



Level 3 Wizard

Chill Touch

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

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

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

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

Spell Results

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

2-11: Lost. Failure.

12-13: The caster's hands are charged with negative energy! On the next round, the next creature the caster attacks takes an additional 1d6 damage. Un-dead creatures take an additional +2 points of damage.

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

18-19: The caster's hands are charged with negative energy! For the next turn, the caster receives a +2 to attack rolls, and every creature the caster attacks takes an additional 1d6 damage. Un-dead creatures take an additional +2 points of damage.

20-23: The caster's hands are charged with negative energy! For the next turn, the caster receives a +2 to attack rolls, and every creature the caster attacks takes an additional 2d6 damage. Un-dead creatures take an additional +2 points of damage.

24-27: The caster's hands are charged with negative energy! For the next turn, the caster receives a +4 to attack rolls, and every creature the caster attacks takes an additional 2d6 damage as well as 1d4 points of Strength loss. Un-dead creatures take an additional +4 points of damage.

28-29: The caster's hands are charged with negative energy! For the next hour, the caster receives a +4 to attack rolls, and every creature the caster attacks takes an additional 2d6 damage as well as 1d4 points of Strength loss. Un-dead creatures take an additional +4 points of damage.

30-31: The caster's hands are charged with negative energy! For the next hour, the caster receive a +6 to attack rolls, and every creature the caster attacks takes an additional 3d6 damage as well as 1d4 points of Strength loss. Un-dead creatures take an additional +6 points of damage.

32+: The caster's body glows a sickly blue light as he crackles with withering necromantic energy. Any creature within 10' of the caster takes 1d6 damage each round it stays within the field, and un-dead creatures take 1d6+2 damage. Until the next sunrise, every creature the caster attacks takes an additional 3d6 damage (with un-dead suffering an extra +8), and the caster receive a +8 bonus to all attack rolls.

Detect Magic

Level: 1 **Range: 30 or more** **Duration: 2 turns** **Casting Time: 2 actions** **Save: Will vs. spell check DC (sometimes)**

The wizard knows if there has been an enchantment laid upon a person, place or thing within range. The range is a cone, 30 long and 30 wide at its end, emanating from the wizards holy symbol.

Misfire: N/A

Corruption: Roll 1d2: (1) Greater, (2) Misfire

Spell Results

1-11: Failure.

12-13: The wizard is aware of magical enchantment on any object or creature within range. This includes weapons or armor worn by a creature, as well as spells. The wizard cannot distinguish which portions of the targets are magical. For example, a creature enchanted by a spell or carrying a magical weapon or item registers simply as magical, so the true extent and nature of the magic is not always evident. The wizard does not receive any information on the nature of the magical enchantment, only its existence. Intelligent magic creatures and creations that wish to hide their magical nature can do so with a Will save. Objects behind 3 of wood, 1 of solid metal, or 1 of stone are not detected.

14-17: The wizard is aware of magical enchantment on any object or creature within range. This includes weapons or armor worn by a creature, as well as spells. The wizard cannot distinguish which portions of the targets are magical. For example, a creature enchanted by a spell or carrying a magical weapon or item registers simply as magical, so the true extent and nature of the magic is not always evident. The wizard does not receive any information on the nature of the magical enchantment, only its existence. Objects behind 3 of wood, 1 of solid metal, or 1 of stone are not detected.

18-19: The wizard can determine exactly which objects or creatures are magically enchanted within range. He can tell if different weapons or items of equipment on a creature are enchanted and whether a creature that registers as magical overall does so because of its cloak (for example) or because of something inherent in its blood. Further, the wizard receives a rough gauge of the magics strength, revealed as the approximate level of a spell, the general range of bonus (or plus) for weapons or armor, and so on. Objects behind 3 of wood, 1 of solid metal, or 1 of stone are not detected.

20-23: The wizard can determine exactly which objects or creatures are magically enchanted within range. In addition, the spell reveals creatures of non-mortal origin (e.g., extraplanar creatures, demons, devils, celestials, un-dead, etc.). The wizard can distinguish between magical creatures and non-mortal creatures. He can tell if different weapons or items of equipment on a creature are enchanted and whether a creature that registers as magical overall does so because of its cloak (for example) or because of something inherent in its blood. Further, the wizard receives a rough gauge of the magics strength, revealed as the approximately level of a spell, the general range of bonus (or plus) for weapons or armor, and so on. Objects behind 3 of wood, 1 of solid metal, or 1 of stone are not detected.

