Sanctum Secorum

Episode #05

Song of Sorcery

Compatible With DCC RPG

Sanctum Secorum Podcast
Episode #05 Companion

Written By
Jen Brinkman
David Baity
Bob Brinkman

Interior Art by
Andrea Piera Laguzzi
phodyr
roguewyndwalker
TRegnier2795
Wizardkeyes

Designed by
Bob Brinkman

Edited by
Jen Brinkman

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Sanctum Media

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Character Classes

Redcap Gnome

You are a tiny protector of the forest and the diminutive creatures that share your home. You spend your days gathering herbs and roots to use for the evening's stew, or help brew a healing salve for a friend who ventured into the cruel jaws of a huntsman's trap. On rare occasions you befriend those known as the "tall-folk". These rare bonds can sometimes lead to brave adventures far away from home.

Gnomes rarely exceed 20 centimeters in height, though the red caps they traditionally wear make them stand much taller. Their feet have a pigeon toed shape which helps them move more quickly through their natural forest environment. Gnomes detest shoes, and only wear them when facing hazards that would cause them harm.

The title "protector of the forest" is usually given to the local ranger, but it is truly the gnome that deserves the moniker. Gnomes are famous for freeing creatures from traps and snares, and are experts at healing through apothecary concoctions. Gnomes aren't limited to the forest and often attend animals on local farms in need of care.

The strength of a gnome is quite contradictory to its size. They are actually as strong as a typical human, if not stronger. This strength is used to release spring-loaded traps, and to move wounded animals to a place of safety. Gnomes are able to communicate with all creatures of the forest, and often play practical jokes on them as well as outsiders traveling through their part of the forest. Gnomes are capable of moving swiftly through their natural habitat (no penalty for moving through difficult terrain in any forest environment) and have a natural movement of 20'.

Gnomes subsist mainly on a diet of nuts, mushrooms and other vegetation that can be grown within the forest. They're known to be fond of a mead made from morning dew, fermented berries and honey. The brew is said to be more potent than any dwarven stout, and woe to the fool who tries to outdrink any gnome.

Hit Points: A gnome gains 1d4 hit points at each level.

Weapon Training: Gnomes may use a dagger, which is the equivalent to a sword for the diminutive race, and must be used as a two-handed weapon. They are particularly fond of slingshots, a ranged attack weapon that propels small rocks and similar objects.

Slingshot	Damage 1d3	Range: 15/30/40	Cost: 2GP

Alignment: Gnomes are always lawful and known for their good hearts.

Nightvision: Gnomes often travel at night to check traps and snares in their domain, and can see in normal darkness up to 30'.

Small size: Being even smaller than the tiniest halfling, the gnome has the advantage in combat. Any enemy taller than a halfling will have a hard time striking the agile gnome. This results in a natural +3 to AC as long as no additional armor is worn.

Stealth: Gnomes gain a natural bonus when moving silently and hiding while within any forest environment. This bonus increases with level advancement.

Languages: Gnomes are able to speak their own native tongue in addition to common. They are also able to converse naturally with any animal of the forest.

Action Die: The gnome uses the action die for attacks and skill checks.

Natural Apothecary: Gnomes are capable of brewing natural remedies for wounds, poisons, and other ailments. A normal skill roll is all that is required to make one 1d4 doses for a similarly sized creature, or one dose for halfling-size or larger humanoids. Curative brews heal 1d4, while poison remedies will allow an additional save as long as the target still breathes.

Level	Attack	Crit Die/Table	Action Dice	Ref	Fort	Will	Sneak & Hide
1	+0	1d6/III	1d20	+1	+0	+1	+2
2	+1	1d6/III	1d20	+2	+0	+1	+3
3	+1	1d8/III	1d20	+3	+1	+2	+4
4	+2	1d8/III	1d20	+4	+1	+2	+5
5	+2	1d10/III	1d20	+5	+2	+3	+6
6	+3	1d10/III	1d20+1d12	+6	+2	+3	+7
7	+3	1d12/III	1d20+1d12	+7	+3	+4	+8
8	+4	1d12/III	1d20+1d14	+8	+3	+4	+9
9	+4	1d14/III	1d20+1d16	+9	+4	+5	+10
10	+5	1d14/III	1d20+1d16	+10	+4	+5	+11

Level	Title
1	Gardener
2	Red Cap
3	Sprig Warden
4	Dew Ranger
5	Short Strider

Hearth Witch

Often wrongfully maligned as worshipers of dark powers, or those who traffic with demons, hearth witches are actually quite different from those who share the sobriquet of “witch”. Traditionally revered as the wise woman of a given community, hearth witches are skilled in working subtle, almost gentle magics, combined with their great understanding of the natural world around them. That is not to say that they cannot also be dangerous foes.

