Sanctum Secorum

Episode #12

Kothar: Barbarian Swordsman

Compatible With DCC RPG

Sanctum Secorum Podcast
Episode #12 Companion

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Character Classes

Barbarian #1

You are a savage from the cold north, capable of fighting bears with your bare hands. You are a fierce hunter from the southern jungles, stalking your enemies like a panther. The wilderness was your home, the place where you grew up and learned the skills you needed to survive. Nature and the beasts themselves were your teachers, and you learned your lesson. Now, something attracts you to the civilized lands. It may be curiosity, or you may be searching for glory, gold or just the thrill of facing new challenges.

Barbarians differ from warriors by being more instinctive and less formally trained. They are more primitive but what they lack in focus, they gain in natural instincts and endurance.

Hit points: A barbarian gains 1d14 hit points at each level.

Weapon proficiency: A barbarian is trained in the use of these weapons: battleaxe, club, dagger, dart, flail, handaxe, javelin, longbow, long-sword, mace, polearm, shortbow, short sword, sling, spear, staff, two-handed sword, and warhammer. Barbarians can wear whatever armor they can find. However, any armor heavier than hide impairs the use of the following barbarian's special abilities: loincloth, animal instincts, savage skills, armed with anything, and smell sorcery.

Alignment: Barbarians are a product of the savage nature and are more comfortable in the presence of fierce beasts than in the presence of fellow "civilized" men. Therefore, barbarians are almost exclusively of neutral or chaotic alignment. This represents his natural rejection of rules, laws and patterns present in the civilized world and their bond with the primal forces of nature.

Attack modifier: Barbarians receive a variable attack modifier in the way of a die type the same way warriors do. Barbarians, however, do not get to choose a weapon type to add their Luck modifier as warriors do, and they can't spend Luck points to cancel fumbles on attack rolls.

Mighty deed of arms: Barbarians can perform mighty deed of arms the same way warriors do.

Critical hits: Barbarians have an improved critical range the same way warriors have.

Improved initiative: A barbarian adds his class level to his initiative rolls.

Loincloth: A barbarian not wearing any armor adds his Stamina modifier to his AC.

Animal instincts: Having lived their lives in the wilderness, side by side with animals and savage beasts,

barbarians have developed keen instincts similar to those of the creatures around them. Their initial Luck modifier is added to all Perception and surprise checks made. If their Luck modifier is zero or lower, they still add +1 to those checks. In addition, they still get to roll even if their characters are distracted or are not actively searching for something. Finally, the barbarian can spend a Luck point to turn a failed surprise check into a success.

Savage skills: Surviving all their lives in wild environments without the comforts of civilization taught barbarians an impressive set of skills that allow them to shine in situations where savage beasts would be comfortable, making them overcome obstacles and hazards with animal grace. In game terms, anytime a barbarian attempts a task that would be something a wild animal would be skillful in doing, he can roll 1d20, adding the appropriate ability modifier (according to the judge) and the modifier from the class table. These checks includes tasks as jumping over chasms, climbing surfaces, stalking prey, tracking, finding shelter, hunting, etc.

Armed with anything: Barbarians don't get as attached to specific weapons as warriors do, but they are highly capable of using anything in their reach as a weapon. In game terms, they can use any hard object as a weapon and are considered trained in their use. Small objects do 1d4 points of damage, medium ones do 1d6, large ones do 1d8, and extra large and heavy ones that are handled with both hands do 1d10. However, any critical hit or fumble will result in the object being broken.

Smell sorcery: Barbarians can smell the foul odor of sorcery from afar. Being a product of the wild they instinctively reject magic and can sense its presence as animals can smell their prey. In game terms, this ability works like the casting of *detect magic*. The barbarian rolls a die according to the class table and adds his level and his Luck modifier. Obviously, barbarians can't suffer corruption, don't get disapproval, and can't spellburn. This ability can only be used once per hour.

Superstitions: Because their natural rejection of magic, barbarians suffer a few restrictions regarding the use of magic items and spells. They will not carry or use magic items they do not see an immediate and practical use in combat or survival. This generally means they are restricted to owning one or two weapons, a piece of armor, a shield, a helm, a girdle, a pair of bracers, and a pair of boots. Although, if any of these items are not of immediate use (like a helm that lets the wearer view the spiritual world and interact with it) they do not count. Any item carried beyond those restrictions impose a -1 Luck penalty to the barbarian. In addition, a barbarian will try to resist the effects of any spells cast on him, including beneficial ones. That means they get to make saving throws for any spell cast on them, including healing spells. If they succeed at the saving throw, the spell has no effect.