24-27: The wizard can determine exactly which objects or creatures are magically enchanted within range. In addition, the spell reveals creatures of non-mortal origin (e.g., extraplanar creatures, demons, devils, celestials, un-dead, etc.). The wizard can distinguish between magical creatures and non-mortal creatures. He can tell if different weapons or items of equipment on a creature are enchanted and whether a creature that registers as magical overall does so because of its cloak (for example) or because of something inherent in its blood. Further, the wizard receives a very precise understanding of the magics strength and nature: he knows an item is a +2 sword or that a door is guarded by a level 3 ward portal spell. Finally, the spell functions through any sort of impeding material (stone, wood, or iron, at any distance within range).

28-29: To an extended range of 120, the wizard can determine exactly which objects or creatures are magically enchanted. In addition, the spell reveals creatures of non-mortal origin (e.g., extraplanar creatures, demons, devils, celestials, un-dead, etc.). The wizard can distinguish between magical creatures and non-mortal creatures. He can tell if different weapons or items of equipment on a creature are enchanted and whether a creature that registers as magical overall does so because of its cloak (for example) or because of something inherent in its blood. Further, the wizard receives a very precise understanding of the magics strength and nature: he knows an item is a +2 sword or that a door is guarded by a level 3 ward portal spell. Finally, the spell functions through any sort of impeding material (stone, wood, or iron, at any distance within range).

30-31: To an extended range of 120 and for an extended duration of 4 turns, the wizard can determine exactly which objects or creatures are magically enchanted. In addition, the spell reveals creatures of non-mortal origin (e.g., extraplanar creatures, demons, devils, celestials, un-dead, etc.). The wizard can distinguish between magical creatures and non-mortal creatures. He can tell if different weapons or items of equipment on a creature are enchanted and whether a creature that registers as magical overall does so because of its cloak (for example) or because of something inherent in its blood. Further, the wizard receives a very precise understanding of the magics strength and nature: he knows an item is a +2 sword or that a door is guarded by a level 3 ward portal spell. Finally, the spell functions through any sort of impeding material (stone, wood, or iron, at any distance within range).

32+: To an extended range of line-of-sight and for an extended duration of a full hour, the wizard can determine exactly which objects or creatures are magically enchanted. In addition, the spell reveals creatures of non-mortal origin (e.g., extraplanar creatures, demons, devils, celestials, un-dead, etc.). The wizard can distinguish between magical creatures and non-mortal creatures. He can tell if different weapons or items of equipment on a creature are enchanted and whether a creature that registers as magical overall does so because of its cloak (for example) or because of something inherent in its blood. Further, the wizard receives a very precise understanding of the magics strength and nature: he knows an item is a +2 sword or that a door is guarded by a level 3 ward portal spell. Finally, the spell functions through any sort of impeding material (stone, wood, or iron, at any distance within range).

Ekim's Mystical Mask

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

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

Misfire: Roll 1d5: (1) caster is blinded by the mask for 1d3 rounds and suffers a -4 penalty to initiative rolls, attack rolls, saving throws, spell check, and to avoid being surprised; (2) the caster's mouth vanishes for 1d3 rounds and no spells may be cast during that time; (3) for the next day, the caster's eyes become hypersensitive to light and he suffers a -2 penalty to all attacks, saves, spell checks, ability checks, and initiative rolls when in illumination brighter than candle light; (4) the caster's face vanishes completely, rendering him blind and mute; in addition, he must make a DC 10 Fort save each round or pass out from asphyxiation; his face returns to normal once the spell's duration has expired.

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

Spell Results

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

2-11: Lost. Failure.

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

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

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

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

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

28-29: The mask reflects melee and ranged attacks back at unlucky assailants. Any attacker that successfully strikes the mask's wearer with a physical melee or missile attack must make a DC 10 Luck check or find their attack turned against them. The attacker's same attack roll (including any and all modifiers) is applied to its own AC and inflicts normal damage if the blow lands successfully. The caster's face appears to be that of his attacker(s) while the mask is in effect.

