn shroud, the Black Death is that which is most easily recognized as death. With puss-filled sores weeping gore, and dark blotches on his cadaverous skin, this death has a frightening visage indeed.

Often covered in fleas or surrounded by infested animals, the Black Death strikes at the unwary. Those who take great care are said to be able to avoid his plague, but that may just be a cruel, false hope. The plague is a harsh and unforgiving disease.

The Blue Death

The Blue Death, with bulging eyes and cyanosis-marred skin, is a specter greatly respected by those who rely more heavily on breath. While all need to breath, divers, climbers, and the like watch very closely for the oncoming presence of this Chromatic Courtier.

Clad head to toe in a sky-blue shroud, a swatch of cloth covers even the lower portion of the face of this manifestation of death. Should he physically manifest, all present must make a DC 15 Fort save or pass out from rapid asphyxia.

The Purple Death

Awash in amaranthine robes, the Purple Death is a strangely joyous figure. While his plague is often caught due to strange fungi sometimes created as a byproduct of wine fermentation, the Vineyard Tremens is an extension of the chaotic nature of this Chromatic Courtier. Clad in its robes and entwined with grape vines, the Purple Death hungers for the dreams of the living and feeds from them via the hallucinations caused by its plague.

The Red Death

Wearer of the crimson robes of Death, the Red Death is a patron of cunning and patience. When he appears in person his visage is often disguised behind a mask of scarlet, or of a richly-appointed death's head. The actions of the Red Death reflect the inevitability of death, and that death may not be hidden from. Be a man rich or poor, the Red Death will find them. As a patron, the Red Death is a being to whom the bringing of death is the bringing of mercy, an end to the noise and torments of life.

There are no barriers to the Red Death. He can burn through a village, or penetrate the most barricaded abbey, with no impediment. Death comes to all, rich or poor, and the Red Death favors none in his selection. Like most members of the Chromatic Court, the Red Death is neutral.

The White Death

Appearing as an unclad and ill-formed skeleton, the White Death (the Master of Bones, the Inexorable Osseir) is the sole Lawful face of the Chromatic Court. Often appearing in conjunction with a plea received by a deity, the White Death brings punishment to those who would stand in defiance of law. It is, for deities and patrons, the most approachable of the faces of Death.

Most often, manifestations will take place in a cemetery, where a mass of mixed bones will rupture the soil and form into the monstrous form of the White Death.

The Yellow Death

Surrounded by swarms of biting, stinging, and pinching insects, the Yellow Death is a figure out of nightmares. Appearing as a walking, desiccated, corpse from which all manner of insects and larva pour. Staring into its almost beseeching eyes reveals that the Yellow Death is not the corpse, it merely inhabits the undying form of one of its plague victims. Uncaring of who is infected, the Yellow Death is truly neutral seeking to infect all it encounters. Should it manifest, it is accompanied by a quarter mile swarm of insects which serve to launch its plague into the world.

Disease	Nicknames	Transmission	Fort Save	Incubation Period	Damage	Damage Interval	Symptoms
Plague of the Black Death	Black Death Black Plague Bubonic Plague	Airborne (sputum) Indirect Contact Insect Bite	25	1d5+2 days	1d3 Stamina 1d3 Strength	2/day	Buboes, chills, fatigue, fever, headache
Plague of the Blue Death	Wheezing Sickness Whispering Asphyxia	Airborne (sputum)	20	1d3 days	1d5 Stamina	1/month	Cyanosis, coughing, trouble breathing
Plague of the Purple Death	Purple Shakes Vineyard Tremens	Airborne (mold spores)	18	1d5 hours	1d4 Dexterity 1d3 Stamina	1/day	Fever, hallucinations palsy in extremities
Plague of the Red Death	Blood Sweats Crimson Fever Hemorrhagic Plague	Airborne (sputum) Direct Contact Indirect Contact	20	1d6 hours	1d3 Luck 1d3 Stamina	1/hour	Bleeding from pores, dizziness, fatigue, overall pain
Plague of the White Death	Bone Plague Devil's Ossification Pale Fever	Direct Contact	15	1d3 hours	1d3 Dexterity 1d4 Stamina	1/turn	Flesh rapidly calcifies into bone.
Plague of the Yellow Death	Jaundiced Fever Screaming Ague	Direct Contact Insect Bite	22	1d7 days	1d7 Stamina 1d4 Strength	1/week	Fever, jaundice, painful joint inflammation

The Chromatic Court: THE RED DEATH

Mask-adorned Plaguemaster of Balance

The Red Death is one of the more macabre and mysterious Patrons in the pantheon of gods, demons, and other beings attempting to attain divinity. Just the utterance of the name brings shudders and curses from those within earshot. The Red Death is a neutral power who holds sway over disease and decay. The mysterious force keeps watch over the domain of man, every vigilant for disease and plague that begins to out run the comprehension of man, during which a cure will be gifted to man by way of dream. Should such a sickness be allowed to roam unchecked, the potential to wipe man from the Prime as a whole is a plausible reality.

By the flipside of the coin there are generations of man, where the populace is bereft of war, famine, and other trials that normally “cull” the herd of man, keeping the balance with all living things. When time grows ripe, the Red Death gifts the world with plague and new disease.

Invoke Patron check results:

- 15-17 Red Death senses the petitioner's attempt at contact. The caster receives a +5 bonus to checks and saves relating to any sickness. The petitioner also gains a minor instance of “plague hand.” For 1d3 rounds the hand of the petitioner can be used to afflict infection in the form of a rash of blisters. The afflicted suffers 1d4 damage to both hit points and Stamina.
- 18-19 The Red Death has turned its full attention to the petitioner. An eerie crimson mist begins to flow from the tear ducts of the petitioner as the mist envelops and protects by giving the caster a +8 bonus to any checks relating to sickness. A secondary effect is to cause an affliction to those within melee range of the mists: a DC 15 Fortitude save must be passed, or the victim inhales the mist and begins to suffer from a malady that begins to attack the lungs. Victims will take 1d4 Stamina damage for 1d6 rounds. Should the “patient” survive the initial duration, the effect will fade. Reaching 0 stamina translates into the lungs filling full of blood, drowning the unfortunate.
- 20-23 Petitioner becomes bloated with a wondrous gift of bubo. The petitioner may vomit this vile essence at a range of 10'. Any target must pass a DC 16 Fortitude save or be immediately stricken with plague. Accompanying fever floods the brain, causing it to literally cook itself. This results in 2d4 points of Stamina and Strength loss each round. The plague lasts for 1d4+CL rounds. The petitioner also gains a +8 bonus to all sickness-related checks during the duration of the plague.
- 24-27 Petitioner is considered important for a future event. The Red Death sends a minor plague specter to aid the chosen. The specter will attack any direct threat to the petitioner for 1d2 turns, or until dismissed. The petitioner also gains a +8 bonus to all sickness-related checks during the visit of the plague specter.
- 28-29 Heeding the request for divine favor, the Red Death has special plans for the petitioner in the near future. A mist immediately shrouds the petitioner, forming a 10' radius globe that lasts for 1d3 hours. The effect of the globe is to repel any living life form by causing it instant decay. Living organisms that try to penetrate

the mist suffer 4d12 damage and must immediately pass a DC 16 Fortitude save or die. Should the target be a player character, a “roll the body” save is allowed; however, healing must be found within 48 hours’ time. Failing to obtain healing results in irreversible death. The petitioner also gains a +8 bonus to all sickness-related checks for the duration of the globe.

30-31 The Red Death chooses the petitioner as its personal emissary. 1d12+CL plague zombies appear and attack enemies of the petitioner. The zombies will remain for 1d4 days or until dismissed. The petitioner also gains a +8 bonus to all sickness-related checks while the plague zombies are present. Keep in mind that an NPC or fellow character may consider the zombies an abomination. As an added lasting side effect, the petitioner gains a permanent disease chosen by the judge. It is recommended the disease be colorful – and contagious.

32+ Petitioner bursts into a swarm of plague-infected crimson bats. The swarm covers a 40’ x 40’ area. Petitioner is only vulnerable to area attacks. Any friend or foe caught in the bubonic swarm will become infected unless a DC 17 Fortitude save is passed each round spent in the swarm. Failing the save results in the infected bleeding out from all orifices, taking 1d10 damage to both Strength and Stamina. Infected are also considered helpless for the duration of the swarm. The swarm will vanish after 1d10 rounds while the petitioner reforms from the spilt blood of victims. As a permanent side, the petitioner develops a bat-like face including fangs. The petitioner is now a carrier of plague and will suffer 1d4 Stamina damage per day. Healing must be a constant consideration lest the petitioner be called to the great beyond.

Patron Taint: The Red Death

The Red Death is on constant vigil over the domain of man. Patron taint results in the Red Death taking its attentions off of important happenings and judging the petitioners request to be trivial, resulting in taint. When a patron taint is indicated, roll 1d6 on the table below. When a caster has acquired all six taints at any levels, there is no need to continue rolling further.

Roll Result

- 1 The caster develops a festering wound. The wound is usually on the top of the hand or on the face, to mark the petitioner as a carrier of blessing. The wound constantly weeps, causing -1d on any social rolls. Rolling this taint a second time results in the caster’s eyes constantly pooling with blood. The unnerving sight results in -2d on the chain to any social based rolls. The caster also becomes a carrier of minor ailments (judge’s choice). Rolling this taint a third time results in the caster’s entire body being covered by festering wounds that weep puss. The effect causes fear in those who do not know the petitioner. A DC 12 Will save must be passed or target will run away for 1d4 rounds. As an additional effect, caster becomes a bearer of disease. The disease changes with every full cycle of the moon (judges are encouraged to come up with clever use of this taint).
- 2 Caster feels one random body part begin to shrivel. Roll 1d5 to determine the effect: (1) head; (2) left arm; (3) right arm; (4) left leg; (5) right leg. Affected part shrinks to 1/4 normal size. Affected legs result in -10’ to movement rate. Affected arm results in -1d on the chain for any physical actions. Affected head results in -1d on all social rolls. Rolling a second time will have the same effect as above, except when the same body part is rolled twice: legs reduce speed by 15’ and caster gains a horrible limp; arms result in a useless limb; head results in reduced sense of perception, causing all normal ranges to be halved. In addition, a -2 d on the chain applies to any social rolls. Rolling this taint a third time has the same effect as the first roll, unless a part is affected for a third instance: in this case, the part rots off, leaving no limb – and should the head rot off, the petitioner dies.
- 3 Caster develops a brain fever. The first time this is rolled, it results in any stressful situation having a small chance of causing the brain to overheat and send the petitioner into a seizure. The effect leaves the caster helpless for 1d3 rounds. Rolling this a second time increases the duration to 1d6 rounds. Rolling this taint a third time increases the duration to 1d10 rounds of helplessness. A DC 13 Fortitude save must be passed to avoid the seizure.
- 4 Caster acquires a minor disease of the judge’s choice. This disease is contagious and spread by contact. Lesions, pustules, or sores will usually manifest along with the affliction. Judges are encouraged to come up with imaginative effects while keeping a balance with playability. Rolling this result a second or third time results in a new disease with similar effects.

- 5 Caster begins to attract creatures known to carry pestilence and disease. Crows and rats will begin to infest the local area of the PC within 24 hours. The PC will begin to notice the gathering of crows converging on the local tavern, or the red gleam of a rat's eyes glaring en masse from the alley across the road. If the PC spends more than one week in any establishment, a minor plague will break out. The PC must also make a weekly Luck check to avoid being linked to the outbreak. The type of plague and its effects are up to the judge. The PC is immune to the ailment. Rolling this result a second time will increase the effect to the point of the caster developing characteristic traits of the creatures that follow him (red eyes, beak-like nose, etc.). Rolling a third time results in the PC literally being followed by vermin. This unsettles the normal populace and the character will often be run out of town...or worse. As an added "bonus," the caster gains the gift of telepathy with the creatures that stalk him.
- 6 The caster develops a red stain on his body. The stain appears to be moving at all times, causing those who witness the effect to become unsettled. Rolling this result a second time results in the caster becoming slightly insubstantial, losing his body to a more mist-like form. This results in a +3 AC bonus, with normal weapons doing half damage. The caster can no longer hold physical objects unless a DC 15 Will save is passed, allowing the caster to will himself to manifest. Rolling the result a third time results in the caster becoming a completely incorporeal, humanoid mist. The caster can no longer manipulate or handle physical objects, but he is also immune to normal physical harm.



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THE CURATOR

The Guardian of Knowledge

The Curator is an ancient being of profound wisdom. Once kept alive through artificial means, the vast knowledge accumulated within his prolonged lifetime refused to pass on with his mortal self. Now a formless intellect, the Curator can be called upon by those who prize knowledge. Supplicant wizards may select a lesser boon (lower result) from the Curator if so desired.