Hearth witches normally remain in their community, and seldom wander far. Because of this, they are seldom seen among adventuring parties although, when they are, they are often highly respected members of the band, slaying foul foes and patching up the minor wounds of their companions.

Hit Points: A hearth witch gains 1d7 hit points at each level.

Weapon Training: A hearth witch is trained in the use of the club, dagger, shortbow, short sword, and staff. Hearth witches rarely wear armor as it hinders spellcasting, but are trained in the care and use of hide and leather armor.

Alignment: Hearth witches may be of any alignment and their temperament is reflected in how they use their skills. Those who follow a lawful path tend to be caregivers, looking after those in need by supplying direct aid, while those of a chaotic leaning tend to favor the placing of coercive charms on others to aid town folk in getting what they desire. The rare, neutral hearth witch is a wild card, caring more for the world around them for any given individual. Seeking the aid of a neutral hearth witch carries the danger that the supplicant may themselves be the problem that requires solving.

Magic: At 1st level a hearth witch determines 2 spells that she knows (other than *invoke patron* or *patron bond*), representing her early years of study and practice. Part of the hearth witch’s study may include spells specifically known by her mentor which do not appear on the normal spell list. The hearth witch may be granted up to one spell, per spell level, in this fashion and such spells may be either wizard or clerical. Spells gained this way are solely at the judge’s discretion. As her comprehension expands, she may learn more spells of progressively higher levels. A hearth witch knows a number of spells as shown on the following table, modified by her Intelligence score.

Known spells are determined randomly (see Chapter 5: Magic). They may be of any level for which the hearth witch is eligible, as shown by the max spell level column. The hearth witch chooses the level before making her die roll. Higher-level spells are more powerful but harder to cast.

Hearth witches cast spells by making a spell check. A hearth witch’s spell check is usually 1d20 + Intelligence modifier + caster level. In some cases, she may roll a different die on the spell check (see Mercurial Magic).

Because the magics that hearth witches work tend towards the more subtle, and the beings they tend to traffic with are minor, hearth witches never suffer from corruption or disapproval. All spell check results of 1 instead cause a failure for the day with an inability to recover the spell even via spellburn.

Spellburn: Unlike their wizard counterparts, hearth witches spellburn using their Personality and Intelligence stats, becoming more emotionally drained and intellectually taxed as they do so.

Handle Poison: Hearth witches may handle and use poisons as a thief of equal level and alignment.

Physician: While the healing prowess of a hearth witch is not as powerful as that of a cleric, it requires no divine aid in applying. A hearth witch may tend to a patient once per hour, granting some succor for wounds. Wounds once treated may not be treated again, although subsequent traumas may still be treated. The rustic remedies of the hearth witch are rolled as per the cleric’s *lay on hands* ability with all results being treated as a patient of opposing alignment.

Supernatural Patrons: A hearth witch does not draw upon powers as mighty as patrons, and instead merely draws upon the powers of the natural world and the spirit of the Aerth itself. As such, she may never benefit from a patron.

Languages: A hearth witch knows two additional languages for every point of Int modifier, as described in Appendix L of the DCC Core rules. In addition, the hearth witch is also well versed in magical languages and lore long forgotten, giving her a bonus equal to their level when trying to decipher magical texts.

Action Die: A hearth witch's first action die can be used for attacks or spell checks, but her second action die may only be used for spell checks. At 5th level, a hearth witch can cast two spells in a single round, the first with a d20 spell check and the second with a d14. Note that the results of mercurial magic may modify the action dice based on the dice chain.