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

32+: With this powerful casting, the wizard's face is occluded by a mask that combines all the spell's possible effects into a single visage. The caster has infravision up to 60'; gains a +4 saving throw bonus against gaze attacks; harmful spells cast directly at the caster suffer a -2 penalty to spell checks; the caster can instill fear against any creature that fails a Will save, forcing it to flee for 1d4+CL rounds; the caster's AC is improved by +4, and all saves receive a +2 bonus (this stacks with the +4 bonus against gaze attacks); any attacker who successfully strikes the caster with a physical melee or missile attack must make a DC 10 Luck check or possibly be struck by its own attack (compare the initial attack roll against its own AC); and the caster's face is transformed into a serpent's head, granting him the illusionary and hypnotic capabilities of a serpent-man. At this level of success, the mask makes no alterations to the caster's face other than the snake's head transformation (which can be obscured with the illusion generation ability granted by that alteration).

Invoke Patron

Level: 1 **Range: Self** **Duration: Varies** **Casting Time: 1 round; limited x per bond.** **Save: None**

In order to learn this spell, the caster must first cast patron bond. The particulars of this spell vary according to the terms of the patron. In casting this spell, the wizard invokes the name of a supernatural patron to request aid. This spell requires at least 1 point of spellburn. The patron responds by sending aid according to the nature of its followers; the judge will provide specifics. Note that continued casting of this spell may taint the wizard spiritually and physically.

Misfire: N/A

Corruption: Roll 1d8: (1-4) minor; (5-7) major; (8) greater.

Spell Results

1: Lost, failure, and worse! Roll 1d6 modified by Luck: (3 or less) corruption + patron taint; (4-5) corruption; (6+) patron taint.

2-11: Failure. Unlike other spells, invoke patron may not be lost for the day. Depending on the results of patron bond, the wizard may still be able to cast it.

12-13: Per judge.

14-17: Per judge.

18-19: Per judge.

20-23: Per judge.

24-27: Per judge.

28-29: Per judge.

30-31: Per judge.

32+: Per judge.

SHEELBA OF THE EYELESS FACE



he foremost wizard (or second-most, if one asks Ningauble of the Seven Eyes) in Nehwon, Sheelba of the Eyeless Face dwells in the Great Salt Marsh to the east of Lankhmar City. No living creature is known to have glimpsed Sheelba's visage, only the featureless oval of darkness that fills the hood of the tattered robe the wizard wears. Sheelba's gender is equally unknown, but due to the deep rumble of the wizard's speech, most assume Sheelba to be masculine in sex — assuming such characteristics can be applied to an ageless sorcerer of great power and indeterminate species! Sheelba is as taciturn as his colleague, Ningauble, is loquacious, speaking in terse and precise speech that sounds like rumbling stones.

Sheelba prefers solitude, seldom venturing beyond the boundaries of the salty mire situated between Lankhmar and the Sinking Lands. The Eyeless One lives in a curious hut perched atop a number of spindly posts. This hut can stride across the Great Salt Marsh at Sheelba's command and possesses further sorceries to confuse those who unwantedly seek the wizard's advice. Although his most famous agent is the rogue, the Gray Mouser, it can be assumed that Sheelba employs other servants to help carry out his schemes beyond the borders of the marsh.

Invoke Patron check results:

