Sanctum Secorum

Episode #28

Roger Corman's
The Raven

(1963)

Compatible With DCC RPG

Sanctum Secorum Podcast
Episode #28 Companion

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THE MACABRE MASTERPIECE OF TERROR!

CO-STARRING HAZEL COURT · OLIVE STURGESS · JACK NICHOLSON · Produced and Directed by ROGER CORMAN

Screenplay by RICHARD MATHESON · Executive Producers JAMES H. NICHOLSON - SAMUEL Z. ARKOFF · Music by LES BAXTER · An AMERICAN INTERNATIONAL Picture

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Classes

Barbarian

The figure before you is covered in singed furs and bones. Bare muscles twitch below the weather beaten drapery of practicality and 'necessity'. A wolf's head covers their face, with the grimacing fangs shadowing the obviously scarred face.

'Ale. Now,' the apparition demands in a grim tone.

'Please?' they add in a sudden gleam of civility.

'I can sing you a song, if that's what it takes. I just really need that drink, after fighting those dire wolves, naked and barehanded…'

Hit Points: Heartier than their fellow warriors, barbarians gain 1d14 hit points at each level.

Weapon Training: Axe, mace, club, hammer, spear, dagger, short sword, longsword, two-handed sword, short bow, longbow, sling. Barbarians can wear any armor and use shields, but they lose some skills when wearing heavy armor.

Alignment: Chaotic wildlings often follow the barbarian creed, as do the naturalist woodsmen of the wilds. The few lawful barbarians are surely the scions of the fair kings of old.

Animal Empathy: Their feral nature allows the barbarian to commune with animals with uncanny skill. This ability can be used to command, woo or frighten animals. Friendly targets are likely to comply easily, while hostile or suspicious targets receive a Will save against the barbarian's result.

Boasting: In social situations, the barbarian knows how to look big. In these circumstances the barbarian adds their Rage die to their social roll.

Climb Sheer Surfaces: Physically adept, the barbarian can Climb Sheer Surfaces as a thief.

Feral Reflexes: When wearing light or no armor, the barbarian adds double their class level to their initiative rolls.

Find traps: A barbarian has keen senses, and can Find Traps as a thief, see table below. A barbarian does not use tools to find traps, and so the more intricate and hidden contraptions escape their notice (judge's discretion).

Light feet: When wearing light or no armor, the barbarian has a movement range of 40'.

Rage: A barbarian can enter a rage for a number of rounds equal to their Stamina plus their level/day. Raging has the following effects:

- The barbarian's actions are limited to mayhem and aggression.
- The barbarian gains temporary hit points equal to twice their level.
- The barbarian gains access to a Rage Die. The Rage Die works exactly like the warrior's Deed Die. This is in addition to their regular combat bonus.
- The barbarian can add their level to all of their saves.
- When exiting the rage state the barbarian loses all of their temporary hit points (which may bring them below 0). Additionally, all of their actions are rolled on -1d on the dice chain for a number of rounds equal to the number of rounds spent raging.

Sneak Silently & Hide in Shadows: A barbarian gains access to the aforementioned thief abilities. Note that armor check penalties apply as normal.

Titles: A true barbarian forges their name with deeds of steel and daring.

Unlettered: Barbarians cannot read: it is not in their nature to care for such weak things.

Level	Attack	Rage Die	Crit Die	Crit Table	Action Die	Reflex	Fort	Will
1	+0	+d3	d14	III	d20	+1	+1	+0
2	+0	+d4	d16	III	d20	+1	+2	+0
3	+1	+d5	d20	IV	d20	+2	+2	+1
4	+1	+d6	d24	IV	d20+d14	+2	+3	+1
5	+2	+d7	d30	IV	d20+d16	+3	+3	+2
6	+2	+d8	d30	V	d20+d16	+3	+4	+2
7	+3	+d9	2d20	V	2d20	+4	+4	+2
8	+3	+d10	2d20	V	2d20	+4	+4	+3
9	+4	+d11	2d24	V	2d20+d14	+5	+5	+3
10	+4	+d12	2d24	V	2d20+d16	+5	+5	+3