Level	Attack	Crit Die/ Table	Action Dice	Known Spells	Max Spell Level	Ref	Fort	Will
1	+1	1d8/III	1d20	2	1	+1	+0	+1
2	+1	1d8/III	1d20	2	1	+1	+0	+1
3	+2	1d10/III	1d20	3	1	+1	+1	+2
4	+2	1d10/III	1d20	3	1	+2	+1	+2
5	+3	1d12/III	1d20+1d14	4	2	+2	+1	+3
6	+3	1d12/III	1d20+1d14	4	2	+2	+2	+4
7	+4	1d14/III	1d20+1d16	5	2	+3	+2	+4
8	+4	1d14/III	1d20+1d16	6	3	+3	+2	+5
9	+4	1d16/III	1d20+1d20	7	3	+3	+3	+5
10	+5	1d16/III	1d20+1d20	8	3	+4	+3	+6

Title by Alignment

Level	Chaotic	Lawful	Neutral
1	Fishwife	Midwife	soothsayer
2	Biddy	Guardian	seer
3	Hag	Ovate	Speaker
4	Fury	Wise woman	Druid
5	Crone	Mother	Maiden

Hearth Witch spells (with page number) *			
	1st Level	**2nd Level**	**3rd Level**
1	Animal Summoning 129	Bind the Heart (see page 15)	Binding 270
2	Blessing 255	Detect Evil 259	Consult Spirit 204
3	Cantrip 130	Detect Invisible 165	Demon Summoning 206
4	Charm Person 131	Forget 170	Dispel Magic 208
5	Comprehend Languages 136	Invisibility 172	Fly 217
6	Detect Evil 259	Locate Object 178	Lightning Bolt 222
7	Detect Magic 260	Scare 191	Make Potion 223
8	Find Familiar 141	Shatter 193	Slow 228
9	Mending 147	Curse 273	Remove Curse 289
10	Resist Cold or Heat 267	Neutralize Poison or Disease 277	Speak with dead 290
11	Rope Work 153	Wood Wyrding 284	
12	Second Sight 266		
13	Sleep 155		
14	Word of Command 268		

*Beyond the regular spells available to a hearth witch, each is also taught an additional spell per level by their mentor as they undergo their training. This may be any appropriate spell (wizard or cleric, at the judge's discretion) of level 1-3 other than *patron bond* or *invoke patron*.

Men and Magicians

Gypsies

The term gypsy is used to broadly describe all number of tribes of traveling folk, most often living in large, extended family communities and traveling via colorful wagons drawn along by horses. While good folk among their own numbers, many of the traveling folk are near xenophobic of outsiders, viewing them with grave mistrust and often as the target of varied larcenies to further the survival and well being of the clan. While any of the folk will take advantage of an outsider should the need arise, if their word is given, it is their bond, and any accepted as one of their number will forever be counted among them.

Below are a few notable members of the traveling community. This does not represent them all, nor is indicative of the members of all tribes.

Gypsy Dancer: Init +1; Atk dagger +1 melee (1d4) or crossbow +2 missile fire (1d6); AC 12; HD 1d8; hp 5; MV 30'; Act 1d20; SP dirty fighter, mesmerizing dance (4d6); SV Fort +2, Ref +1, Will +0; AL C.

Dirty fighter: Often abused and mobbed, all gypsies are well versed in the art of fighting dirty as a matter of course. For each gypsy beyond the first that is involved on an attack versus a single target, the lead attacker gains +1 to their attack roll as the others confuse and steal the attention of the target.

Mesmerizing dance: While the dancer performs their art, they roll 4d6 at the beginning of their dance. All who would find the dancer attractive must make a contested Will save vs. that target number or become mildly charmed for the duration of the dance. While charmed, the target is highly suggestible to the thought of tossing coins at the feet of the dancer in hopes of winning their favor.

Renowned among straying husbands with lascivious thoughts, the gypsy dancers are the picture of sultry abandon. Dancing in a provocative fashion with free abandon, these scantily-clad dancers move in ways that the lusty men could otherwise only dream of. Of course, no matter how alluring their charms, they merely beckon and tease to separate the slack-jawed pigs from their coin. While not common, men can indeed be gypsy dancers.

Gypsy Groom: Init +1; Atk club +2 melee (1d4) or crossbow +2 missile fire (1d6); AC 12; HD 1d8; hp 5; MV 30'; Act 1d20; SP dirty fighter, c*harm animal*; SV Fort +2, Ref +1, Will +0; AL C.

Charm animal: This spell works exactly as its counterpart, *charm person*, other than it specifically targets animals commonly believed to be non-sentient (horse, cat, bear, etc).

Charged with the care and welfare of the animals of the tribe, gypsy grooms take great care of the animals in their charge, considering their health to be a matter of honor. While a groom will normally avoid combat unless so ordered, they will immediately attack anyone seeking to harm those under their care, and will fight to the death to protect the animals so endangered.

Gypsy King/Queen: Init +3; Atk short sword +1 melee (1d6 plus poison) or crossbow +2 missile fire (1d6); AC 12; HD 3d8; hp 14; MV 30'; Act 1d20; SP dirty fighter, poison use; SV Fort +2, Ref +1, Will +0; AL C.