Primitive: Since they come from lands beyond the civilized kingdoms, barbarians are considered primitive. They are illiterate (that means that some occupations will not work with this class) and they have trouble working with more civilized concepts and devices. This is something the judge will have to enforce, asking the player for Intelligence checks if the barbarian tries to manipulate complex devices or understand laws and regulations.

Titles: Barbarians can use the same titles as warriors.

Level	Attack (Deed Die)	Crit Die /Table	Threat Range	Action Die	Ref	Fort	Will	Savage Skills	Smell Sorcery
1	+d3*	1d12/III	19-20	1d20	+1	+1	+0	+2	1d14
2	+d4*	1d14/III	19-20	1d20	+1	+1	+0	+3	1d14
3	+d5*	1d16/IV	19-20	1d20	+1	+2	+1	+4	1d14
4	+d6*	1d20/IV	19-20	1d20	+2	+2	+1	+5	1d16
5	+d7*	1d24/V	18-20	1d20+1d14	+2	+3	+1	+6	1d16
6	+d8*	1d30/V	18-20	1d20+1d16	+2	+4	+2	+7	1d16
7	+d10+1*	1d30/V	18-20	1d20+1d20	+3	+4	+2	+8	1d20
8	+d10+2*	2d20/V	18-20	1d20+1d20	+3	+5	+2	+9	1d20
9	+d10+3*	2d20/V	17-20	1d20+1d20	+3	+5	+3	+10	1d20
10	+d10+4*	2d20/V	17-20	1d20+1d20+1d14	+4	+6	+3	+11	1d20

Barbarian #2

Whether from the snowcapped peaks of some brutal wind-swept tundra, or the most uninhabitable of forests, you are one such warrior who calls these harsh and dangerous environs “home.” You happily lived the nomadic life with your brothers, but sometimes fate has other plans for mankind and his cousins. Perhaps your tribe was massacred while you were away on a hunt, or maybe you found yourself banished from the tribe for one of many crimes against them, innocent or not. However it came to be, you now wander the known lands as a pariah, soon making contact with those you normally would ignore or attack and rob for their wares. Your crude behavior and utter lack of manners often means being shunned, but there are those who eventually find and welcome you into a new “tribe,” one that puts good use to your skill set and passion for battle.

Hit points: A barbarian gains 1d14 hit points per level.

Weapon training: A barbarian is trained in the use of these weapons: battleaxe, club, dagger, handaxe, longsword, mace, polearm, shortbow, short sword, sling, spear, staff, two-handed sword, and warhammer. Barbarians prefer armor made from natural materials such as hide and leather. They may also use shields.

Alignment: Barbarians are crazed warriors in combat, being natives of some of the harshest environs. Neutral or chaotic are typically chosen for alignment.

Superstitious: Barbarians consider magic an unnatural force not to be tampered with. Those who willingly dabble in the arts should be viewed with caution, and either given wide berth or have their heads smashed like ripe melons. To represent this, any time a barbarian witnesses a display of arcane energy and he is not embroiled in battle, a fight-or-flight response is triggered. The barbarian must pass a Will save (DC 10 + spell level) to resist the response. Failing means the barbarian will try to attack the source of the spell. If for some reason the warrior cannot reach the caster, he will instead flee for (1d4 + spell level) rounds. Barbarians are not superstitious of healers, as they remind them of their tribal shaman who worshipped the spirits of nature, often channeling their forces for miraculous effects.

Blood rage: The barbarian holds a special fire deep within his soul. The fire burns the brightest when the warrior is cast headlong into the heat of battle, and often burns out of control. When combat occurs and the barbarian has lost at least 1 hit point, the barbarian must either slip into the fog of war or resist his inner urge. To resist, a Will save with a DC of 10 + each point of damage suffered must be passed. Failure means the barbarian is engulfed in a deadly, mind-numbing rage. The barbarian may willingly allow himself to slip into rage at any time as long as he has been wounded in the current battle.

However, the blood rage can only last so long. Endorphins fueling the fires of the crazed warrior begin to wane if the battle is drawn out. To represent this, each round the barbarian rages, he loses one temporary point from his Stamina rating. This illustrates the number of rounds the warrior may remain in his maddening state. Once the temporary total reaches zero, the barbarian must rest. Continuing to fight

will impose a cumulative -1d per round penalty as the toll of exertion and wounds become unbearable. Resting without heavy exertion will return temporary Stamina at the rate of one point per turn. Should the barbarian find himself in a blood rage with no opponents left to fight, he must immediately pass a DC 12 Will save or attack the nearest ally each round until the save is passed.