Invoke Patron check results:

- | | |
|-------|--|
| 12-13 | The Curator grants the caster a glimpse of the underlying causes and effects of the next few seconds, allowing the wizard a +1 on their next action. |
| 14-17 | The Curator has no knowledge of the situation that the wizard is in. Instead, the Curator allows the caster to tap into his own insight and subconscious understanding, thus adding the wizard's Intelligence modifier to the value of his next spellburn. |
| 18-19 | The Curator's understanding of the motivation of the wizard's foes grants a +2 bonus to his AC for the next turn. |
| 20-23 | The Curator grants the knowledge of the safest route to any one location. |
| 24-27 | The Curator allows the wizard to understand and communicate in any one spoken or written language for the period of one hour. |
| 28-29 | The Curator's knowledge of nature allows the wizard the knowledge to create an antidote to any one poison. The wizard must still find and gather all the requisite materials (judge's discretion). |
| 30-31 | The Curator bestows knowledge of an arcane nature upon the wizard, allowing him to negate any one single spell targeted at him in the next hour. |
| 32+ | The Curator informs the wizard of the exact moment of his expected death. The wizard must immediately make a Fort save (DC 18) or immediately die of shock (which will thus have been the prediction). If a successful save is made, the wizard gains an additional Luck check the next time his body is recovered, representing their foreknowledge of events. This result may only be bestowed once. Treat future rolls as result 30-31. |

Patron Taint: The Curator

When patron taint is indicated for the Curator, roll 1d4 on the table below. When a caster has acquired all taints at all levels of effect, the caster's soul is cast out of their body, which becomes the new vessel for the Curator.

- | Roll | Result |
|------|---|
| 1 | The Curator requires knowledge possessed by the caster, permanently stealing one point of Intelligence. This may not be recovered by any means, mundane or mystical. On the second instance of this taint, the cost doubles and, on the third and final acquisition of this taint, it doubles again. |
| 2 | The skin of the wizard's chest becomes covered in scrawling writing that details every event in his life. On this result being rolled a second time, the script enlarges as it spreads across the wizard's legs. A third result spreads the text across the wizard's arms. The fourth and final result spreads the script across the wizard's face, with the most recent information being there. This allows anyone to literally read the wizard's intentions on his face. |
| 3 | The caster's will is weakened by the crushing knowledge of the Curator, resulting in a permanent loss of one point of Personality. This may not be recovered by any means, mundane or mystical. This result may be obtained repeatedly, potentially reducing the wizard's Personality to 3. |
| 4 | The caster's skin takes on an unnaturally pale cast, as if they have never seen the light of day. If the wizard's skin is touched by the sun, he immediately begins to sunburn for 1 point per round. This damage may be healed normally. This affect may only be rolled once. |

Patron Spells: The Curator

The Curator has knowledge of all 666 wizard spells as well as knowledge of all spells granted by patrons and deities. He is willing to extend some of this knowledge to those who follow him, allowing even spells thought forever lost to history, or even from other worlds, to be embedded into the mind of his followers.

Level 1: Any one 1st level spell (Wizard or Cleric) – judge’s discretion

Level 2: Any one 2nd level spell (Wizard or Cleric) – judge’s discretion

Level 3: Any one 3rd level spell (Wizard or Cleric) – judge’s discretion

Because of the varying nature of cleric versus wizard spells, all clerical spells so gained are cast with a reduction of one die type. When casting these spells, on a result of natural 1, the wizard suffers a 50% chance of major corruption or misfire, rolling on the generic tables as appropriate.

Spellburn: The Curator

The Curator makes specific demands of those who call upon him to increase their arcane might. When a caster utilizes spellburn, roll 1d4 on the table below.

Roll Spellburn

- 1 The wizard draws a quill across his skin, slicing into flesh and tendon (reflected with an expenditure of Strength, Agility, or Stamina). The blood is absorbed into the quill which floats into the air and traces out the instructions of the spell, releasing the pent-up energies into the successful casting of the chosen spell.
- 2 The caster begins reciting knowledge wholly unknowable to himself, or any other, still-living, mortal being. So disconcerting is this that the wizard is able to burn Personality as part of his spellburn. This attribute is regained per normal spellburn rules.
- 3 The wizard’s spellburn is additionally fueled by the theft of knowledge from a single target. For every 5 points of spellburn, the chosen target loses a point of Intelligence, which is added to the spellburn total of the caster. Once burned, the information stolen is transferred to the consciousness of the Curator.
- 4 The Curator grants the caster the ability to burn Intelligence as part of their spellburn. The caster benefits at a two-for-one ratio – but cannot be combined with the burning of physical attributes.





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The Fiddler

A simple minstrel

The Fiddler is a mysterious figure of power that often roams the countryside, merely seeking a place to play. Not to be confused with other, darker, powers who seek to coerce simple folks into making deals, the Fiddler is still not a being to be trifled with and is a staunch supporter of those who would call upon him. Note that, in all cases of invoke patron, the Fiddler actually arrives on scene, stepping through a doorway, leaning in a corner, etc. He will nimbly dodge any attacks against him and will merely give an enigmatic smile in response to attempts to communicate further. Characters with the former profession of minstrel are always +1 on invoke patron checks for the Fiddler.

Invoke Patron check results:

- 12-13 The Fiddler hears the call and responds by plucking a few notes on his fiddle; the caster gains +2 to his next spell check.
- 14-15 The mysterious musician leans in and plays a few bars of a reel. Fiddle music fills the air for the next round. The caster and all allies within 30' gain a +1 to their next rolls, whatever they may be, as the wild forces of melody sweep through the area.
- 16-17 The Fiddler heeds the plea of the caster and responds with a quick tune on his bow. For the next 1d4+CL rounds the caster gains +2 to all spell checks and saving throws.
- 18-19 The bright and cheery music of the Fiddler fills the air and both the Fiddler and the caster begin to glow. For the next 1d3 rounds the glow surrounds the caster, bestowing magical protection upon the caster, equivalent to *magic bulwark* with a spell check result of 20.

- 20-23 The music spills from the fiddle and fills the area with a fast and chipper tune. All foes within 100' of the caster must make a Will save vs. the spell check DC or be fascinated for 3d5 rounds. Fascinated creatures may take no action, but injuring or otherwise deliberately interfering with them breaks the hold of the music.
- 24-27 The Fiddler begins to saw on his fiddle and stomp his foot in time. His stomps shake the very ground and foes within 40' of the caster must make a Reflex save vs the spell check DC or take 2d4 damage and be knocked prone until the music ceases in 2d7 rounds.
- 28-29 The Fiddler plays with wild abandon, leaping and bounding about the surroundings as his music rises to ever greater heights and tempo. The caster is swept away with the power and fury of the tune and succumbs to battle rage (DCC RPG core rulebook, p. 82).
- 30-31 The Fiddler sets his shoulders and commences a-playin' for the next turn. The music is raucous and wild, inspiring greater action from the caster and their allies. The caster receives +4 to all spell checks during the duration while allies within earshot receive a +3 bonus to all damage caused by melee weapons.
- 32+ The Fiddler peels off a single note (seeming to never end) that pierces through the ears and off into the heavens. So clear is the note that a trick of the sound might lead one to believe that the instrument is being answered by the sound of a distant harp strung with gold. This single note, vibrating through the being of all present and into the cosmos, has several potential effects (roll 1d3): 1) it banishes all summoned creatures back to whence they came; 2) the caster is completely healed of all wounds and their allies are healed for up to 2 HD; 3) any demon within earshot is instantly struck dead.

Patron Taint: The Fiddler

When a patron taint is indicated, roll 1d4 on the table below. When a caster has acquired all taints, there is no need to continue rolling further.

Roll Result

- 1 The presence of the caster causes animals discomfort. Mundane critters must make a DC 10 Will save or flee the area. If the result is rolled a second time, the sound of the caster's voice is enough to cause pain to animals. Normal varmints must make a DC 15 Will save or flee the area barking, caterwauling, howling, etc. If the result is rolled for a third time, the caster's voice takes on a strange, otherworldly, timber that inflicts 1 hit point of damage to all within 100'.
- 2 The tapping of the caster's foot sets up strange vibrations in the earth. The simple act of walking at a movement rate of 30' causes glass within 10' of the caster to shatter. If this result is rolled a second time, the range of the vibrations extends to 25' and the speed required to cause the vibrations is a mere 20'. If this result is rolled a third time, the vibrations are near uncontrollable and the caster's movement rate is reduced to 10', with anything greater causing 1d3 damage to all within 50' (including the caster himself).
- 3 The presence of the caster causes trees and shrubs to sway as if gently stirred by an unseen breeze. If this result is rolled a second time, the plant life of the area will gravitate, very slowly, towards the caster at the imperceptible rate of 1' per hour. If this result is rolled a third time, the rate speeds up to 1' per turn, which still is slow enough that it is difficult to perceive in action (Judge's discretion) but much easier to notice the result.
- 4 The sound of music fascinates the caster, bending their perception of time. Actions taken within earshot of music other than that of the Fiddler himself take twice as long to complete. If this result is rolled a second time, music other than that of the Fiddler mesmerizes the caster, requiring a DC 15 Will save to avoid remaining entranced until the music stops. If this result is rolled for a third time, the sound of music strikes a primal chord within the caster and he vanishes into thin air, joining the Fiddler in his travels. The caster reappears within 1d3 turns but will have aged 10 years.

GHOST SMOKER

Insufflator of Souls

*Dead children stacked in the abyss of my pipe
I use their dreams for kindling, when I set them alight
Smoking their ghost fill my soul with their sorrow
Exhaled in the void, their hopes for tomorrow*

*Dear mothers my gratitude for your treasure
Bone fume high, your future burns for my pleasure
Hang them up by the neck dry them out in the wind
Snap bones off like twigs, burn sweet marrow within*

*Everyone's gonna fade away one day
No need for patience, send them right my way
There's nothing to be gained from getting old
Happiness is sorrow for a dying soul
Saint Karloff, "Ghost Smoker"*

Ghost Smoker is a potent servant of chaos who has, over time, become a power unto itself. In life, the being ground the bones of the dead—slaves, abused children, betrayed cultists, and others of the abused—and smoked the powder to absorb the energies of their tormented souls. So fueled by their torment was the wizard, that death itself held no power. Ghost Smoker ascended into the pantheon of Chaos.

Followed by the darkest and twisted of Chaos' servants, Ghost Smoker is called upon by malevolent forces seeking to do ever greater acts of cruelty and depravity until they are finally a feast for its pipe.

Invoke Patron check results:

- 12-13 Ghost Smoker grudgingly accepts the supplicant's request and heightens their cruelty with a +1 bonus to damage on their next action.
- 14-17 Ghost Smoker reaches out to weaken the wizard's prey (-2 AC for CL rounds).
- 18-19 Ghost Smoker whispers into the ear of the caster, granting knowledge of their target's darkest fear.
- 20-23 Ghost Smoker delights in the cruelty of its follower and grants them insight into the agonies of the flesh. Caster may spellburn hit points to fuel a single spell within CL rounds.
- 24-27 Ghost Smoker sends forth a weeping wind. All within 100' of caster must make a DC 18 Will save or flee.
- 28-29 Ghost Smoker empowers the wizard's magic, granting a +1d damage bonus to their next spell.
- 30-31 Ghost Smoker deadens the supplicant's nerves, making them immune to pain for CL rounds (+3 bonus to Fort saves).
- 32+ Ghost Smoker raises the wizard's depravity to new heights, allowing them to spellburn Personality points for CL turns.

Patron Taint: Ghost Smoker

When patron taint is indicated for Ghost Smoker, roll 1d4 on the table below. When a caster has acquired all taints at all levels of effect, the caster's soul is bound to their bones, to be eventually ground for the pipe of Ghost Smoker.

Roll Result

- 1 Ghost Smoker twists the nature of the caster, permanently stealing one point of Personality, making them ever crueler. This may not be recovered by any means, mundane or mystical. On the second instance of this taint, the cost doubles and, on the third and final acquisition of this taint, it doubles again (-4).
- 2 The skin of the wizard's chest becomes covered in scrawling writing that details every cruelty inflicted during his life. On this result being rolled a second time, the script enlarges as it spreads across the wizard's legs. A third result spreads the text across the wizard's arms. The fourth, and final, result spreads the script across the wizard's face, with the most recent information being there. This allows anyone to literally read the wizard's crimes on his face.