Poison use: Well versed in the arts of poison, the weapons of the Kings and Queens of the gypsies tend to be smeared with some of the most dangerous. If stabbed with such a weapon, a character must make a DC 15 Fort save or die instantly.

Quick to offer the hospitality of the tribe, the monarch of a gypsy tribe will often use such an occasion to size up outsiders to determine how great a threat they pose to the clan (they view all outsiders as posing at least some danger). Often they will start by sending other members of the tribe to pull minor tricks and cons to see how the outsider reacts. Other times they will directly challenge the outsider to a contest (inevitably rigged) for a prize that the character would consider quite dear.

Gypsy Musician: Init +1; Atk short sword +1 melee (1d6) or crossbow +2 missile fire (1d6); AC 12; HD 1d8; hp 5; MV 30'; Act 1d20; SP dirty fighter; SV Fort +2, Ref +1, Will +0; AL C.

The most carefree of the traveling folk, the musicians of the tribes serve as minstrels and storytellers and often have such level of ability as to shame the greatest of bards. While, for a bard, music and stories are their living, for these gypsies it is their lives…a subtle but distinct difference.

Gypsy Urchin: Init +0; Atk small knife +0 melee (1d3) or teeth +0 melee (1d2); AC 9; HD 1d4; hp 3; MV 25'; Act 1d16; SP dirty fighter, pick pockets; SV Fort +0, Ref +1, Will -2; AL C.

Pick pockets: Despite their size and young age, gypsy urchins are well versed at swarming strangers and picking their pockets clean during the press. Urchins have the pick pockets ability of a chaotic thief of second level (+1).

The children of the tribe do not have an easy life and learn how to contribute at an early age. Thieves and rapscallions all, the trained groups of urchins can work their way through a crowd, casually emptying purses and lifting small items to whisk back to the camp. Eager to show off their prowess, urchins can be lead into revealing their handiwork as they are often quick to boast and have little fear of repercussion with the full weight of their tribe at their backs.

Monsters

Argonian Mermaids

Mermaids of Argonia, also sometimes referred to as sirens, are generally solitary and peaceful creatures. While their underlying intent is to lure others to their doom from afar, they are civil if encountered face-to-face, and attempt to strike bargains in exchange for additional souls to join the deep. It is rumored that the offspring of mermaids inherit a powerful singing voice, but so far nobody with first-hand knowledge of this has deigned to share insight on the mating process.

Finned from the waist down, Argonian mermaids tend to wear their greenish-hued hair long -- all the better to remain unseen while under the surface of the water, the tendrils flowing like kelp.

Argonian Mermaid: Init +0; Atk tail slap -1 melee (1d3); AC 12; HD 3d8; MV swim 50'; Act 1d20; SP underwater stealth, captivating song, immune to *charm person*; SV Fort +2, Ref +2, Will +5; AL C.

Underwater stealth: Mermaids get a +8 to all opposed stealth checks when they are in their element. If magical means are being employed to detect mermaids present within range, 3 points of this bonus are negated (use Will save of +5 instead).

Captivating song: All creatures within earshot (approx. 300') must make a DC 14 Will save or be dazed for the song's duration. Anyone within range who fails the Will save does not necessarily hear the mermaid's voice; rather, they begin to hear the voices of the people they most desire to encounter (see table below). These effects cause the listener to pause in the midst of their action or movement, unable to take another step for they are so entranced by the seeming presence of their loved ones. This is often to the detriment of their own safety (the crew of a ship could very well awaken *after* the vessel has crashed into a reef).

If resisted, a swirl of memories fill the PC's vision for 1 round: family, friends, lovers, fellow adventurers compete for space, as the song cannot seem to lock onto one personality who might have enough of an emotional tie.

roll 1d7 + Luck mod	Captivating Song effects
0 or less	Ah, grandmother's lullaby. Even while dazed, you sway on your feet. When the song and its effects wear off for others, you crumple to the ground, still asleep (treat as *sleep*, spell result 12).
1	Your best friend from childhood is hailing you from behind. You dropped your favorite toy. The first chance you get, you're driven to turn around and seek them out (even if it means turning your back on an enemy).
2	Your mother is calling. You should come home and wash up for supper. When you come to, you have the urge to leave your current location—by any means—lest she tell your father you've disobeyed.