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| 12-13 | A message from Sheelba appears, manifesting as a whispered rhyme for a nearby patch of shadows, dark mirror, pool of oil, or other dark, featureless object. The rhyme provides the smallest modicum of useful guidance to the caster in respect to his current predicament. The rhyme might make the caster aware of an overlooked option, another means of escape, or other advice. In short, the judge can give the caster's player a single beneficial hint to the matter or situation at hand. |
| 14-17 | Shadows gather around the caster's features, granting him a sinister aspect. By making a frightening display at his enemies, the caster forces them to make a Will save or become intimidated. Intimidated enemies suffer a -4 penalty to all attacks and spell checks directed at the caster. An opponent who fails his Will save with a natural 1 flees the caster's presence for 1d5 rounds. |
| 18-19 | Sheelba uses the caster as a conduit to deliver a minor curse (see DCC RPG p. 438-439) on a subject of the caster's choosing. The curse takes affect if the target fails a Will save. The judge determines the exact nature of the curse, as well as the means of breaking it. |
| 20-23 | Sheelba sends one of the Great Salt Marsh's venomous animals to vex the caster's opponents. Either a water cobra (25% chance), a salt spider (25% chance), or marsh leopard (50%) arrives, attacking an enemy of the caster's choosing. The animal remains for 1d5+CL rounds before returning to its marshy home. |
| 24-27 | A gathering of shadows cloaks the caster in gloom. These shadows number 1d4+CL. Each round the caster can expend one of these shadows to: inflict 2d6+CL damage on a target within 30'; add +2 to a spell check; provide a +1d bonus to attempts at stealth; or re-roll the damage of a single offensive spell. These shadows remain until expended or the following dawn, whichever occurs first. |
| 28-29 | Sheelba uses the caster as a conduit to deliver a major curse (see DCC RPG pp. 438-439) on a subject of the caster's choosing. The curse takes effect if the target fails a Will save. The judge determines the exact nature of the curse, as well as the means of breaking it. |
| 30-31 | Sheelba places a charm upon the caster that protects him from discovery. This charm makes it impossible to locate the caster by mundane or magical means and applies to all who seek him out (friend or foe). The charm lasts for 24 hours, during which time the caster must remain constantly on the move. Pausing for more than a half hour at a single location causes the charm to fail and the caster loses its benefit. |
| 32+ | A teeming mass of Great Salt Marsh creatures sweeps over the area occupied by the caster. This swarm is 50' square and comprised of salt spiders, water cobras, swamp rats, giant worms, and more loathsome creatures. All within the swarm suffer 4d6 points of damage each round they're engulfed by the mass and must make a DC 18 Fortitude save or suffer an additional 3d6 points of damage as well as 1d4 points of Strength loss. The swarm has a speed of 30'. The caster can grant protection to 2d4+CL individuals, whom the swarm will not attack. This protection can be revoked by the caster at will. The mass of creatures persists for 1d6+CL rounds before dispersing. |

OBSCURE IDENTITY

Level: 1 (Sheelba of the Eyeless Face) Range: Self Duration: Varies Casting time: 1 action Save: Will vs. spell check

General	The caster temporarily obscures his features, either causing them to blank entirely or appear as another creature. The spell allows him to avoid being identified by enemies or to briefly pass as someone else. Anyone attempting to see through the illusion can make a Will save against the spell check result to glimpse the caster's true visage. Note that this spell only affects the caster's physical appearance and does not change his voice to reflect his assumed identity.
Manifestation	Roll 1d4: (1) shadows crowd the caster's face, either concealing it entirely or reshaping it to resemble another; (2) a cloud of stinking marsh mist covers the caster's face before parting to reveal his assumed visage; (3) a strobe effect of various faces plays across the caster's face before settling on his assumed visage; (4) the caster pulls his own face off to reveal the assumed disguise lying beneath.
1	Lost, failure, and patron taint.
2-11	Lost. Failure.
12-13	The caster's face is covered by a dark veil of shadows for CL rounds. He cannot be identified by his face unless onlookers make a successful Will save.
14-17	The caster's face becomes a black oval possessing no features whatsoever. He cannot be identified by his face unless onlookers make a successful Will save. In addition, he gains a +1 bonus to any saving throw against gaze-type attacks. This effect lasts for 1d6+CL rounds.
18-19	The caster's face subtly changes making him appear to look like someone else. The altered face cannot reproduce another's visage, but instead transforms the caster into a "face in the crowd," a person one easily forgets. His enemies ignore him unless they succeed in their Will saves. This effect lasts for 1d10+CL rounds.
20-23	The caster's face transforms into a crude reflection of another individual the caster has seen. The face must be of a person of the same species and sex as the caster, and is obviously a disguise if seen up close. The caster can pass as the mimicked individual so long as onlookers are 20' or more away from him and they fail their Will save to see through the disguise. Observers within 20' automatically spot the disguise's flaws and see through the magical mask. This effect lasts for 20 minutes.
24-27	As result 20-23 above, but the magical disguise is more realistic. Observers within 20' do not automatically pierce the disguise unless they make their Will save. The effect lasts for 1 hour.
28-29	The caster's face transforms into the guise of another individual the caster has seen in person. The face can be of a gender or race other than the caster's native one. The caster impersonates the assumed identity perfectly unless onlookers make a successful Will save. This effect lasts for up to 2 hours.
30-31	The caster physically becomes another person the caster has seen in person. This assumed identity can be of any gender or race, and the caster's clothing and other possessions become likewise disguised. For example, the caster's robes would appear to be armor if he assumes the guise of a guardsman or a fur-trimmed doublet if masquerading as a noble. The caster impersonates this assumed identity unless observers make a successful Will save. This spell effect lasts for 1d4+CL hours.
32+	The caster's disguises his identity entirely. While the spell is in effect, he cannot be located by any magical or mundane means specifically seeking him. A rival sorcerer scrying for the caster is unable to locate him, guardsmen seeking the caster would walk right past him, and even his mother would overlook him. Note, however, that this is not a form of invisibility and only protects the caster from searchers looking specifically for him. For example: the caster has just committed a crime, one where his face was seen by numerous witnesses. He flees the scene and casts <i>obscure identity</i> , achieving a spectacular success. He then ducks into a tavern and takes a seat. The tavern patrons would see him, but when a patrol of guardsmen enters the business seeking the perpetrator described by witnesses, they'd overlook the wizard entirely since they are specifically searching for the caster. The judge has final say over the effectiveness of this spell against foes seeking the caster. The spell effect lasts for 1d12+CL hours.