The effect of the rage results in the barbarian rolling a special "rage" die each round he is actively involved in combat. The rage die may be used to achieve one of the following effects each round:

Endorphin rush: The barbarian refuses to succumb to even the most brutal of wounds. With a fresh burst of anger coupled with a primal shout, healing endorphins flow throughout the body, healing his wounds. The barbarian may use this action and still attack with his normal attack/damage bonuses. To determine the amount healed, roll the rage die and apply the result to the current hit point total.

Intimidation: Through a fearsome display of gnashing teeth or wildly swinging his weapon, the barbarian intimidates his opponents into thinking twice before trying to land a blade to the madman's hide. The barbarian must have initiative to use intimidation, and may keep the ability up once activated. In game terms, roll the rage die and add the total to the barbarian's armor class at the beginning of each round.

Grisly wound: Barbarians are known for their crude battle tactics, and for using weapons that strike fear in allies as they watch their comrade's head spread open like over-ripe melons. To represent this, the barbarian may choose to use his rage die for additional attack and damage bonuses (akin to the warrior's deed die).

Group hug: Often, the barbarian will wade into the thick of battle, oblivious to the strength or number of his enemies. Should the warrior find himself within weapon's reach of multiple opponents, he may attempt to attack each of those unlucky enemies. Each additional attack past the first must be made at -1 die on the chain (1st attack -1d, 2nd attack -2d, etc.). For each additional attack taken, the barbarian suffers -1 to his normal AC. In addition, enemies landing successful attacks gain a bonus to damage rolls based on the number of attacks taken during a group hug. This represents the barbarian swinging wildly and leaving himself open to be hit, and with greater effect.

Survival: Barbarians pride themselves on being able to live off of the land, even in the most extreme conditions. The barbarian may add his survival bonus to any related skills.

Luck: Barbarians apply their Luck bonus to survival-based rolls.

Action dice: A barbarian always uses his action dice for attacks.

Level	Rage Die	Action Dice	Reflex	Fort	Will	Survival
1	D3	1d20	1	1	0	1
2	D4	1d20	1	1	1	2
3	D5	1d20	2	2	1	3
4	D6	1d20	2	2	2	4
5	D7	1d20	3	3	2	5
6	D8	1d20+1d16	3	3	3	6
7	D10	1d20+1d20	4	4	3	7
8	D12	1d20+1d20+2	4	4	4	8
9	D14	1d24+1d20	5	5	4	9
10	D16	1d24+1d24	5	5	5	10

Gods of the Eternal Struggle

Astrol
Demon Prince, C - Protection

Astrol is a powerful being from the abyss, known for his defense and protection of other creatures that serve dark powers. Sibling to Omorphon, Astrol grants protection to monsters and evil casters who devoutly worship him (most commonly necromancers) and those who choose swear fealty to him (via *patron bond)* may be granted immunity to weapons of steel.

The cult of Astrol is made up of those who are willing to trade their souls away for safety. Sacrifices are chosen, not for purity, but their ease of capture. It is an exchange of those seen as 'careless' for the power to be protected. In actuality, Astrol cares little for those who follow him without swearing allegiance, and protects only his most favored.

Astrol's preferred weapon is a barbed whip and his symbol is the form of a stylized demon.

Dwallka of the War Hammer
Greater god, C – War

Dwallka of the War Hammer is the ancient Cumberian god of warfare and subjugation. A god easily swayed by greed, Dwallka supports the baser instincts of mankind: taking things (including other people) by force, seeking glory in the death of others, and satiating one's desires at the cost of others. While the actions of Dwallka and his followers are often self-serving, they are not always evil like those of Dwallka's brother, Eldrak of the Seven Hells. Instead, Dwallka leaves to his followers how they shall follow their individual path to glory.

Temples to Dwallka are places that glorify needs and desires over all other things. His priests collect gold offerings made by worshipers hoping to curry favor with the god, and the temples are also known for their sale of slaves. To the victor go the spoils: those who lose in war with the followers of Dwallka, often lose everything. That is not to say that Dwallka is above lending his aid to those who would rebel, even against his own priests and followers. For there to be war, there must always be a force on the rise.

The domains associated with Dwallka are Chaos, War, Mercenaries, Destruction, Slavery, and Rebellion. His favored weapon is the war hammer and his symbol is the stylized visage of a howling warrior.