3	The foe you have longed to confront is calling you, teasing, taunting. It's as if this enemy has personally restrained you, and is waving a finger, "I'm not touching you…" When released from the song's pull, you will immediately lash out at the creature nearest you in frustrated rage.
4	The voices of your past are judging you. You've disappointed them all horribly, leaving everything behind and just gallivanting off on some stupid adventure. When you come to, suffer a -1 penalty to all saves for 1 hour as the depression saturates your being.
5	The object of your heart's desire is trapped nearby, in a place you are afraid to tread. A DC 14 Will save is required immediately: if failed, you are freed from the paralyzing effects of this trance and will blindly venture in search of this person, as if sleepwalking.
6	Your dearest. But...you watched your love die. You prepared the burial ground, even took place in the ceremony. Where is her voice calling from? It's calling you to join... When the song's echoes fade away, you feel driven to return to her burial ground as soon as it can be arranged.
7	You have been away from home for *far* too long. If a DC 10 Will save is failed, the lilting tone of your *objet de désir* has your blood pumping faster. Anything you are told to do while entranced is done with gusto, as you pave the way to being finished with this place and return to the person whose mere voice arises your lust… When the song is replete, you, sadly, are not; but gain a +1 bonus to attack rolls for the rest of the day as you work out your frustrations.
8+	Your loved ones have gathered here today to praise you and all you have accomplished thus far in your journeys. Family, friends, dalliances—all are highly impressed with your bravery, and you feel your chest puffing up in pride as such inspiration is heaped upon you. When released from this song, you carry this confidence with you for another 1d6 hours, granting a +1 bonus to all attack rolls, spells cast, and saving throws.

Forcing the mermaid to cease singing by physical means is difficult, and may only be managed by dropping her hit points below half of her maximum. A *sleep* or *paralysis* spell is necessary to completely break her concentration and circular breathing techniques. Judges are encouraged to insert entertaining effects if other spells are cast to combat this trance-inducing ability.

As long as the song continues, anyone affected can only be roused by (a) magical means; or (b) when their hit points are reduced to 1, PCs may awaken by rolling under their current Luck. If successful, they should be given a saving throw to avoid certain doom in their current environment. If not awakened or endangered by the time the song has stopped, all affected creatures will remain in this trance-like state for an additional 2d4 rounds before rousing to continue the interrupted action.

Black Swan, Giant

These ebony giants have feathers that are black as the pupil of an eye and a 30' wingspan. The giant swans may be harnessed together in a team to pull a small boat or they may be saddled as mounts. In addition, at least one spellcaster has been rumored to have summoned these birds as familiar creatures and, in doing so, bound a group of three of them to his will.

Black Swan, Giant: Init +2; Atk bite +8 melee (1d10); AC 15; HD 6d8; hp 27; MV 20', swim 40', or fly 50'; Act 1d20; SV Fort +6, Ref +5, Will +2; AL N.

Creeping Willow

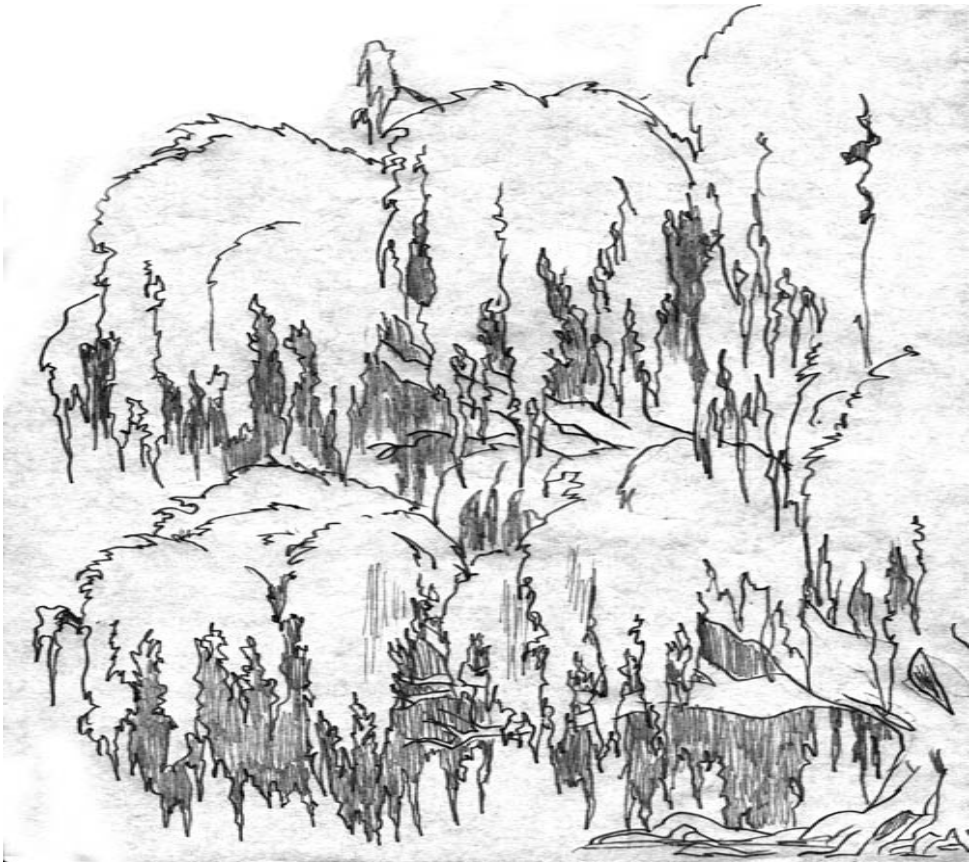
"Maggie picked up a wad of the hems of her cape and skirt in one hand and used the other to push away the wet willow wands that slapped at her face and clothing. Willows in such profusion made her uneasy with their sharp-tongued leaves and the way they had of making the path ahead or anything behind them hard to see. She was glad it was not later in the day, for Gran had told her that there were willows which actually uprooted themselves to follow travelers who stayed on the road past twilight."