Skill	Barbarian Level									
	1	2	3	4	5	6	7	8	9	10
Sneak Silently	+2	+4	+5	+7	+8	+10	+11	+12	+13	+14
Hide in Shadows	+1	+2	+4	+5	+6	+8	+9	+10	+11	+13
Find Traps	+1	+1	+3	+4	+5	+6	+8	+10	+11	+12
Climb Sheer Surfaces	+3	+5	+6	+8	+9	+10	+12	+13	+14	+15
Animal Empathy	+0	+1	+2	+3	+4	+5	+6	+7	+8	+9

(For more great DCC RPG resources, check out Ari-Matti Piippo's blog at https://knightsinthenorth.blog/.)

Fiction

The Blood-Drinking Box

Part 4

Downward Spiral

Elviodia set Madis and Frila and Sevoi in the front as the crew entered the sanctum. She, Serak, and Blacyn backed them up, with Rappi and Z bringing up the rear.

It was shortly discovered that the foyer led to a huge underground chamber a few meters through the boulder-door. Even though the darkness within was perverse, the chamber was large enough that the farthest end could not be seen regardless of visual advantage.

Blacyn and Madis had the ability of darkvision, seeing into natural darkness, but could not make out where the chamber's walls ended. The crew found themselves standing on a stony platform at the top of a wide, rough-hewn stairwell that spiraled down along the chambers wall. The stairs had no obvious ending, as they faded into the darkness, and there was no railing as protection from falling over the side into the black abyss.

Rappi stared mouth agape and a whistle comes from Madis, at the size of the place, and it echoed in the darkness. "The whole cliff must be hollow."

Elvee whispered aloud, "Well, should we find a fight, we have room to swing. We should be able to fit three-wide on the stairs at a time. Blacyn, you and Madis are up front with Rappi."

Rappi let out a small gasp.

Elvee explained showing no real pity for the Halflings ability, "Rappi, you may not have darkvision, but your senses are keen. Master Serak, you will be with me behind them. Frila, Sevoi, and Z will be in the rear." She received no questioning though Serak was beginning to wonder why this group had such devotion to her. He understood she was the first mate of the Cinmora, but this wasn't the Cinmora. Yet, at this point, he wasn't going to challenge, it appeared from everyone else, there was no time for questioning.

Several moments after the stone platform had faded into the darkness, Blacyn grumbled, "If yah' want tah' carve a staircase at least yah' could craft somethin' appeallin'." Frila and Sevoi carried torches, the resulting light provided well enough for the crew who found themselves surrounded on the endless stairwell by the abyssal blackness.

The surroundings became eerily silent as the crew continued to walk. Moments grew into hours, and the crew came to a point on the dark stairwell where rest was needed as everyone collapsed to regain strength.

Elvee looked about, "Let's get some rest. A few hours and we can start again. Get some sleep, for those who need it. Z, you have the first watch, after a while wake another one of the deckhands. Once all the hands have taken a watch we'll keep on."

With subtle murmurs the crew began to make the stairs as comfortable as they could. A couple of changes to the watch found the barbarian standing post. Frila stood from her spot on the bottom-most step of the group; she moved to wake Sevoi, the ship's sailmaker, planning to wake the rest of the crew as she moved among them. She nudged Sevoi's shoulder and he didn't move, and she found his skin terribly cold. "Sevoi?"

The warpriest of Gozreh started awake then, his lip shook uncontrollably. He looked around as if he did not realize where he was, "Why is it so damned cold?"

Frila looked at him through worried eyes, "Blacyn?" she moved over to the dwarf who was deep in slumber and kicked his booted feet. She was not a fan of magic, there was too much evil in the world for another to be practiced freely.

Elvee rose and moved to Sevoi, "Wake up, everyone!"

Serak pulled himself up and found the dwarf grumbling as he walked to Sevoi and the two of them began a chant in unison; while the sounds and words were different they voiced the same concerns and

invoked similar means. Blacyn's hands began to glow a bright golden hue on Sevoi's chest. Breaths later the warpriest had been healed from the damage done by the unnatural chill.