Eldrak of the Seven Hells

Archdevil, L – Evil, Death, Un-death, Suffering

Eldrak of the Seven Hells, Lord of Decay and Master of Un-death, is the ancient Cumberian god devoted to evil in many of its forms. In legend, Eldrak was unleashed on the world through the actions of the most ancient of wizards, Afgorkon, himself whispered to be a demigod.

Like the other Cumberian gods of old, Eldrak is capricious and his changing moods reflect his overall malevolence. The joys of this god are the suffering and death of mankind, often followed by extending their suffering through un-death. Dwelling within the Seven Halls of Cumberian mythology, Eldrak oversees the necromantic powers that give rise to the undead. All un-dead are seen as the children of Eldrak and serve him without question should he place his geas upon them.

Temples to Eldrak are rare, as his worshipers most often must hide their faith. Only in the darkest and most corrupt lands is the worship of Eldrak practiced openly. Sacrifices to his temple are human, and often involve great amounts of torture prior to death. Eldrak eschews weapons and favors a life-draining touch as his chosen weapon. His symbol is that of a stylized skull.

Elwys the Golden

Lesser god, L – Healing, Love, Wealth

Elwys of the golden breasts is depicted as a beautiful woman with flawless, honey-colored, skin and lustrous blonde hair. Elwys is the daughter of Dwallka and her followers choose a very different path from that of her father, seeking a world of understanding and love rather than one of chaos and warfare.

Her support of the garnering of wealth is so that it may flow back out in compassionate use in the service of others. Her followers can come into great sums of treasure, only to have it slip away as they use it to aid the less fortunate.

The domains associated with Elwys are Healing, Love, and Wealth. Elwys favors no weapons (she is a pacifist) and her symbol is that of a stylized, but simple, female form.

Omorphon

Demon Prince, C – Magic, Necromancy

Omorphon is a serpent-god out of the ancient legends of the planet Yarth. It is believed that Omorphon had come to the call of the first wizards from the gulfs of demonaic space and that it brought with it dark, wicked powers by which those early necromancers worked their evil.

The human agents of Omorphon are exclusively wizards; elves are disdained by the demon prince and his followers slay them at every opportunity. Omorphon has one driving goal: to throw wide the gates of phlogiston and see the world destroyed. To this end his followers are avid and adept spell duelists.

Omorphon's symbol is that of a stylized Oroborus.

Magic Items

Frostfire

"Frostfire was forged in the primal ooze by the devils summoned up by me five hundred centuries before. It was wrought of a metal fallen from the skies, it was dipped in the molten middle of the world, it was cooled in the snows on a mountain so high nothing but a sylph—a winged spirit of the air—could take it there. It can pierce any armor, any helm. It can be carried only by a man who has no other wealth."
- Gardner F. Fox, 'The Sword of the Sorcerer'

Frostfire is a two-handed sword of bluish steel with a golden cross-hilt set with an angry red jewel in its pommel. Its length is etched in runes so ancient that even magic cannot read them.

Frostfire, artifact, +3 two-handed sword: Int 18; AL C; banes: demons (neutralization), warriors (defender), wizards (hardiness); communication: simple urges; special purpose: to keep no wealth, achieve perfect self-harmony; special powers: crippler (critical hits resolve as if wielder is a warrior of one level higher), cleave (slaying a foe with the blade allows the warrior to make an immediate additional attack), eviscerator (damage dice explode on 10s), supreme willpower (+2 bonus to wielder's Will saves).

Monsters

Azdorian spider

The Azdorian spider is a fearsome hybrid of a giant spider crossed with that of an equally as large scorpion. The creature stands almost as large as a horse, scaling walls or crawling using its eight legs, and using its scorpion tail to impale prey, paralyzing those not felled by the vicious attack. Three large white orbs glow faintly, serving as the creature's eyes, giving it excellent vision. Several adventurers have lost their lives battling the creature, being unaware that the web it nests in also serves as a semi-sentient organism. The web can be made to attack by simple electrical impulses from the spider, sending silent ropelike strands to reach out in an attempt to attack the poor unsuspecting party.

Azdorian spider: Init +1; Atk tail sting +2 melee (1d8 plus paralysis) or bite +2 melee (1d6); AC 14; HD 4d8; MV 30' or climb 20'; Act 1d20; SP paralysis (victim must pass a DC 12 Fortitude save or suffer paralysis for 1d8 rounds), web symbiosis, flammable web; SV Fort +2, Ref +1, Will -1; AL C.