Sleep

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

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

Misfire: Roll 1d4: (1) caster immediately falls into a natural sleep; (2) caster plus 1d4 closest allies immediately fall into a natural sleep; (3) caster collapses into a coma, from which he can only be awakened with medical attention or magical means; (4) caster jolts all creatures within 50' to total alertness, cancelling all sleep [magical or otherwise] as well as all dazes, hallucinations, and other distractions.

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

Spell Results

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

2-11: Lost. Failure.

12-13: One target within range must make its save or fall asleep for 1d6 turns. Target can be awakened through normal means. When casting the spell, the caster must specify an interrupt condition which automatically awakens the target. For example, being kissed by a prince, smelling the fragrance of a rose, or hearing a clock strike midnight. The caster must possess material components related to the interrupt condition.

14-17: Up to two targets within range must save or fall asleep for 1d6 turns. Targets can be awakened through normal means. When casting the spell, the caster must specify an interrupt condition which automatically awakens the target. For example, being kissed by a prince, smelling the fragrance of a rose, or hearing a clock strike midnight. The caster must possess material components related to the interrupt condition.

18-19: Up to three targets within range must save or fall asleep for 1d4 hours. Targets can be awakened through normal means. When casting the spell, the caster must specify an interrupt condition which automatically awakens the target. For example, being kissed by a prince, smelling the fragrance of a rose, or hearing a clock strike midnight. The caster must possess material components related to the interrupt condition.

20-23: Up to four targets must save or fall into a normal sleep for 1d6 hours, or one target can be placed in a supernatural sleep for 1d4 hours. While normal sleep can be interrupted by normal means, the supernatural sleep can be disrupted only via dispel magic or similar cancellation effects. However, both normal and supernatural sleep must have a specified interrupt condition which automatically awakens the target. For example, being kissed by a prince, smelling the fragrance of a rose, or hearing a clock strike midnight. The caster must possess material components related to the interrupt condition.

24-27: Up to eight targets must save or fall into a normal sleep for 1d7 days, or one target can be placed in a supernatural sleep for 1d3 days with no saving throw. While normal sleep can be interrupted by normal means, the supernatural sleep can be disrupted only via dispel magic or similar cancellation effects. However, both normal and supernatural sleep must have a specified interrupt condition which automatically awakens the target. For example, being kissed by a prince, smelling the fragrance of a rose, or hearing a clock strike midnight. The caster must possess material components related to the interrupt condition.

28-29: With a range of 200', the caster can place a single target into a supernatural, ongoing, endless sleep with no saving throw or normal ongoing sleep (with a save) to a group of up to 16 targets. While the normal sleep can interrupted by normal means, the supernatural sleep can be interrupted only by one specified interrupt condition (e.g., the kiss of a prince or the fragrance of a rose) or anti-magic effects such as dispel magic. The target receives a saving throw.