- 3 Foul smoke, reeking of charred bone, belches forth from the wizard's lungs with each breath.
- 4 Painful spurs grow from the wizard's bones, digging into muscle and sinew. Movement becomes painful, decreasing the caster's movement by 5'. This result may be obtained multiple times, reducing the caster's movement to a minimum of 5'. The caster may seek to push past the pain, at a price, taking 1 hit point of damage per round, for every additional 5' moved, up to the wizard's original maximum.

Patron Spells: Ghost Smoker

Ghost Smoker grants no additional spells, instead choosing to allow his followers to do ever greater harm to their victims. Casters may choose one of their spells for him to specially empower for the purposes of doing harm.

Level 1: One chosen 1st level spell gains a permanent +1 to its spell check.

Level 2: One chosen 2nd level spell gains a permanent +1d to spell damage.

Level 3: One chosen 3rd level spell gains a permanent +1d to its spell check (max 1d30).

Spellburn: Ghost Smoker

Ghost Smoker makes specific demands of those who call upon it to increase their arcane might. When a caster utilizes spellburn, roll 1d4 on the table below.

Roll Spellburn Result

- 1 The wizard snorts coarsely ground bone powder, which scratches and tears at the tender flesh of sinuses and lungs (reflected as an expenditure of Stamina). The phlogistonic energies are released as a cloud of black smoke which pours from the caster's eyes, nose, and mouth.
- 2 The wizard must choke down the rotting flesh of a child, murdered by its mother. The corrupted miasma given off causes the caster to violently retch (reflected as a loss of Strength, Agility, or Stamina). So powerful is the caster's reaction that they must make a Fort save or be so weakened as to cancel the effects of the spellburn).
- 3 Caster must clutch a handful of smoldering pipe tobacco in their hand (reflected as an expenditure of Stamina and an equal number of hit points). This requires an additional round for the preparation of the spellburn but grants double the normal spellburn bonus.
- 4 Ghost Smoker has designs on the wizard's chosen victim. If the target is slain by the spell, the attributes lost to spellburn recover at twice the normal rate.



Detail from [Ghost Smoker](#) by Saint Karloff ©2018 – Used with permission

INANNA

Goddess of love, sensuality, fertility, procreation, and also of war

Patron Spells: Inanna

Level 1: Sunbolt

Level 2: Unknown

Level 3: Unknown

Sunbolt

Level: 1 (Inanna)	Range: Sight	Duration: Instantaneous	Casting Time: 1 round	Save: Fort vs. Check
General	Intentionally seeking to enrage the goddess, the caster shouts at the skies and hurls insults, using vague details about the target's appearance to remind Inanna of some failed romantic conquest.: “Hey, Inanna! This goblin looks kinda spindly like that Gilgamesh fellow was when he spurned you!”			
Manifestation	The skies part and a magnified blast of scorching sunlight shines down from the heavens to sear the flesh of the caster's foe.			
1	Lost, failure, and worse! Caster suffers direct hit (as per result 12-13) as well as patron taint.			
2-11	Lost. Caster rolls a second spell check. Upon a second failure the PC with the lowest Luck score among the caster and their allies is struck (as per result 12-13). In the case of a tie, both individuals are struck.			
12-13	Selected target of caster is “smoked” by a ray of concentrated sunlight for 1d3+CL damage and must save to avoid temporary blindness. Turns blinded are equal to damage dealt by the ray.			
14-17	Same as above, except target takes 1d5+CL in damage.			
18-19	A large beam of sunlight bathes a 10' square and strikes all foes in that area for 2d6+CL in damage. Injured targets must save against blindness (as above).			
20-23	As result 18-19 but, if caster is outside, all flammable objects are now on fire in the area indicated. Targets remaining within the blaze suffer 1d7 damage per round as they are burned alive.			
24-27	Caster targets foes within a 30' line of one another. All targets suffer 4d6+CL in damage, are set ablaze (1d7/round, requires a full round to smother the fire) and must save or be permanently blinded, on fire.			
28-29	As result 24-27 with the line of effect now extended to 60'.			
30-31	As 28-29, with the addition that the ground surface is glazed into glass and all living beings indicated suffer 6d6+CL in damage.			
32+	Gnashing and grinding her teeth in rage, Inanna overshoots the target by “just a smidge”. Target suffers 10d6 damage and a physical landmark in line with the target is vaporized. So much for that tavern down the road!			

LAO T'ZAI

T'cho-t'cho Shaman to the Great Old Ones

Dark and dreaded patron to the T'cho-t'cho people of the Plateau of Leng, Lao T'zai's power is drawn from dark gods that walked the earth before the time of man. Twisted deities such as Cthulhu and Hastur aided him in his quest for unholy powers and now, accompanied by his dread ghou'ound familiar, he answers the call of the vilest wizards imaginable. His ritual must be cast atop a mountain, beneath a moonless sky on a totally clear night. It is said that, during the time of the casting, the stars seem to wink out one by one until none remain. Only then is the bond complete.

Invoke Patron check results:

- 12-13 Lao T'zai sends a chill wind to weaken one of the caster's foes. The chosen target suffers 2d5 blistering cold damage (no save).
- 14-17 The winds of Leng howl out of the spaces between the stars. The caster is unaffected but all others (including allies) within a 20' radius of the caster suffer 1d7 points of frost damage per round. The winds last for 1d5+CL rounds.
- 18-19 Lao T'zai rips open a portal from Leng, and a Leng spider (see *Appendix N(ightmares)* page 34) comes to the aid of the supplicant wizard. The spider will remain for 1 turn or until slain
- 20-23 The petitioning wizard is filled with the bloodlust of the T'cho-t'chos. His teeth elongate and come to razor points. The wizard gains a bite attack (melee +2, 1d3 damage) and goes into battle rage upon a critical success (as per DCC RPG crit table III, result 0). This transformation lasts for 1d8+CL rounds.
- 24-27 Lao T'zai rips open a portal from Leng and a pack (2d3+CL) of ghoul'ounds (see *Appendix N(ightmares)* page 27) issues forth to aid the caster. They will selectively aid the caster (taking 'suggestions' not commands) for CL turns.
- 28-29 The darkness of the void issues from the very pores of the caster, exuding an inky, vile darkness (treat as magical darkness) that drains 1 HD from all creatures within 10' of the caster. This ongoing effect lasts for 1d3+1 rounds.
- 30-31 Lao T'zai tears open a portal from Leng and sends his personal familiar ghoul'ound to aid the caster for 1d4+CL rounds.
Lao T'zai's Ghoul'ound Familiar: Init +7; Atk bite +9 melee (1d10+4); AC 17; HD 5d6; MV 60'; Act 1d20; SP diseased bite (DC 14 Fort save); SV Fort +6, Ref +6, Will +5; AL C.
- 32+ Lao T'zai himself appears at the side of the caster. Gazing upon one of the caster's foes, the T'cho-t'cho shaman removes his ceremonial mask, revealing his visage to ONLY the chosen target. If 5 HD or less, the target is immediately slain. If 6 HD or above, the foe's current hit points are immediately reduced by half. There is no save.

Patron Taint: Lao T'zai

When patron taint is indicated for Lao T'zai, roll 1d6 on the table below. When a caster has acquired all six taints at all levels of effect, the caster becomes a ghoul'ound and is summoned to Leng.

Roll	Result
1	The dominant arm of the caster warps, his fingers elongating and becoming claw-like. The caster gains a claw attack (+1 melee, 1d3 damage). On the second occurrence of this result, the caster's other arm elongates and grows claws allowing the caster to dual wield his claw attack (and only his claw attack) as per a halfling's dual weapon fighting. On the third and final occurrence of this result, the caster's arms begin to swell with muscle, granting the caster a +2 bonus to Strength.
2	The spine of the caster begins to warp and bend forward, causing a 1 point reduction to Agility. On a second occurrence of this result, the spine bends further, leaving the caster naturally facing downwards unless effort is expended to look forward and further reducing the caster's Agility by another 2 points. On the final occurrence of this result, the caster's spine bends in such a fashion as to make bipedal motion no longer possible. The caster must move by walking on both hands and feet.
3	The caster develops a feral odor, like that of a hound. On a second instance the odor is enhanced by the scent of rot and decay (causing a 2 point penalty on all Personality checks). On the final instance the caster attains the odor of a dead and flyblown hound, the stench detectable at 30'. This causes a -4 penalty to all Personality checks not involving the un-dead.

- 4 The flesh of the caster takes on a deathlike pallor and tightens across their body. This causes a 1 point reduction in Stamina and grants a 1 point bonus to AC. On a second occurrence of this result the caster's skin tightens further, painfully splitting on their extremities. This damage ignores magical healing attempts and the only solution is to stitch the skin together. This causes a further loss of 1 point of Stamina. On the third and final occurrence of this result the mangled and corpselike skin of the caster hardens, causing a 2 point penalty to Agility and a 1 point increase to AC.
- 5 For each instance of this result, the legs of the caster grow shorter by 6", reducing the caster's bipedal movement by 5'. Should the caster be forced into solely quadrupedal motion (as per result 2) each instance increases the caster's movement by 5'.
- 6 The face of the caster elongates into a snout, causes a 1 point reduction to Personality. On a second occurrence of this result, the caster's entire head becomes that of a hound, causing a 2 point reduction to Personality. On the third and final occurrence of this result, the flesh of the caster's head sloughs off, leaving only the bony head of a ghoul'ound with shimmering fire for eyes. The caster's Personality is reduced by 3 (to a minimum score of 3).

Patron Spells: Lao T'zai:

Level 1: Hunger of the Wastes

Level 2: Fear Dust of Lao T'zai

Level 3: Chill Winds of Leng

Spellburn: Lao T'Zai

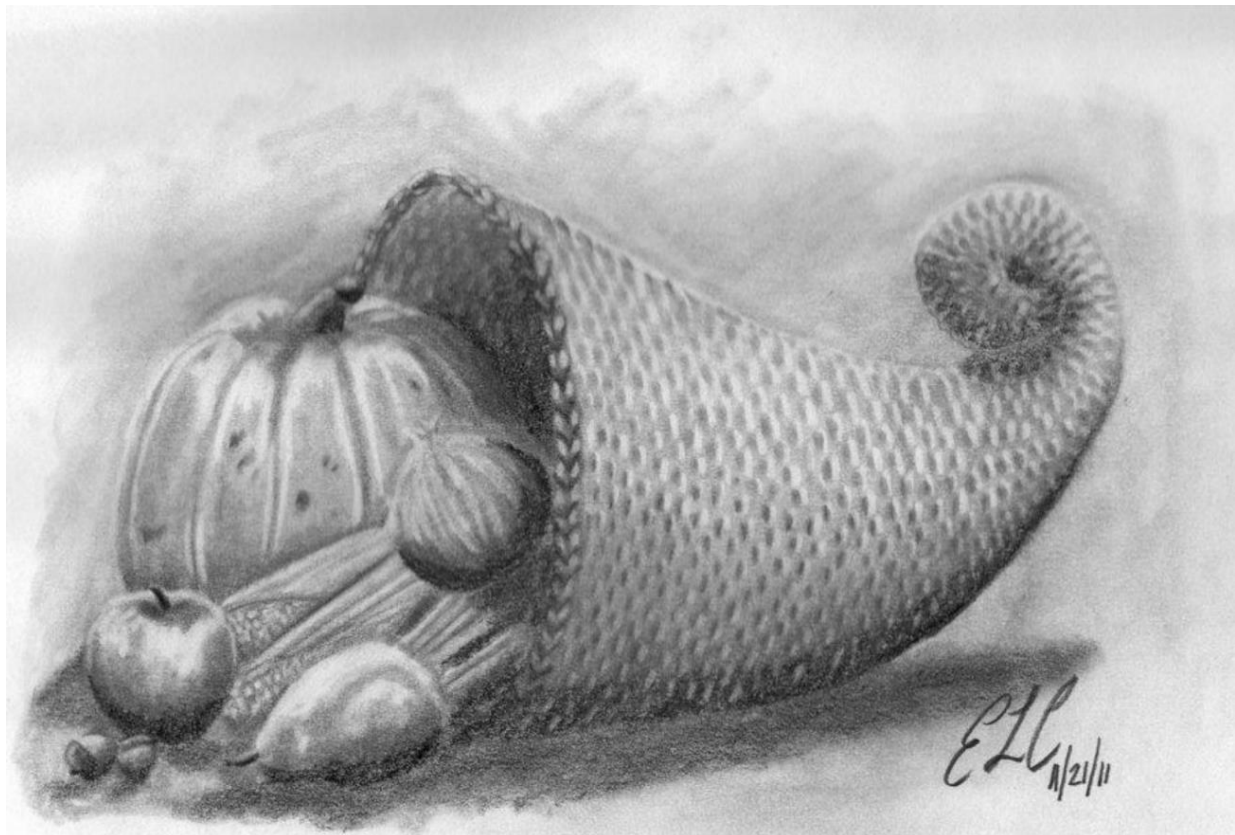
Lao T'zai enjoys the suffering of his devotees and supplicants. Power is not without price. When a caster utilizes spellburn, roll 1d3 on the table below or build off the ideas below to create an event specific to your campaign.