Web symbiosis: The Cumberian spider's web is actually semi-sentient and makes 1d4 attacks per round using 1d16 as an attack die. Any victim struck must immediately make an opposed grapple check, applying any Strength bonus. Losing the check means the victim is held fast and automatically attacked again by a new strand of web on the following round, using one of the 1d4 attacks. Grapple checks are made using -1 die on the chain for each strand already entangling the victim.

Flammable web: The living web is vulnerable to fire and takes full damage from flame based attacks. The web is AC 10 and can withstand 30 hit points before being destroyed.

Ink Wraith

The ink wraith usually finds itself in the service of some dark lord, or sorcerer, as its ability to channel dark energies into permanent painted marks, or tattoos, make it highly sought after.

The ink wraith is a foul type of un-dead said to be souls of former tattoo artists that caused disease and death from uncleanliness. Known for its ability to leave a "lasting" mark on its target, loose ebon bandages cover desiccated a corpse whose skin is almost as pitch as the cloth that wraps it. If attacked or deterred from its mission, the ink wraith animates its hanging bandages to become rigid and stabs outward at its opponents. The creature is a master of stealth, and often uses flight to find open windows to glide effortlessly into, all in hopes of catching its prey asleep and unsuspecting.

Ink wraith: Init +2; Atk gauze stab +3 melee (1d8); AC 16; HD 3d8; MV 30' or fly 30'; Act 2d20; SP un-dead traits, move silently, dark mark; SV Fort +2, Ref -1, Will -1; AL N.

Dark mark: The ink wraith carries a bowl with a viscous black ink and brush in attempt to "mark" its target. This ability can only be used on immobile, sleeping targets. The act of leaving the mark is painless, and if successful leaves the target in a charmed state specifically attuned to the ink wraith's master. "Marked" are considered to be under the effects of a *charm* spell at check result 18 while in the presence of said master. This effect is permanent unless the mark is carved from the flesh (causing 1d6 damage).

Iormungar, Sea Dragon

The barbarian had never imagined anything so huge. Its body was fully as large as half a dozen ships, the kind that ply the waters of the Inland Sea between Azynyssa and the southern kingdoms of Sybaria and Malakor. Its scales were a bluish-grey and glistened as if polished with oil.

Atop that immense body, half-hidden like an iceberg beneath the cavern waters, was a thick, supple neck, longer than five tall men standing one above the other. On that neck was a head framed in scales, with three bulging red eyes glaring hate and hunger up at Kothar.

Thick serpents seemed to hang from the head, twisting and turning, hissing with gaping jaws like Iormungar himself, seeking to find and pierce the skin of this rash manthing with their own fangs. The trio of scarlet eyes, the living serpents that were a part of the titanic sea beast, made Kothar press back against the slimy stone wall.

- Gardner F. Fox, 'The Sword of the Sorcerer'

Iormungar: Init +14; Atk bite +20 melee (1d12), tail slap +18 melee (1d20), 3 tentacle bites +15 melee (1d10); AC 32; HD 14; hp 126; MV 30' or climb 20'; Act 5d20; SP structural crush; SV Fort +14, Ref +14, Will +14; AL C.

Structural crush: Due to Iormungar's immense size, the creature is capable of damaging ships at sea, caverns, and even cliff faces. Damage to the structure is at the judge's discretion, but all individuals in the threatened area must make a DC 18 Reflex save or immediately be slain. This action must be Iormungar's sole action for the round.

Lich

The withered brown body on the slab—he could make out bits of whitened bone and grisly fragments of flesh and hair protruding from the rotted cloth—was moving. It sighed, as if it breathed immeasurable distances away. Its chest lifted and fell in a slow pulsing.

Dwallka of the War Hammer! What was this thing? The corpse turned its head so that it could look at Kothar out of its empty eye-sockets. The barbarian felt the touch of eyes, even though there were no eyes to see or be seen.

- Gardner F. Fox, 'The Sword of the Sorcerer'

Among the followers of Eldrak of the Seven Hells, the most powerful and corrupt of wizards may be offered the opportunity to become a lich. Their mummified corpses are infused with the raw stuff of magic, and they rise again in a state of un-death, to observe the slow passage of eternity and to continue working their will upon the world. A lich's second and third action die must be used for spellcasting. Most powerful of the Liches is Afgorkon, said to be the first among them.

Lich: Init +0; Atk debilitating touch +4 melee (-1 Str), soul burn +10 missile (-1d3 Per), or spell; AC 11; HD 10d4+20; hp 45; MV 20'; Act 2d20+1d14; SP damage reduction 10, soul burn, spellcasting (+12 spell check), lethargic, resilient, un-dead traits; SV Fort +2, Ref +3, Will +10; AL C.