30-31: The caster puts great crowds of people to sleep. All unfriendly creatures within a 200' radius must make a saving throw or fall asleep. The sleep is natural and the targets can be awakened with normal means (rough shaking, water on the face, etc.). The creatures remain asleep for 1d7+1 days if not awakened.

32+: Natural slumber to all things: the caster causes the world around him to slow and sleep. All creatures within 500 yards fall asleep. Creatures of 4 or fewer HD receive no save. The affected creatures include birds, insects, and small animals as well as people. Both friendly and unfriendly creatures are affected. Plants are also affected; those that close their petals or retract flowers at night behave as if it is nighttime. The effect is supernatural in aspect and cannot be disturbed. The affected world continues to slumber until a specific interrupt condition occurs (e.g., the new moon rises, or 100 years have passed). Only powerful magic can end the effect sooner.

Ventriloquism

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

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

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

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

Spell Results

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

2-11: Lost. Failure.

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

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

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

20-23: The caster projects a short phrase to a place within 30' and line of sight. He can use his own voice, or he can simulate another voice or sound that he has previously heard. For example, the caster can make the goblin captain appear to shout "Retreat!" in the goblin's own voice. There is no visual manifestation, and listeners receive no save; they automatically hear the noise from the point designated.

24-27: The caster projects sounds to a place within 60', even if it is beyond his line of sight. He can issue ongoing sounds for up to 1 turn as long as he concentrates. The caster can use his own voice, or he can simulate other voices or sounds he has previously heard. For example, he can simulate different voices in an ongoing conversation. There is no visual manifestation, and listeners receive no save; they automatically hear the noise from the point designated.

28-29: The caster projects sounds to a range of up to 300', even beyond his line of sight. For every full turn the caster concentrates, he can create an ongoing effect that lasts 1 hour, for a maximum duration of 24 hours. For example, he could concentrate for 3 turns and then leave an ongoing sound effect that lasts for 3 hours. Once the caster stops concentrating, the ongoing effect is "prerecorded"; i.e., the ongoing spell simulates the sounds requested (running water, stamping hooves, ongoing conversation, crackling fire, etc.), but the caster cannot change those sounds. The sounds created can be any the caster imagines, though ensuring accuracy requires him to have some reference point or have heard the sound before. Listeners do not receive a save.

30-31: The caster projects sounds to a range of up to 1 mile, even beyond his line of sight. In addition, he can hear what is happening at the point where he throws his voice. For every full turn the caster concentrates, he can create an ongoing sound effect that lasts 1 day, for a maximum duration of 30 days. For example, he could concentrate for 3 turns and then leave an ongoing sound effect that lasts for 3 days (running water, stamping hooves, ongoing conversation, crackling fire, etc.). Once the caster stops concentrating, the ongoing effect continues, and he need only concentrate for one round to hear what is happening at the point of origin or change the running soundtrack should he so choose. The sounds created can be any the caster imagines, though ensuring accuracy requires him to have some reference point or have heard the sound before. Listeners do not receive a save.

32+: The caster can create nearly unlimited sound effects at will. He can create the sounds of massive thunderstorms, the crashing of waves on a cliff, the charge of a regiment of mounted knights, or the shouts of a thousand orcs. The sounds are true three-dimensional sounds; i.e., they surround the listeners and come from the appropriate directions not simply from a single origin point. The caster can extend these sound effects to a convincing range of 1 mile from the spell's target location, and that location can be anywhere that the caster has either personally visited (including other planes and dimensions) or currently has visibility to, even if that visibility is through scrying or a crystal ball. The caster can also hear all sounds from the target point as if he was standing there. Once he has cast the spell, the sound effect continues without concentration for up to 1 year or until the caster bids them cease. At any point, the caster can concentrate for one round to change the ongoing sound effect or hear what goes on at that place.

Levitate

Level: 2 **Range: Self or further (see below)** **Duration: Varies** **Casting Time: 1 action** **Save: Will vs. spell check**

The caster or a target chosen by the caster levitates into the air. This spell is useful for getting over walls or into canyons and handy for carrying heavy objects.