Roll Spellburn Result

- 1 The caster collapses to the ground in agony, vomiting forth a torrent of hand-sized Leng spiders, leaving him exhausted from the exertion (express as Stamina, Strength, or Agility loss). The Leng spiders immediately scurry away, phasing through walls or floor, to grow and multiply in this world.
- 2 The caster develops frostbite on their exposed flesh (express as Stamina, Strength, or Agility loss) causing CL points of Personality loss in addition to any spellburn damage.
- 3 The caster must swear to slay a number of creatures of equal HD to the amount spellburned or suffer double spellburn damage caused by the angered patron. For a sacrifice to qualify, the creature cannot have been summoned, and the caster must strike the killing blow with a ceremonial blade consecrated for the act.
- 4 Lao T'zai is angered by the caster's apparent weakness. The caster only earns 1 point of spellburn for every two attribute points burned.

Hunger of the Wastes

Level: 1 (Lao T'zai)	Range: Self	Duration: Length of meal	Casting Time: 1 round	Save: None
General	The caster may devour a number of various substances to heal damage. On a successful casting, the wizard may choose to invoke any effect of equal to or less than his spell check, allowing a range of options with every successful casting to produce a weaker but potentially more useful result.			
Manifestation	Roll 1d4: (1) the caster's body thins to that of one suffering from starvation; (2) the caster's body becomes morbidly obese, tripling in girth; (3-4) the caster's appearance does not change.			
Corruption	Roll 1d6: (1-3) minor corruption; (4-5) major corruption; (6) greater corruption.			
Misfire	Roll 1d4: (1) caster violently regurgitates everything that they have eaten in the past 24 hours; (2) caster becomes nauseated and is unable to eat for 1d3 days; (3) caster's mouth fuses shut for 1d4+CL turns; (4) caster instantly gains 100 pounds, reducing Stamina by 1d3. Weight melts off at the rate of 10 pounds per day. Stamina damage cannot heal until the weight is lost.			
1	Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + misfire + patron taint; (1-2) corruption; (3) patron taint; (4+) misfire.			
2-11	Lost. Failure.			
12-13	The caster may eat a handful of normally edible food and regain 1 hit point.			
14-17	The caster may eat a handful of normally edible food and receive 1 HD of healing.			
18-19	The caster may eat a meal of normally edible or spoiled food and regain up to 2 HD (limited to caster level).			
20-23	The caster may eat a meal of wood or dirt and regain up to 3 HD (limited to caster level).			
24-27	The caster may eat a meal of stone or metal and regain up to 4 HD (limited to caster level).			
28-31	The caster may eat a meal of gems or precious metals and regain 1 HD per 100 gp value, up to 5 HD (limited to caster level).			
32+	The caster may eat a meal of anything (including mithril or enchanted objects) and regain up to 6 HD (limited to caster level).			



Fear Dust of Lao T'zai

Level: 2 (Lao T'zai) Range: 10'+ Duration: 1+ rounds Casting Time: 1 round Save: Will vs. Check

General	The caster creates a handful of dust that, when thrown at a target, causes great terror.
Manifestation	Roll 1d4: (1) dust pours from the caster's eyes and into their cupped hands; (2) a miniature dustdevil appears in the caster's outstretched hand, depositing a handful of glittering dust; (3) tens of thousands of mite-sized spiders boil out of the ground, scaling the caster's body and collecting in his hands; (4) black dust sprays from the caster's outstretched hands.
Corruption	Roll 1d12: (1-6) the caster is frozen in fear for 1d3+CL rounds; (7-8) minor corruption; (9-10) major corruption; (11-12) greater corruption.
Misfire	Roll 1d4: (1) nearest ally is overwhelmed by fear and must make DC 12 Will save or be frozen in terror for CL rounds; (2) caster is blinded by the fear dust for 1d3 rounds; (3) targeted foe's courage increases, granting them a +2 on all actions for CL rounds; (4) caster must make a DC 15 Will save or faint dead away.
1	Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + misfire + patron taint; (1-3) corruption; (4) patron taint; (5+) misfire.
2-11	Lost. Failure.
12-13	Failure, but spell is not lost.
14-15	The caster may hurl the dust at a single target within 10'. Target must save or be paralyzed with fear for 1 round.
16-19	The caster may hurl the dust toward up to two targets within 10'. A single target must save or flee in terror. If hurled at two targets, victims must save or suffer -1 to all actions for CL rounds.
20-21	The caster may hurl the dust at a single target within 30'. A single target must save or be paralyzed with fear for 1d3+CL rounds. If hurled at two targets, victims must save or suffer -2 to all actions for CL rounds.
22-25	The caster may hurl the dust up to two targets within 30'. A single target must save or faint from terror. If hurled at two targets, victims must save or be paralyzed with fear for 1d3+CL rounds.
26-29	The caster may hurl the dust in a cloud effecting up to 4 targets within 10' of each other. Targets must save or be paralyzed with fear for 1d5+CL rounds.
30-31	The caster releases a cloud of dust that affects all enemies within 50'. Targets must make a Will save or be paralyzed with fear for 1d8+CL rounds.
32-33	The dust encompasses the head of one target within 100', filling it with total terror. Targets of 1 HD or less immediately die of fright; targets of 2-3 HD must make a Will save or faint dead away; targets of 4 HD or greater must make a Will save or flee, sobbing in terror.
34+	The caster releases a cloud of dust that affects all enemies within 100'. Targets must make a Will save or faint from terror.

Chill Wind of Leng

Level: 3 (Lao T'zai) Range: Varies Duration: Instantaneous Casting Time: 1 round Save: Reflex vs. Check

General	The caster points his finger at a target, utters the incantation, and directs an icy gust of wind at the designated point. All creatures in the area of effect take damage unless they succeed in a Fortitude save against the spell check DC, in which case they take half damage. There is a 50% chance that non-magical liquids within the effect of the spell may freeze solid.
Manifestation	Roll 1d4: (1) the caster's jaw unhinges, gaping open as a blast of freezing winds is expelled from his lungs; (2) the caster's arms blacken with frostbite as gale force winds surge forward from his hands; (3) a tear in reality opens upon the plateau of Leng and icy winds blow through the rend in space; (4) the giant face of Lao T'zai appears in the air above the caster and chilled winds blow from his pursed lips.
Corruption	Roll 1d8: (1) caster's hands and arms are blackened by frostbite; (2) the caster's skin takes on a bluish pallor; (3) 2d5 of the caster's fingers are effected by frostbite and fall off; (4) a small, invisible portal to the Plateau of Leng opens right above the caster and remains open, blowing chill air and snow around him on a regular basis. There is a 1% chance each day that the cold will freeze a liquid at an inopportune time; (5) minor corruption; (6-7) major corruption; (8) greater corruption.
Misfire	Roll 1d5: (1) a small gust of wind strikes the caster for 2d3 damage; (2) a large gust of wind strikes the caster causing 4d5 damage to the caster and all within 30' of him; (3) caster's hands are frozen in a block of ice, causing 2d5 damage and resulting in a -2 penalty on spell checks for 1 turn; (4) caster is frozen in a block of ice, taking 3d5 damage, and is held in suspended animation until released; (5) caster suffers blackened frostbite over the surface of his body causing extreme pain (expressed as a -1 die penalty on all physical actions for 1 week).
1	Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + misfire + patron taint; (1-3) corruption; (4) patron taint; (5+) misfire.
2-11	Lost. Failure.
12-15	Failure, but spell is not lost.
16-17	The chill wind is a cone shape with a range of 10' and a final width of 10'. All creatures in the affected area suffer 3d6 cold damage.
18-21	The chill wind is a cone shape with a range of 20' and a final width of 20'. All creatures in the affected area suffer 4d6 cold damage.
22-23	The caster manifests to gusts of wind, each a cone shape with a range of 20' and a final width of 20'. All creatures in the affected area suffer 3d6 cold damage.
24-26	The chill wind is a cone shape with a range of 100' and a final width of 30'. All creatures in the affected area suffer 6d6 cold damage.
27-31	The chill wind is a cone shape with a range of 100' and a final width of 40'. All creatures in the affected area suffer 8d6 cold damage.
32-33	The chill wind is a stream of icy air 500' feet long and up to 70' wide. The caster can control the vertical and horizontal shape of the wind gust and can send it snaking into the sky, around a corner, or down a pit. Creatures struck by the icy wind suffer 10d6 cold damage.
34-35	The caster generates a gale of icy wind that emanates from him in an arc up to 360 degrees. If the caster wishes to protect allies (who are behind him, for example), he can limit the arc to less than the full 360 degrees; i.e., the wind could emanate in a 270-degree angle and the rear 90-degree arc could be protected. The gust of wind travels up to 400' in all directions. Creatures caught in the affected area suffer 14d6 cold damage.
36+	The caster calls forth a blizzard complete with snow, ice, and freezing winds. The storm lasts for 1d4+CL rounds (no concentration required) or until the caster ends the effect. The caster can protect a "bubble" centered around him and up to 40' in diameter. All other creatures within 1,000' in all directions are affected. Those caught in the storm suffer 6d6 cold damage per round.

LILITH

Mother of monsters

The mother of monsters, the queen of demons. She is believed to be the cause of unexplained terrors such as crib death and infertility. You no doubt have heard the names of her infamous children: Empusa, Lamia, Lillim, Succubus. They are innumerable. She only accepts female supplicants and those who revere women in their hearts. The churches of law name her enemy and her name is whispered in terror by the monks of Choranus and the chaste crusaders of Justicia. She dwells in the space between realms and it is from there that she plots to sow dissent and foster chaos in the world of man.

She is known to manifest as the caster's "ideal female form" but one that has been perverted by chaos. Her lovely almond eyes are black as pitch, her red pupils shaped like that of goats, at the end of her lissome legs are the scaly feet of owls, Black demon's wings sprout from her slender back, a spade tale from her back. Her lips are always full and shapely, occasionally, fangs sprout from her mouth. Of course, how she reveals herself to the caster is always subject to the whims of the judge.

Contrary to her standing as a force for chaos, Lilith is extremely protective of her children and will intercede on their behalf within reason (and if the roll is high enough) when called on for divine aid. However, she always comes to collect a debt and woe to those who are unprepared for her requests!

What can be said of her plans for the world of mortals that has not been said? Her plots usually revolve around sowing chaos, entropy and decay, but unlike her peers in chaos; she is sly, she is subtle and above all else, she is patient. Corrupting clergy from inside, recovering relics long since plundered by her rivals, or seduce an effluent noble, showing them the delights of lust and avarice.

Invoke Patron check results:

- 12-13 Lilith caresses the supplicant with mild affection, increasing their armor class by +2 until the next sunrise.
- 14-17 A sensuous kiss along the neck imparts a spark of Lilith's aura, granting the ability to charm members of the opposite sex for one day. Using this ability requires an action die + CL + Int mod + Luck mod to determine the DC required for a target's Will save. If failed, the victim feels an intense physical attraction for the caster and will attempt to do anything that is non-violent or non-aggressive for them.
- 18-19 Not all of Lilith's gifts are pleasurable. Caster coughs and sputters, their lungs burning and feeling full and heavy. Spasms knock them on all fours and they begin to violently cough up a viscous pool of black, primordial tar. Those it comes in contact with gain a minor corruption. Those who drink it gain a major corruption, or one of Lilith's patron taints (choose one option before rolling).
- 20-23 Lillith whispers into the ear of a target of the caster's choice, striking them immobile with desire. Foes with greater HD than the caster receive a Will save equal to the spell check to resist this compulsion.
- 24-27 Lilith reaches out and grasps a group of targets, they can be no more than 5' spread apart and can number no more than 4. Targets in her grasp are blinded and take 1d30+CL damage. The effect ends when there are no more creatures in the space. (They are free to act on their initiative turn.)
- 28-29 Lilith grants the caster the services of her demons; either 2 Empusa or 1 Lillim (see Appendix N(ightmares) page 18 for more details) for 1d5+CL hours. They obey the caster, but ignore suicidal or degrading orders.
- 30-31 Wrathful voice! The denounced lady imparts some of her indignant, bilious rage into the caster. She grants the ability to lay down curses upon those who draw weapons on, or threaten, the caster. The targets must take a Will save equal to 10+CL+Int modifier. This power lasts a total of 24 hours; the curses laid down are subject to the judge's discretion.
- 32+ The demon queen herself steps into the caster's mortal shell for just a little while. This effect lasts 1d5+CL rounds. During this revolutionary experience, the caster's Int and Per increase by 2d6. Spells cast are at +10. Wings sprout from the back, imbuing flight and lastly, a devil tail sprouts from their behind allowing an additional attack (+5 melee, 1d6+Str modifier damage and a toxin that induces the charm effect as above, save DC=10+CL+Int modifier). Once the spell ends, the effects of sharing a body with Lilith are transformative. Roll 1d6 for the result: (1) iridescent scales cover the entire body, reflected as +4 AC; (2) horns sprout from forehead, as per major corruption result; (3) if male, you are now female, permanently. If female or something in between, enhance 1 physical trait and gain +1 Personality, as the caster has learned how to be more seductive; (4) the whites of the caster's eyes are now black, and pupils are now red. You gain infravision as an elf; (5) the demon tail persists; (6) feet are now cloven; increase speed by +10'.