Creeping willows occupy numerous forests of ill-repute and are known to slowly close ranks behind travelers, leaving no sign of the trail that they have just traversed. Normally not aggressive so much as curious and mischievous, if threatened the trees can lash out with a whirlwind of stinging, grasping branches. In combat the tree may lash out with 12 branches, normally striking at a single target.

Creeping Willow: Init -2; Atk branch +2 melee (1); AC 11; HD 4d10; hp 22; MV 5'; Act 12d20; SP grasp (1d4), hard to kill; SV Fort +2, Ref -4, Will +2; AL N.

Grasp: For each whip-like branch that strikes the same character, the willow receives 1d4 on an opposed Strength check to hold the character down. If the Willow wins the check, the character is held down helpless and cannot attack unless he spends the next round struggling and succeeds on an opposed Strength check.

Hard to kill: Creeping willows damaged to 0 hit points are not slain, but instead become dormant for a period of 1d3 days while they recover from the trauma of their injuries. Slaying a creeping willow takes a minimum of 200 points of damage and such an act will incite the rage of the trees. Those who destroy a creeping willow are doomed to always have them erasing the trail behind them.



Siren

"The third thing he saw, as he hoisted himself up onto the rock, was a green-haired girl frantically scooting backwards on her scaly tail…"

Normally solitary and well feared by sailors, the siren is the sweetly voiced call of death upon the sea. Loathe to actually enter physical combat unless in dire need, a siren will instead use her voice to gently croon sailors to their deaths, urging them to drown themselves on her behalf. The siren will then later descend into the water and feed on the dead flesh of those she ensnared with her song. If directly challenged, sirens are timid and petulant, claiming that they serve an important role in the lives of maritime folk.

Siren: Init +1; Atk dagger +1 melee (1d4), hypnotic song; AC 11; HD 1d10; hit points 6; MV 10' or Swim 60'; Act 1d20; SP hypnotic song, infravision 100'; SV Fort +3, Ref +2, Will +3; AL C.

Hypnotic song: All within 300' of the siren, and able to hear her song, must make a Will save vs. 20 or fall under her influence as per the *charm person* spell, but without restrictions against committing suicide. The song itself manifests differently within the ear of all who hear it, for it is the voice of the one they hold most dear, calling to them, begging them for aid. Should there be loud noises, those affected may make an additional save each round until they can no longer hear the noise (via it being muffled, its cessation, or the death of the listener).

Spells

Spell	Bind the Heart
Level	2
Range	Touch
Duration	Varies
Casting Time	1 turn
Save	Will save vs. spell 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 targets 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	The hearth witch 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	The hearth witch 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	The hearth witch 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	The hearth witch 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	The hearth witch 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	The hearth witch draws out the compassion of the target, leaving them more 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. 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.
32+	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+	The caster locks away the heart and soul of the target, leaving them a pliable shell capable of being easily manipulated and controlled. For the duration, the target automatically fails all Will saves made against 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.

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