Misfire: Roll 1d3: (1) caster is smashed 1d6+6" down into the ground, sinking straight into mud or dirt, or blasting through stone for 1 point of damage; (2) caster rises 1d12" in the air and hangs there, unable to get any traction for movement, for 1d4 rounds before dropping back to the ground; (3) caster shoots up violently into the air to a height of 1d4x10', then falls to the ground, suffering 1d6 damage for every 10' fallen; (4) all creatures within 20' must make Will saves, and the creature with the lowest result shoots into the air, vanishing high in the sky, and is gone for 1d6+2 rounds before returning somewhere within a mile in a controlled descent from the sky [no damage].

Corruption: Roll 1d6: (1) caster permanently float 1d6" above the ground; (2) glass objects are permanently repelled whenever they come within 6" of the caster, much like how magnets repel each other; (3) caster's hair stands permanently on end; (4-5) major; (6) minor.

Spell Results

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: For up to 1 turn, the caster can rise or descend through the air at a rate of 20 vertical feet or horizontal feet per round of concentration. In a single round, the caster can move horizontally or vertically, but not both this is levitation not flight. Complex maneuvers are not possible, and the caster's AC is reduced by -2 while levitating. The caster may step off his vertical suspension at any point (for example, to step onto a castle wall). If the caster's concentration is broken while still in the air, he falls to the earth, suffering 1d6 damage for each 10' fallen.

16-19: The caster can affect levitate himself or a touched target of up to 300 pounds. If the target is unwilling, it receives a Will save. If the Will save fails, the target remains levitated as long as the caster concentrates. For up to 1 turn, the caster or the target rises or descends through the air at a rate of 20 vertical feet or horizontal feet per round of concentration. In a single round, the caster may move horizontally or vertically, but not both this is levitation not flight. Complex maneuvers are not possible, and the caster's AC is reduced by -2 while levitating. The caster may step off his vertical suspension at any point (for example, to step onto a castle wall). If the caster's concentration is broken while still in the air, he falls to the earth, suffering 1d6 damage for each 10' fallen.

20-21: The caster designates a space of up to 10'x10'. For up to 1 turn, all creatures or objects in that space are levitated as if on an invisible rising platform. There is no weight limit. No save is possible, although an unwilling creature can run to the edge of the "platform" and jump off. The caster may move this platform of air at a rate of up to 20' vertically or 20' horizontally for every round of concentration.

22-25: The caster designates a space of up to 10'x10'. For up to 1 hour, all creatures or objects in that space are levitated as if on an invisible rising platform. There is no weight limit. No save is possible, although an unwilling creature can run to the edge of the "platform" and jump off. The caster may move this platform of air at a rate of up to 40' vertically or 40' horizontally for every round of concentration.

26-29: The caster designates a space of up to 20'x20'. For up to 1 hour, all creatures or objects in that space are levitated as if on an invisible rising platform. There is no weight limit. No save is possible, although an unwilling creature can run to the edge of the "platform" and jump off. The caster may move this platform of air at a rate of up to 40' vertically or 40' horizontally for every round of concentration.

30-31: The caster designates a space of up to 20'x20'. For up to 1 day, all creatures or objects in that space are levitated as if on an invisible rising platform. There is no weight limit. No save is possible, although an unwilling creature can run to the edge of the "platform" and jump off. The caster may move this platform of air at a rate of up to 60' vertically or 60' horizontally for every round of concentration.

32-33: The caster designates a space of up to 30'x30'. For up to 1 day, all creatures or objects in that space are levitated as one, as if on an invisible rising platform. There is no weight limit. No save is possible, although an unwilling creature can run to the edge of the "platform" and jump off. The caster may move this platform of air at a rate of up to 60' vertically or 60' horizontally for every round of concentration.

34+: The caster can levitate any object or creature he can see regardless of size or complexity. This could include an entire castle, a crowd of peasants, a massive boulder, or even a charging horde of barbarians. There is no weight limit, and the effect continues for up to 30 days or until dispelled. No save is possible, and an unwilling creature cannot escape. The caster may move the target in the air at a rate of up to 60' vertically or 60' horizontally for every round of concentration.