Patron Taint: Lilith

When patron taint is indicated for Lilith, roll 1d6 on the table below. Once a caster has rolled all possible results for patron taint, roll again, as their corruptions will continue to become more and more pronounced until their transformation into one of her children is complete (up to the judge's discretion).

Roll	Result
1	The caster no longer finds monsters loathsome or repulsive. The first time this is rolled, the caster begins to view monsters as kin to ordinary, mundane animals. There is a 10% chance that they are ignored on a round in combat with monsters, demons and their ilk. The second time this is rolled, the caster finds monsters to be cute, akin to puppies and kitties. There is a 20% chance to be ignored in combat. The third time, they feel a strong, parental urge to protect monsters and solitary monsters will ignore the caster unless injured by her. The fourth and final time, Lilith's corruption has taken hold and the caster finds herself alienated and afraid of humanoids and more at home in the wilds, or in the presence of intelligent monsters and monstrous humanoids. Natural creatures shun and hate the caster, random peasants and animals are afraid of them and may attack outright.
2	Caster feels a kinship for the outcasts and dregs of normal human and demi-human society, wanting to reach out and help the lepers, beggars, prostitutes, and half-blood children no matter their earlier beliefs. When encountering them, the caster must succeed at a DC 10+CL Will save to avoid giving them 100xCL gp in coin, equipment, or trade goods. The second time this is rolled, the caster has an uncontrollable urge to visit a freakshow, or house of ill repute, and spend all their available funds. The third and last time this is rolled, the caster must make a DC 20 Will save or cast off their social class and companions and join their "true" brethren in squalor for 1d4+1 days. After this, slum dwellers will take the caster as one of their own and will endeavor to be helpful in further adventures.
3	The caster's feet painfully warp, inflicting 2d10 damage and putting them into a coma-like state for 1d3 hours. If the caster survives, they awaken to discover that their feet have become the scaly talons of a large owl. The caster gains a natural kick attack (1d6 damage) but can no longer wear shoes or gain the benefits of magical footwear. The caster's Move suffers a -10 penalty and, during the first week post-transformation, anything other than a slow and careful walking pace required a DC 15 Reflex save.
4	The caster feels a strange tingling within the flesh of their back. It begins to painfully itch for the first week, and the caster's constant scratching self-inflicts 1d3 points of damage per day. By the second week, there is a pair of large lumps extending from the caster's back and the itching subsides. At the end of the third week, the flesh of the caster's back is torn asunder as a pair of partially formed demon wings emerges. While incapable of flight, they can serve to slow the caster's decent, granting a +1d bonus when saving against falling damage and reducing the damage dealt by -1d.
5	A Lillim crawls out from some negative space in the caster's field of sight. Only the caster and Lilith's faithful can see her. She exhibits all the traits that the caster may find attractive – most of them even exaggerated and is always visible to the caster; sometimes she is in the corner of their eye, other times right in their field of vision. She teases, mocks, and titters constantly. The caster is unable to touch or affect the Lillim in any fashion. At night, she sits on the caster's chest – staring at them – untouchable but with a tangible weight pressing down and robbing the caster of sleep. Each additional time this result is rolled, another Lillim joins the first. To decrease their number, a loyal member of a lawfully-aligned faith must be slain within 24 hours of the Lillim's appearance. The Lillim do not aid the caster, they are there to slowly drive the caster mad.
6	The caster begins to become more light-sensitive. The first time this is rolled, it's an irritation and can be overcome by hoods, hats and the like. The second time this is rolled, While outside during the day, their action die decreases once down the die chain. The third and final time this is rolled, the caster takes 1d3 damage per hour they are outside in the full sun.

Patron Spells: Lilith

Lilith imparts three unique spells, as follows:

Level 1: Demonic tongue

Level 1: Infernal Voice

Level 1: Summon Child of Lilith

Demonic Tongue

Level: 1 (Lilith)	Range: Self	Duration: 1 hour	Casting Time: 1 round	Save: None
General	Drawing upon the corruption of the foul fiendess, the wizard is rewarded with a long, demonic tongue that allows them to see in the dark, strangle foes, and more. All effects are cumulative.			
Manifestation	After the wizard finishes speaking the final syllable of the spell, they begin to gag, sputter and choke. Their tongue slowly grows longer until, tentacle-like, it extends roughly 7'.			
Corruption	See appropriate patron taint			
1	Lost, failure, misfire, and patron taint.			
2-11	Lost. Failure.			
12-13	Caster's tongue tastes the currents in the air around them, granting blindsight to 10'.			
14-17	An eye blinks open at the tip of the caster's tongue, granting 30' infravision (60' for elves).			
18-19	Caster may strike with the tongue as a weapon, doing 1d7 damage. Target must make a Ref save against the attack roll or be knocked prone.			
20-23	Targets struck by the tongue must also make a Fort save vs. 13 or be paralyzed for 1d3 rounds.			
24-27	Once per combat, the caster may fire a stream of acid in a 15' line, doing 1d24 damage.			
28-29	Caster's tongue may be used to track creatures, akin to how snakes hunt (DC 12 Int check). Caster also gains limited ESP as per Type II demons.			
30-31	The tongue's eye "casts" <i>paralysis</i> at result 22-23 (see DCC RPG core rulebook, p. 264). Casters familiar with the spell may ignore "lost" results up to 1d3 and add 1d3 to their spellcheck.			
32+	Gaze of the Gorgon: Caster may petrify a target within 10'. Target must make a DC 20 Will save or gradually turn to stone over 1d5 rounds. Caster also gains telepathy as per Type III-IV demons.			

Infernal Voice

Level: 1 (Lilith)	Range: Self	Duration: 1 hour/CL	Casting Time: 1 round	Save: Varies
General	The wizard uses black, corruptive magics to speak with the authority of the infernal beings.			
Manifestation	Caster's voice changes, sounding as seductive or as deafening as they choose. The smell and taste of brimstone is unavoidable though. Effects are cumulative.			
Corruption	Patron taint.			
Misfire	Caster's voice becomes extra high pitched and silly. It always has the opposite intended effect it and lasts for 1d3 hours.			
1	Lost, failure, misfire, and patron taint.			
2-11	Lost. Failure.			
12-13	Caster speaks and understands infernal and may converse with agents of hell and the abyss with no problem.			
14-17	When attempting to intimidate, or seduce, the caster receives a +1d6 bonus to their Personality score.			
18-19	Demons and devils are more willing to converse with the caster, who may attempt a Personality check vs. 10+(Demon HD) to get them to agree to cease hostilities.			
20-23	Caster's voice is changed enough to allow misleading those who cannot see the caster into believing that they are an infernal being. No roll is necessary without further deception or manipulation.			
24-27	Once the caster begins speaking, demons and devils see them in a positive, almost friendly, light. Infernal powers will give information, and casually converse with the caster (and those under his protection) naturally. The demons will not fight on the caster's behalf or reveal their true names.			
28-29	Caster receives a +1d24 bonus to their Personality score, allowing their voice can instill terror in mortals or seduce them into doing their bidding.			
30-31	Caster can "throw" their demonic voice up to 1d30 x 10' away while using any prior results. When attempting to influence an infernal creature (per result 18-19), caster receives a +2d bonus.			
32+	All natural creatures in earshot of the caster's voice run in sheer terror. The wizard can empty a mead hall or large, crowded business in seconds. Creatures of 1+ HD may make a DC 20 Will save to avoid fleeing in terror. The caster may also use their sinister allure to draw others to them. The spell ends with a single use, leaving the caster mute for 12 hours.			

Summon Child of Lilith

Level: 1 (Lilith)	Range: Sight	Duration: Varies	Casting Time: 1 round	Save: None
General	The caster beseeches the dark lady for her aid. Lilith responds by sending some of her infernal children. They vary in appearance, but all share a single trait, that of a female shape, twisted by demonic corruption.			
Manifestation	The caster rends open a gateway to the black palace of Lilith through which her brood emerges. They vary in type, size, and appearance.			
Corruption	Roll 1d3: (1) minor corruption; (2) major corruption; (3) patron taint.			
Misfire	Re-roll the spell check (using all previous modifiers). If “successful,” the demon emerges and acts independently.			
1	Lost, failure, misfire, and patron taint.			
2-11	Lost, failure, and misfire.			
12-13	Caster calls forth 1d5 Empusa (see <i>Appendix N(ightmares)</i> page 18) from a large shadow. They serve for 1 hour before returning.			
14-17	The caster pulls 1d3 Lillim (see <i>Appendix N(ightmares)</i> page 18) from a sealed container, pot, urn, backpack, trunk, etc. If the container was locked, the Lillim unlock it from within, laughing and tittering as they emerge. They serve for 1d3 hours.			
18-19	1d5 Empusa and 1d3 Lillim climb out of a trap door made of star stuff. They remain until sunrise before melting back into the ground.			
20-23	A Lamia (see <i>Appendix N(ightmares)</i> page 18) slithers out from a crack in a nearby wall, or tree. She serves until slain and taunts and mocks foe and companions alike.			
24-27	1d5 Lamia come from just out of sight. They remain for 1d3 days, serving loyally and without question unless abused by the caster or their companions.			
28-29	Stepping out of the angles in the corner of the room, or flying down from above, a lovely Succubus (see <i>Appendix N(ightmares)</i> page 18) is sent to aid the wizard, serving for 12 hours or until day-break, whichever comes first.			
30-31	Caster summons 15 HD worth of Lilith's Children to join them and serve until dawn. The demons serve the caster loyally but maintain their free will, and will interpret orders exactly as given.			
32+	The caster calls out to Lilith for an additional 1d3 rounds, their cries apparently going unheeded until the flap of wings. The beating of leathery wings grows ever louder until a pair of succubi fly down, laughing with dark mirth. They claw the open air and tear open a hole in the immediate reality. From within steps an Avatar of Lilith. She appears as per the patron description and will aid the caster for 1d3 hours (or until she decides otherwise – judge's discretion) before demanding a service from the caster and then vanishing into a column of greasy smoke. The nature of this boon is left to the judge's discretion but should not be simple, quickly accomplished, or pleasurable.			



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MERLIN

Wizard from beyond time, sworn enemy of Sezrekan

Known to most as a wizard of great power, spoken of in rumor and legend, Merlin is actually a wizard from a higher plane who has, in the past, frequented the lower worlds and left traces of his power. Difficult to contact, Merlin is a powerful patron when roused, and can grant great boons to his supplicants - or greater wrath on those who abuse his patience.

Invoke Patron check results:

- 15-17 Merlin becomes distantly aware of the plea of his petitioner. The caster receives +5 to his next spell check.
- 18-19 Mildly interested in the plea of the petitioner, Merlin reaches out to bestow magical protection upon the caster, equivalent to magic bulwark with a spell check result of 18.
- 20-23 Lillith whispers into the ear of a target of the caster's choice, striking them immobile with desire. Foes with greater HD than the caster receive a Will save equal to the spell check to resist this compulsion.
- 24-27 Stirring from across the dimensional voids, Merlin extends his powers into the word of men at the behest of the supplicant wizard. Bolts of raw magical energy shriek out of the spaces between worlds and strike all foes within 100' and does damage to each equivalent to a lightning bolt with a spell check result of 22.
- 28-29 Answering the beseechments of the aspirant wizard, Merlin extends the vessel of his might. The Sword of Merlin appears in the caster's hand and will remain for one turn before disappearing back to from whence it came. During this time all spell checks made directly targeting the affected wizard are made at -2.
- 30-31 Merlin recognizes his postulant as one of great favor. The artifact of power, the Glain*, appears in the caster's hand and will remain for one turn before disappearing back to from whence it came.
- 32+ Merlin extends his full awareness into the world of men and exerts his power via the frail form of his supplicants. Both the Glain and the Sword of Merlin appear in the hands of the caster and, for the next 1d4 rounds, the wizard casts all spells as +5 caster level. Housing such power comes with a great price however, and the petitioner permanently loses Stamina equal to the number of rounds in which they wielded the full might of Merlin.