Soul burn: The lich's fearsome gaze attack drains a target of 1d3 Personality, allowing the lich to use that power to immediately fuel a spell. Points of soul burn not used immediately are lost to the Lich and return to the Lich's victim. Targets reaching 0 Personality immediately die as the last of their soul is devoured.

Spellcasting: In life Liches were 10th-level wizards. In death they retain their knowledge of magic. Each Lich's spell list is different but will consist of 18 spells between 1st and 5th level.

Lethargic: Liches spend a great deal of time in a torpid state. While un-dead, their bodies continue to slowly diminish. For every 100 years of death, the lich's movement rate is reduced by 1' (to a minimum of 1').

Resilient: Liches can be harmed only by spells, magical-style attacks (such as a basilisk's gaze), and magic weapons of +1 or better enchantment. In addition, powerful opponents (those of 4 HD or greater) are also powerful enough to wound a Lich for normal damage.

Un-dead traits: Liches are un-dead, and thus can be turned by lawful clerics. They do not eat, drink, or breathe, and are immune to critical hits, disease, and poison. They are also immune to *sleep*, *charm*, and *paralysis* spells, as well as other mental effects and cold damage.

Afgorkon: Init +0; Atk debilitating touch +3 melee (-2 Str), soul burn +10 missile (-1d4 Per), or spell; AC 11; HD 10d4+20; hp 55; MV 1'; Act 2d20+1d14; SP damage reduction 15, soul burn, spellcasting (+13 spell check), lethargic, resilient, un-dead traits; SV Fort +4, Ref +0, Will +11; AL C.

Minokar

The man-body was covered by reddish hair, it was even larger and fully as muscular as himself, with the head of a bull tipped by wide, flaring white horns. The bull-eyes were red, mean. The muscles of chest and arms and legs—

Kothar grunted. The legs were the legs of an animal, ending in split hooves. He could see them fully, now that the monster was no longer huddled in a ball. His hand lifted Frostfire, held the blade at the ready as the bull-man lowered its horned head. Out from behind its hips lashed a thin, hairless tail.

- Gardner F. Fox, 'The Treasure in the Labyrinth'

Minokar: Init +8; Atk gore +8 melee (1d14+4), fists +8 melee (1d5+4), or warhammer +8 melee (1d8+4); AC 15; HD 6d8+6; MV 30'; Act 1d20; SP bellow, charge, mighty deed (trip); SV Fort +6, Ref +8, Will +2 (see below); AL C.

Bellow: Once per turn the minokar can unleash a deafening, blood-curdling roar. All foes within 100' must make a DC 12 Will save or be paralyzed with fear and helpless for 1d3 rounds. Bellowing does not count as the minokar's action and can be made in conjunction with an attack.

Charge: The minokar's charge, coupled with its terrifying bellow, is its preferred tactic for beginning combat. This powerful charge grants a +2 attack bonus and a -2 AC penalty, inflicts a critical hit on a natural 18-20, and the target must make an opposed Strength check (treat the minokar as Str 24) or be hurled back 20'.

Mighty deed (trip): The Minokar may use its prehensile tail to perform the trip deed. The creature effectively has a d6 deed die, but the die roll is only for determining attack and the effectiveness of the deed. The die adds no damage to successful attacks.

Spells

Spell	Pholgiston Storm
Level	5
Range	Unlimited
Duration	Until death or incapacitation of wizard or their target
Casting Time	1 round
Save	N/A
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. Caster must make Fort save DC 15 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.
35-37	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

"He hung high in the sky, a red thing that screamed and screamed in his agony, legs and arms moving wildly as if he swam there between the clouds. Kothar felt the golden hairs at the base of his neck stand up in horror. The chilling winds that swept the treetops here in Windmere Wood must be like salt poured over the skinless body of the wizard Kazazael. […] His eyes were fastened on the thing which had been a man that was like a puppet now, pulled this way and that by the winds, hung there in the sky by the magic of his enemy…"

- Gardner F. Fox, 'The Sword of the Sorcerer'

Spell	**Wizard Cage**
Level	5
Range	100'
Duration	Varies
Casting Time	2 rounds
Save	Spell duel only*
General	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. 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. 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. It is important to note the original spell check result, as other casters may attempt to destroy the cage. The cage will not materialize if cast upon a non-casting target.
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×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×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×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×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×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.

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