*The Glain

"The talisman of talismans, an impenetrable fortress, a place of security and delight."

A potent protective artifact of exceptional power created by Merlin, the Glain appears to be an unpolished moonstone with 3 concentric crosses on one side. When activated it creates a shimmering shield of light visible only to those within its protective boundary.

The Glain has two special properties, usable by the bearer of the stone, regardless of class. The stone's properties are:

1. The bearer may create a protective barrier, which mimics the *magic shield* spell with a spell check result of 32+. This power may be used twice per day.
2. The bearer may create a protective barrier, which mimics the *magic bulwark* spell with a spell check result of 38+. This power may be used once per month.

Patron Taint: Merlin

Merlin is a difficult patron, slow to stir to action and quick to be impatient with the demands of beings so far beneath his notice. Those in his service must be willing to be used for unknown purposes and be wary of his displeasure. But even in failure there can be great benefits and Merlin can indeed be a benevolent patron

When a patron taint is indicated, roll 1d6 on the table below. When a caster has acquired all six taints, at any levels there is no need to continue rolling any more.

Roll Result

- 1 The caster is struck by how petty and unimportant all things in this reality are. They immediately cease all actions and, for the span of one turn, stand perfectly still while deep in introspective contemplation. The caster is wholly unaware of their surroundings and may not be roused by any means during this period. Should the result be rolled a second time, the duration is extended to a full day. If the result is rolled a third, and final time, the caster loses all connection with the world of men and loses themselves in the deep recesses of their mind, never to awaken again.

- 2 The great age of Merlin begins to twist the form of the caster and they instantly age by 1/10th of their racial lifespan. If the result is rolled a second time, the caster immediately reaches a point halfway between their current age and the average racial maximum. If rolled a third time, the caster instantly ages to the greatest known age for their race, becoming haggard and worn, but still having 1d4 years of life remaining.
- 3 The caster is touched by Merlin's legendary ability to transform into animals, but only just. The caster may be subjected to transformations into a mundane animal of the Judge's choice for a period of 1d3 rounds, per day. The change is triggered by stress, such as combat or casting, and will take place upon a failed Luck check. If this result is rolled a second time, the duration of is lengthened to 1d5. If the result comes up a third time, the caster is subjected to transformations twice per day.
- 4 The distant and distracted manner of Merlin becomes imprinted upon the personality of the caster, reducing their personality by -1. This result may be rolled any number of times, each time reducing the caster's Personality attribute by a further -1 as the caster becomes more and more disengaged with the world around them.
- 5 Staring wildly into the void, the caster's very soul is buffeted by the winds between the worlds. The caster must take time to regain mastery of his essence by immediately entering contemplative meditation for 1d3 hours. If the result is rolled a second time, the meditation continues until the caster succeeds in a DC 20 Will save (offered every 12 hours). A third instance of this result leads to a mighty mental struggle lasting until the caster succeeds in a DC 25 Will save (offered once per week). Overcoming all three levels of the effect grants the caster special insights into the workings of this universe and grants a permanent ability to cast spells as if +1 caster level.
- 6 The caster is swept out of the realm of men and into the upper dimensions to stand before Merlin. This audience, no matter how brief it seems, takes place over the span of one full day in the universe of men. During the audience with Merlin, the caster may learn a single spell of their choosing—wizard or cleric—for the cost of a permanent reduction of -3 Personality. This result may only be gained once. Clerical spells gained via Merlin grant patron taint on all failure results.

Patron Spells: Merlin

Merlin cannot be bothered to teach spells to all who beseech him for aid. There are no spells unique to Merlin. Instead he grants his followers access to advanced powers. Agents of Merlin are able to learn a single second level spell at first level, third level spell at second level, and one fourth level spell at third level.

Spellburn: Merlin

Merlin does little to aid his followers save for times of great need. Those willing to make the sacrifices needed to spellburn in Merlin's name often draw his attention and woe to those who would do so frivolously. When a caster utilizes spellburn, roll 1d4 and consult the table below or build off the suggestions to create an event specific to your home campaign.

Roll Spellburn Result

- 1 Merlin's attention is drawn to the caster, but the eldritch patron finds their petition lacking and he refuses to concentrate on such an unworthy task. The caster gains 2 points for every full three points of attributes burned.
- 2 The caster consciousness is subsumed by that of Merlin, their demeanor becoming detached and haughty as the ancient wizard puppeteers the wizard's body and voice through the requisites of the spell. The caster gains an additional +1 to their spell check (above any spellburn). As the spell ends and Merlin releases his grip, the mental and physical exhaustion manifests as stat point loss.
- 3 The caster calls upon the backbone of the world, drawing power from ley lines and wringing residual phlogistan from ancient mystic places to empower his spell. On a successful Int check (DC 15 + spell level), the wizard's caster level is treated as being doubled for the purposes of his spell check (at a cost of CL in temporary stamina) as his body is wracked by the arcane energies. The caster is then free to spellburn stats to further augment this casting.
- 4 Merlin judges the caster and finds their cause worthy, or at least beneficial to some greater machination. The caster is granted a single DC 15 Will save; on a failed save the caster crumples to his knees, weakened by the spellburn, but able to complete his spell. On a successful save—in lieu of the spellburn—the caster receives a +5 bonus to all spell checks for the remainder of the combat but may make no further attempts to spellburn during that time.

NICK'CLAUS

Fallen champion of laughter and light

Appearing as a hell-fueled skeleton clad in winter furs and wearing a necklace of skulls, Nick'claus is a fearsome patron indeed.

Once upon a time Nick'claus may have had a different name; he may have once been a figure of mirth and cheer. If it was once that way, but it is that way no longer. Nick'claus is a dark patron even among the grimmer facets of chaos. His servants are expected to aid him in sowing discord and the bringing of death and misery.

Often portrayed with a large, tattered, and soiled sack thrown over one shoulder, and in the company of twisted, miniature elves, Nick'claus is a patron who should be called upon only with great caution.

Patron Bond

The casting of patron bond in hopes to form a linkage with Nick'claus is often treated as normal. However, there are a few events which can modify the casting.

Elves: Should an elf attempt to bond with Nick'claus the spell will automatically succeed and the result is treated as result 21-24.

Sailors: Casters who have "sailor" as their level 0 profession receive a +1 to their Patron Bond spellchecks.

Thieves: Should the spell be cast to form a bond between Nick'claus and a thief, the result is automatically +1 on the chart.

Winter: Patron Bond spells cast during the winter gain a 1 die bonus.

Invoke Patron check results:

- | | |
|-------|---|
| 12-13 | Nick'claus hears the beckoning cries of the supplicant and extends the smallest portion of his wintery might to aid the caster. A target of the caster's choosing is blasted by icy winds taking 2d3 damage. |
| 14-17 | A brightly wrapped package appears at the caster's feet. Upon being opened it releases a burst of icy energy that invigorates the caster, revitalizing them and healing them for up to 3 HD (as per lay on hands). |
| 18-20 | A towering fir tree bursts into being, tearing through all obstructions (floors, ceilings, etc.) until it reaches 150' in height. The tree is bedecked with brightly colored spheres of glass which it will proceed to spray out at all chosen targets (+3 ranged, 1d4 damage) within 200' for the next 2d5 rounds. At the end of this duration the tree vanishes, restoring all damage to the surroundings and leaving only a strong scent of pine. |
| 21-24 | A pair of snow elementals (see <i>Appendix N(ightmares)</i> page 23) manifest in a burst of polar air. They fight on behalf of the caster for one turn or until slain. |
| 25-29 | Nick'claus offers the caster a boon. Roll 1d5: (1) the caster is fully healed; (2) a target of the caster's choice immediately takes 2d24 damage as minty-smelling crystalline shards erupt from their flesh, (3) Nick'claus sends a magic item (judge's discretion) to the caster as a gift; (4) a massive boulder drops from the sky dealing 1d50 damage to a selected target; (5) the caster immediately gains enough experience to level (this effect may only be received once). |
| 30-31 | The hollow sound of tarnished sleigh bells can be heard chiming through the air above as Nick'claus soars high overhead. He begins dropping boulders from above, targeting all within 100' of the caster. Targets must succeed in a DC 20 Reflex save or be struck for 1d60 damage. |
| 32+ | Filled with arctic rage, Nick'claus arrives, soaring through the air on his paindeer-pulled sleigh. His arrival is a grim portent for all present. Leaping from his sleigh, he will unsling his pack and begin pulling monsters out of it for 1d24 rounds. Each round a random monster of 2d3 HD will emerge from the bottomless sack and will immediately attack the nearest target who is not the supplicant. |

Patron Taint: Nick'claus

Nick'claus was once a great patron of light but was corrupted by the powers of chaos. His patron taint continues to spread the foulness that overwhelmed him, gradually corrupting his followers of old by remaking them in the image of those who follow his new form.

When a patron taint is indicated, roll 1d4 on the table below. When a caster has acquired all taints, at any levels there is no need to continue rolling further.

Roll Result

- 1 The caster becomes grossly obese, their out-of-control corpulence spilling from their robes as they reach a weight of 400 pounds and the caster permanently loses 2 Stamina. Should this be rolled a second time the caster gains another 100 pounds, losing an additional point of Stamina and reducing their movement rate to 20'. Rolling this result a third time bloats the massive caster to 900 pounds, costing the caster an additional 2 points of Stamina and reducing their movement rate to 10'.
- 2 Rolling this taint causes the caster to develop a nearly irresistible sweet tooth. When presented with sweets (such as cookies) the caster must succeed at a DC 15 Will save or cease all other action until the delicacies have been devoured. Rolling this taint a second time causes the caster to smell of peppermints. Rolling this effect a third time causes the caster to exude a thin sweat of cocoa.
- 3 Rolling this taint will cause the caster to grow small antler nubs from the sides of their head. Rolling this taint a second time will cause the caster's antlers to grow to a foot in length, developing a trio of points. Rolling this result a third time will cause the antlers to extend to three feet in length, developing 7 points on each side. The wickedly sharp antlers give the caster an additional d14 horn attack (+2 melee, 2d4 damage).
- 4 All of the wizard's hair (on their head as well as on their body) becomes the purest white. Rolling this result again will change the caster's eyes to glowing, pupil-less orbs, granting infravision 100' but unnerving those the caster encounters (-2 to Personality). Rolling this result a third time transforms the caster's face to that of a glowing, rotting skull (additional -2 to Personality).



THE STAR CHILD

Transdimensional patron from the great beyond

Somewhere across the infinite realms of time, space, and possibility, there stands the greatest possible achievement of architectural design: a monolithic solid whose perfect and precise dimensions exist in a ratio utterly pleasing to the cosmos itself. Not only are the monolith's height, width, and depth in perfect harmony with the divine ratio, but so too are its invisible dimensions, on into infinity across the breadth of time, substance, and all meaning. To behold this wonder is to behold the splendor of creation. To touch it is to touch the very fabric of perfection.

In rare cases, a mortal creature's natural vibrations are such that contact with the monolith causes a spontaneous and dramatic transformation. The formerly mortal creature rapidly ascends to a new state, one merged with the infinite conscious of reality. This entity is known as the Star Child (for there is only one, multitudinous yet singular). It roams the valleys and plateaus of time, seeking after things beyond the ken of mere three-dimensional minds. Certain spells and incantations can draw the Star Child's attention. Though endlessly mysterious, the enlightened being seems disposed to help those who call upon its aid.

Invoke Patron check results:

- 12-13 The caster can hear the psychic vibrations of all living things, allowing him to tap into the collective conscious of the universe. The caster gains +1d4 Intelligence (maximum 20) for the next 24 hours. However, any harmful action on the caster's part disrupts this connection. The effect ends and the Intelligence bonus immediately vanishes if the caster attacks or otherwise harms another creature (either by direct violence, spellcasting, or other means).
- 14-17 For the next 24 hours, The Star Child imbues the caster with the power of telekinesis. Whenever he concentrates, the caster can manipulate a single object within a range of 100' and weighing up to 150 lbs. For all purposes, treat this effect as the equivalent of Strength 15.
- 18-19 A field of visible, soothing lavender energy emanates from the caster, forming a 30-foot sphere of pacifistic intent. All living creatures within this area (including the caster's allies) must succeed on a Willpower save (DC = spell check) in order to take any action that causes damage to another character. Failure means the creature stands quietly instead of carrying out its intended action. The pacifism field remains for 1d6 rounds + caster's Intelligence modifier.
- 20-23 The Star Child decides that the best way to assist the character is to extract him from linear time. In an instant, the caster ceases to exist, replaced by a stardust simulacrum. This is an exact duplicate of the caster, fully under control of the original player, although it lacks a soul and therefore casts no shadow. If the simulacrum dies or after 24 hours have passed, the duplicate creature melts into a glittering miasma and is replaced by the caster 1 round later.
- 24-27 The Star Child removes one of the threats facing the caster by teleporting a single enemy within 200 feet of the caster to a location where it cannot harm him or his allies. This effect targets the enemy creature with the most HD or highest level (determine randomly in the case of a tie). That creature must make a Willpower save (DC = spell check) or be temporarily erased from space-time for 1d6 rounds. After the time expires, the creature reappears, unharmed, but 3d20 miles away in a safe and neutral location of the judge's choosing. If the first creature succeeds on its saving throw, move on to the enemy with the next highest HD. Continue until the spell succeeds or you run out of hostile creatures in range.
- 28-29 The Star Child opens the caster's fourth eye, allowing him to see time from below and thus better plan for the near future. The caster rolls 3d20. Over the next 1d6+CL rounds, after the caster or an ally rolls an action die, the caster may choose to replace the result with one of his pre-rolled dice. Once a die is used, it is spent, and the roll cannot be used again. At the end of the duration, the caster immediately suffers 1d3 temporary Personality damage if he did not assign all three dice.
- 30-31 The Star Child transforms the caster into a being of pure energy. For 1d6+CL rounds, he gains 300' infravision, telekinesis (as above, except the caster may use it freely once per round in addition to normal actions), and the ability to levitate and fly at a rate of 60'. He is totally immune to all physical attacks and spells are only 50% likely to affect him. However, he cannot physically interact with the world (other than via telekinesis) and his own spells are likewise only 50% likely to have any effect while he is in this state.

- 32+ The Star Child attempts to destroy one of the caster's enemies while simultaneously imparting a powerful and enlightening lesson on its supplicant. The caster chooses one target that he can see within a range of 100'. That target is instantly disintegrated on the molecular level and then reassembled, suffering 10d20 damage. The creature can make a Fortitude save (DC = spell check) for half damage. Any creature killed by this effect is reduced to an impossibly black void filled with stars that fades away after a few moments. The caster, meanwhile, comes a step closer to understanding that all matter is merely energy condensed to a slow vibration, that we are all one, and that death is just an illusion. This revelation is difficult for the mind to grasp, and the caster suffers 1d3-1 temporary Personality damage as a result.

Patron Taint: The Star Child

The Star Child is a distant and alien being, evolved far beyond the understanding of the mortal races. From its perspective, physical suffering, illness, and even death are merely temporary setbacks of little consequence. Its help often comes in the form of aid that simply removes the caster from harm's way. The Star Child would much rather evolve its supplicants to the point where they are released from such petty concerns as pain and suffering than continually intervene on their behalf.

Whenever patron taint is indicated, the character temporarily loses 1d6 points of Personality, which represents the gradual erasure of the caster's psyche as he becomes more and more harmonized with the universal conscious of the Star Child. In addition, the character randomly experiences one of the effects below. A character can only gain each taint once. Once he has acquired all six, there is no need to roll any more, and future Personality losses are permanent.

Roll	Result
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- | | |
|---|---|
| 1 | The caster evolves beyond the need for a physical body. To facilitate this, the Star Child remotely and magically extracts the caster's brain and places it in a small glass case. The caster is now functionally a brain with the psychic ability to control his body remotely. This ability is limited to a range of 150', so the caster's body must generally carry the brain around. Should one die, the other dies as well. |
| 2 | The caster gains death-sight, the psychic ability to sense the moment of his imminent demise. Unfortunately, this ability is highly imprecise without continued practice and refinement and manifests primarily as strange, disturbing dreams. Any time the caster would restore any mental attribute through rest, check Luck. On a failure, the character temporarily loses a point of the attribute instead. |
| 3 | The caster's head grows to one-and-a-half times its original size in order to accommodate his newly expanding intellect (even if his brain is now external). He gains the ability to communicate telepathically up to a range of 30'. This ability allows him to send his thoughts to others, but it does not allow him to receive their thoughts in return; they must still speak to him normally. |
| 4 | The caster mentally experiences several years in an instant. He gains 1d3 points of Intelligence (maximum 18), but he immediately ages 3d6 years and permanently loses all hair on his head. |
| 5 | The caster's physical body begins to break down in order to fuel his growing intellectual power. He gains 1 point of Intelligence but permanently loses 2 points of a random physical attribute and 1 point of a different random physical attribute. |
| 6 | Contact with the power of the Star Child is making the caster less and less reliant on his physical body. The caster gains the ability to leave his own body after a single round of concentration. In this form, the caster is invisible and unable to interact with the physical world in any way. He is tethered to his body, which remains in a comatose state, by an unbreakable and invisible 15' cord. The caster can theoretically stay in this astral form until his body starves or dies of thirst, although the death of the physical form kills the astral as well. |

Total Ascension: The Star Child

Should the caster's Personality ever drop to 0 or below, whether through patron taint, an invoke patron check, or by other means, he immediately transcends the mortal realms. His mind leaves his body immediately, merging with the cosmic intellect of the Star Child. The caster's body remains behind, alive but utterly catatonic. Once a character ascends, no known power can bring him back.

WAY OF THE RAVEN

A shamanistic path to patronage

Through careful study and ritual, casters – particularly those of a shamanistic or naturalistic nature – can attempt to bond with a specific species of animal, enabling them to draw upon that animal’s strengths. Known as Ways, the Way of the Raven is detailed below. Judges are encouraged to come up with their own Ways for other types of animals specific to their setting. These rules are an adaptation of the rules for Ways found in *Dinosaur Crawl Classics*. For more information on Ways, including Ways of the Tyrannosaurus, Triceratops, and Pteranodon, see the Goodman Games Gen Con 2017 Program Guide.

To utilize Ways, the caster must first cast patron bond for the specific type of animal she wishes to bond with. When bonding with an animal, the caster’s patron bond can only be cast on herself and can only be used to attempt to bond with one of the Ways representing the creature she has studied the most. Depending on the result, the caster may be granted the ability to invoke the Way or even new spells derived from the strengths of the animal of that Way. When the result of the patron bond grants invoke patron, the caster receives the spell *invoke way* and uses the table below when it is cast.

Invoke Way check results:

- 12-13 The caster channels the raven’s cunning through her body, granting a boon of +1d6 Intelligence for the next hour.
- 14-17 The caster is imbued with the wisdom of the ancestral ravens of thought and memory, granting a +6 to all saves for the next hour.
- 18-19 The caster receives knowledge from the ancestral ravens of thought and memory, who are sent to spy on a location specified by the caster. The caster can ask to glean information of any one location within 100 miles, which will be received after 1d4 rounds. Only the current activities, conversations, and conditions of the locations are revealed, not any motives or thoughts behind the actions of any creatures within the location. The location can be as large as a general area or as small as a single chamber, if known to the caster, with the returned level of detail correspondingly scaled. For example, if a caster specifies an enemy sorcerer’s manse, the ravens will return with current activities of its inhabitants, any preparations they are making for war, the weather, etc., whereas if the caster specifies the sorcerer’s workroom within the manse, then details of current experiments, the presence of any guards, etc. will be returned.
- 20-23 The caster is granted the ability to shapeshift into the form of her Way. She assumes the animal’s form and manner of locomotion, as well as the ability to survive in its normal habitat, but gains no other powers. The transformation lasts 1 hour per caster level.
- 24-27 The Way manifest itself as a deep sonorous croak as the caster’s voice transforms into that of a great raven’s, summoning a nearby flock of 2d6+CL birds, who will appear after 2d20 rounds and follow a single simple command. In combat, each raven has the following stats: Atk bite +2 melee (1); AC 12; hp 2; MV fly 50’.
- 28-29 The caster calls upon the might of her Way to cause a hurricane-like wind as if a prodigious flock of ravens were flying past. All creatures within 100’ of a spot chosen by the caster take 1d12 damage from debris being thrown up into the air, and must make a DC 15 Ref save or fall prone.
- 30-31 The caster summons a manifestation of the Way in the form of an avatar of a giant raven. The animal will stay for 2d6 rounds and fight the caster’s enemies.
Raven, giant: Init +2; Atk bite +8 melee (2d6) or claw +10 melee (1d8); AC 16; HD 7d10; MV fly 50’; Act 2d20; SP curse (the raven can issue a curse as an attack action. The victim receives a DC 16 Will save to resist the curse. The curse carries a -2 Luck penalty and a -1 penalty to Fort saves, and can only be lifted by burying the bones of an ally or companion in an unmarked grave); SV Fort +7, Ref +8, Will +4; AL N.
- 32+ The caster summons a manifestation of the Way in the form of a giant-sized avatar of the animal. The animal will stay for 2d6 rounds and fight the caster’s enemies. In addition, the caster is granted a +6 bonus to Intelligence for the next hour.

Patron Taint: Way of the Raven

When patron taint is indicated for casters who follow the Way of the Raven, roll 1d6 on the table below. When a caster has acquired all six taints at all levels of effect, there is no need to continue rolling.

Roll	Result
1	The caster begins to spend more time with feathered creatures of all types, keeping them as pets, going out of her way to care for wild animals, etc. If the result is rolled a second time, she prefers the company of birds to her own kind and will take steps to aid them over her own companion's needs. If the result is rolled a third time, she abandons her companions to join a chosen flock of ravens and lives in exile from society.
2	The caster's body takes on an aspect of a raven (e.g., she develops a beaklike mouth, her skin and hair turns an oily black, etc.). If the result is rolled a second time, she takes on further aspects, altering her appearance and inhibiting her abilities in such a way to receive a permanent -2 penalty to a specific type of roll, such as attacks, damage, or saves. If the result is rolled a third time, her appearance is significantly altered, and her abilities are inhibited in such a way to receive a permanent -1d to a specific type of roll.
3	The caster takes on the mark of the raven and loses a point of Luck. If the result is rolled a second time, Luck is reduced by a further -1. If the result is rolled a third time, Luck is reduced by a further -1, for a maximum of -3.
4	The caster becomes increasingly omnivorous, preferring undercooked meats and discarded food. If the result is rolled a second time, the preference becomes stronger and she can no longer consume prepared food. If the result is rolled a third time, she feeds solely on carrion, insects, small animals, and food waste.
5	The caster must search for a relic sacred to ancestral ravens of thought and memory, located within 1d4 days of travel. Until the relic is restored, the caster is haunted by the feeling of ravens watching her. Only she can see them, and they seem to get closer each day. Subject to the judge's discretion, if the caster fails to recover the item within a set time, increasing flocks of ravens will follow the caster, watching from trees and buildings and crying out with maddening croaks until the caster is driven mad. If the result is rolled a second time, the item is kept guarded in a tower by a race of lupine humanoids and some 1d4 weeks distant. If the result is rolled a third time, the item is a relic stolen by a powerful sorcerer, requiring 1d4 months of dangerous travel.
6	The caster sees a vision of the ancestral ravens of thought and memory leading her away. If she follows, she is led to a sacred spot of the ancients (a feeding ground in an elder forest with large expanses of open land nearby, an ancient rookery in a coastal cliff, etc.) and can spend the next 1d4 days meditating, she can learn a new Way spell. This result can be rolled up to three times.

Patron Spells: Way of the Raven

Attentive study of the mysterious corvus grants three unique spells, as follows:

Level 1: Mimic

Level 1: Tearing Beak

Level 2: Raven Wings

Spellburn: Way of the Raven

When a caster who follows the Way of the Raven utilizes spellburn, roll 1d4 on the table below.

Roll	Spellburn Result
1	An ethereal image of a raven appears and dives into the caster, drawing out the chosen ability scores (expressed as Stamina, Strength, or Agility loss).
2	The caster is transported to the plane of ghosts where the ancestral ravens of thought and memory sit in judgment. If the caster is judged worthy, she is sent back weakened by the effort (expressed as Stamina, Strength, or Agility loss).
3	The caster becomes a living symbol of ill omen, death, and evil. Instead of drawing from herself, a random party member must spend the required Stamina, Strength, or Agility. If refused, the spellburn cost is doubled.
4	The caster taps into the Way such that she temporarily may spellburn up to 10 points without any ability damage. However, the next time she spellburns the cost is double.

Mimic

Level: 1 (Way of the Raven) Range: 100' Duration: Varies Casting Time: 1 action Save: Varies

General	The caster summons the croaking, sonorous voice of a raven, mimicking her foes, and even appearing in the guise of the target with higher results.
Manifestation	Roll 1d4: (1-2) a crack of thunder-like sound of a raven's caw peals from the sky; (3) with a silent cry, an ethereal raven emerges from the caster, traveling in a straight line towards the target; (4) a babble of voices come from the empty air surrounding the caster, echoing the cries and voices of all listeners within range.
1	Lost, failure, and patron taint.
2-11	Lost. Failure.
12-13	The caster targets a single creature and assumes the ability to vocally mimic that creature's voice for the next 1d4 rounds. The caster can only mimic the creature's voice, not its language (unless known) or appearance, and any commands given by the caster in the voice of the creature that seem unusual or ask the listener to place themselves at harm, or if the original target of the mimicry can be seen, allow the listener to make a +4 Will save versus the spell check to detect the mimicry. The mimicry is automatically detected if the caster can be observed and is not otherwise disguised.
14-17	The caster targets a single creature and assumes the ability to vocally mimic that creature's voice for the next 1d4+CL rounds. The caster can only mimic the creature's voice, not its language (unless known) or appearance, and any commands given by the caster in the voice of the creature that seem unusual or ask the listener to place themselves at harm, or if the original target of the mimicry can be seen, allow the listener to make a Will save versus the spell check to detect the mimicry. The mimicry is automatically detected if the caster can be observed and is not otherwise disguised.
18-19	The caster targets a single creature and assumes the ability to vocally mimic that creature's voice for the next 1d4+CL rounds. The caster can mimic the target's voice and even its native tongue, though the caster is not granted any additional ability to understand the mimicked language. Any commands given by the caster in the voice of the creature that seem unusual or ask the listener to place themselves at harm, or if the original target of the mimicry can be seen, allow the listener to make a Will save versus the spell check to detect the mimicry. The mimicry is automatically detected if the caster can be observed and is not otherwise disguised.
20-23	The caster targets a single creature and assumes the ability to vocally mimic that creature's voice for the next 1d4+CL turns. The caster can mimic the target's voice and even its native tongue, though the caster is not granted any additional ability to understand the mimicked language. Any commands given by the caster in the voice of the creature that seem unusual or ask the listener to place themselves at harm, or if the original target of the mimicry can be seen, allow the listener to make a -2 Will save versus the spell check to detect the mimicry. The mimicry is automatically detected if the caster can be observed and is not otherwise disguised.
24-27	The caster targets a single creature and assumes the ability to mimic that creature for the next 1d4+CL rounds. The caster can completely mimic the creature's voice, language, and appearance. In addition, the target is rendered mute for the next 1d4 rounds unless they make a Will save versus the spell check to resist. Even if the original target of the mimicry can be seen, there is a 50% chance that those in range assume the caster is the "real" version of the creature.
28-29	The caster targets a single creature and assumes the ability to mimic that creature for the next 1d4+CL turns. The caster can completely mimic the creature's voice, language, and appearance. In addition, the target is rendered mute for the next 1d4 rounds unless they make a Will save to resist. Even if the original target of the mimicry can be seen, there is a 50% chance that those in range assume the caster is the "real" version of the creature.

30-31

The caster targets a single creature and assumes the ability to mimic that creature for the next 1d4+CL turns. The caster so completely mimics the creature's voice, language, and appearance that to she is identical in all respects to the target and any commands given by the caster are received as if made by the original target. In addition, the target is rendered mute for the next 1d4 rounds unless they make a Will save to resist. Even if the original target of the mimicry can be seen, there is a 75% chance that those in range assume the caster is the "real" version of the creature.

32+

The caster targets a single creature and assumes the ability to mimic that creature indefinitely. The caster so completely mimics the creature's voice, language, and appearance that to she is more than identical in all respects to the target and any commands given by the caster are received as if made by the original target. In addition, the target is rendered mute for the next 1d4 turns unless they make a Will save to resist. So powerful is the mimicry that even if the original target of the mimicry can be seen, there is a 95% chance that those in range assume the caster is the "real" version of the creature.



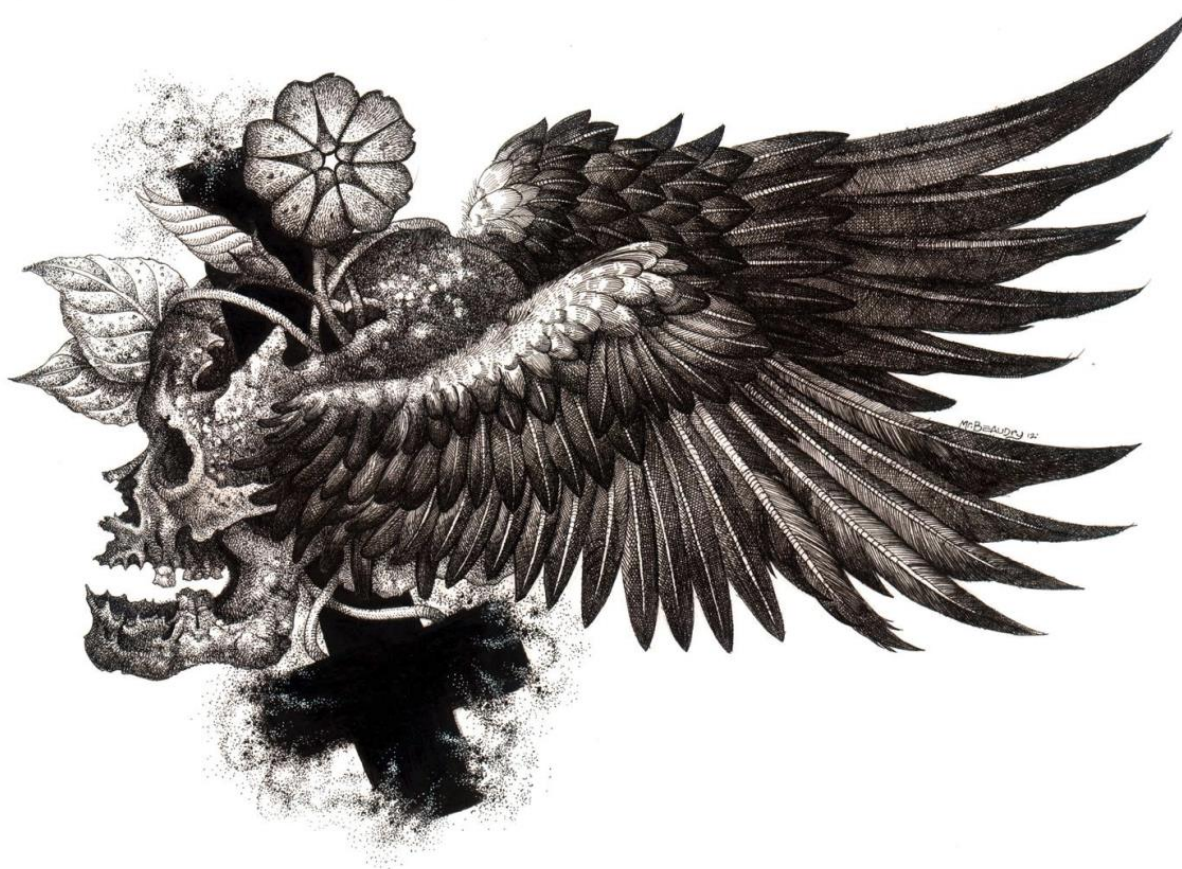
Tearing Beak

Level: 1 (Way of the Raven) Range: Touch Duration: Varies Casting Time: 1 round Save: Will vs. Check

General The target gains the cracking and rending bite attack of a raven. Creatures that have no natural bite attack (such as humans) gain a bite attack that causes normal (not subdual) damage of 1 + the spell result bonus. Creatures that already have a bite attack increase their attack bonus and damage.

Manifestation Roll 1d4: (1-2) the subject's jaws lengthen and its gape widens into a beak-like shape; (3) the target's eyes turn entirely black, and the muscles in its cheek expand and its bite is strengthened tenfold; (4) a beak-like projection shoots out from the subject's mouth with each attack.

1	Lost, failure, and patron taint.
2-11	Lost. Failure.
12-13	The target receives +2 to bite attacks and damage on its next attack.
14-17	The target receives +4 to bite attacks and damage on its next attack.
18-19	For the next turn, the target receives +4 to bite attacks and damage.
20-23	For the next turn, the target receives +6 to bite attacks and damage.
24-27	For the next 1d4+CL turns, the target receives +6 to bite attacks and damage.
28-29	The caster may select up to two targets that receive +6 to bite attacks and damage. Effects last 1d4+CL hours.
30-31	The caster summons the might of a great raven. All allies within 30' receive +8 to bite attacks and damage. Effects last 1d4+CL hours.
32+	Extraordinarily powerful casters can call upon this spell in times of war or extreme danger. Regardless of distance, for the next 1d4+CL days, all allies within 30' at the time of casting receive +8 to bite attacks and damage.



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Raven Wings

Level: 2 (Way of the Raven) Range: Touch Duration: Varies Casting Time: 1 round Save: Will vs. Check

General	The caster physically transforms the target into a pseudo-raven. Its arms lengthen, fingers elongate substantially, and a covering of feathers grows from its torso to the tip of its fingers. In effect, its arms are transformed into raven wings, granting a soaring ability to fly.
Manifestation	Roll 1d4: (1-2) the target's limbs stretch with the cracking sound of bone being reshaped; (3) the target collapses into a boneless heap on the ground as its skeleton is rebuilt into the shape of a pseudo-raven that feathers are stretched over; (4) the target is covered by an egg-like cocoon filled with a pulsing light and emerges with wings.
1	Lost, failure, and patron taint.
2-11	Lost. Failure.
12-13	Failure, but spell is not lost.
14-15	A single target flies at a speed of 20'. The flying ability lasts for 1 turn. It has difficulty grasping objects and suffers a -1d penalty when using its hands and arms for tools, weapons, or natural attacks. Its flight is contingent on the use of its new wings; anything that entangles or disables them prevents it from flying. It can still use its legs normally, but moves at half speed when on the ground.
16-19	A single target (including the caster) flies at a speed of 50'. The flying ability lasts for 1d4+1 turns. It has difficulty grasping objects and suffers a -1d penalty when using its hands. It can still use its legs normally, but moves at half speed when on the ground.
20-21	A single target (including the caster) flies at a speed of 50'. The flying ability lasts for 1d6+1 turns. It has difficulty grasping objects and suffers a -1d penalty when using its hands. It can still use its legs normally, but moves at half speed when on the ground.
22-25	The caster can select up to three targets (including the caster), who fly at a speed of 50'. The flying ability lasts for 1d4+1 hours. They have difficulty grasping objects and suffer a -1d penalty when using their hands. They can still use their legs normally, but move at half speed when on the ground. In addition, they can lift man-sized objects (up to 200 lbs.) either by carrying them or grasping with their feet if they have claws.
26-29	The caster can select up to three targets (including the caster), who fly at a speed of 50'. The flying ability lasts for 1d4+1 hours. They have difficulty grasping objects and suffer a -1d penalty when using their hands. They can still use its legs normally, but move at half speed when on the ground. In addition, they can lift large-sized objects (up to 500 lbs.) either by carrying them or grasping with their feet if they have claws.
30-31	The caster creates a flock of soaring, diving pseudo-ravens. For the next 1d4+1 days all allies within 300' are granted the ability to fly at a speed of 50' and can perform a dive with a weapon or natural attack with a +6 attack bonus and causes double damage. They have difficulty grasping objects and suffer a -1d penalty when using their hands. They can still use their legs normally, but move at half speed when on the ground.
32-33	The caster creates an army of soaring, diving pseudo-ravens. For the next 1d4+1 days all allies within 300' are granted the ability to fly at a speed of 50' and can perform a dive with a weapon or natural attack with a +8 attack bonus and causes double damage. They have difficulty grasping objects and suffer a -1d penalty when using their hands. They can still use their legs normally, but move at half speed when on the ground.
34+	The caster summons the power of her Way to grant the full flight power of a raven, potentially indefinitely. A single target is granted the ability to fly at a speed of 50'. They can summon and dismiss their wings at will. A casting of this power level grants flight ability of great duration. The caster must expend a minimum of 1 point of spellburn. The duration starts at 1 week for 1 point of spellburn, and increases with every subsequent expenditure as follows: 2 = a month, 3 = six months, 4 = a year, 5 = five years, 6 = a decade, 7 = twenty years, 8 = forty years, 9 = sixty years, and 10 = permanent.

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