Elvee turned and hoisted her javelins, "Let's keep moving."

After a few hours of walking down stone after stone with the same rough shaping and hearing Blacyn complaining about the shoddy workmanship, Serak was beginning to wonder if this stairwell was going to end.

Rappi, the Halfling, walked flanked on each side by a fighter able to see in the thick darkness before them, thankfully the dim light offered by the torches in the rear allowed his eye-sight to glance ahead enough to lower his sensitive nerves. He glanced around as the light danced; suddenly he caught the glimmer of something above them, "Hello?"

Elvee answered, not willing to play a game of questions, "What is it."

Rappi pointed upward, "There's something above us." He glanced back to the party then back to the shadow in the darkness. As he did so the torch lights shot back several small reflected orbs of light to the Cinmora crew. "See-AAHH!"

Rappi threw up his hands as the Halfling called a force screen before him composed of pure mental energy to fend off streams of viscous liquids that were shot onto the crew. Rappi was a wilder; a creature possessing natural psionic talents and was able to imbue those psionics with his emotions. Elvee, and everyone on the crew, knew Rappi was nervous to a fault; therefore the power that he could place behind his psionics belied his true ability when he became excited.

Other streams of the nasty greenish liquid flew from the upper platform. Elviodia and Serak both moved slightly aside effectively dodging two streams that splattered harmlessly on the stone stairwell. Another stream of liquid is fended away by Madis's shield.

Madis grumbled, "Ugh!"

The opposing creatures began to move, two leapt from their vantage to land behind the crew. A few more shadows moved along the edge of the platform.

Elviodia readied and thrust a javelin into the air, aiming on the points of glowing light denoting the creatures' eyes that remained on the above platform. The javelin disappeared into the darkness.

Rappi's force remained on, driven by his anxiety, but the Halfling held his shortsword ready.

Madis and Blacyn struggled to find a route they could move, without endangering the rest of the crew. Both of them settled with drawing their shields together near the Halfling. Blacyn growled, "Don'yah spit at me, yah'vile bastards!" from behind the small shield wall.

The two that had jumped from the platform were cast into the light of the torches.

They looked like large hairless cats, standing at eye-level with a grown human. Both of them roared out a sickly challenge showing that they also had no teeth, the viscous liquid dripping from their drooping maws.

Frila and Sevoi swung their torches driving the emaciated monsters back and moving upward on the staircase a step; while Z stood ready to attack should the beasts try to close the distance between them.

Serak stepped to the rear aside Z, throwing a dagger at one of the two large cats. The weapon landed solidly in the shoulder of the outer-most cat. The ugly beast screamed in pain, and excitement filled Serak as he had struck first blood.

The monstrous cats responded in kind by spewing streams of putrid liquid from their open mouths. The vomit struck Blacyn's shield, and he growled, "Gah, disgustin'!"

Serak tried to dodge aside but the stomach solution struck his leg. Instantly the effects of the vomit occurred to Serak as he could feel his body respond as if it was being eaten from within. He barely uttered a verbal response, not wanting to show his weakness to the crew.

The crew responded in kind. Elviodia released another javelin which also disappeared into the darkness. Serak flung his second dagger into the same beast, receiving another scream of pain. Both Madis and Blacyn dropped their shield wall, Madis drawing his heavy crossbow and firing up into the platform. Blacyn hefting and releasing one of his throwing axes in to the same area of darkness that claimed Elviodia's javelin. Both warriors could see that hits had been scored on the three creatures they could see on the platform.

"There be three more of the horrors on the platform!" Blacyn growled.

Sevoi released his steel trident and the weapon struck the same cat that Serak's daggers stood from. The cat reeled back from the strike. Serak began to chuckle at how the cat was beginning to look like a tailor's pincushion.

Z took Sevoi's torch for the war-priest to better combat the evil before them. The cats did not hesitate to send rivers of vomit upon the crew again. The next exchange of hostilities results in no additional damage. The terrible felines released another avalanche of vomit while Elviodia hurled her last javelin into the darkness.

Rappi looked around in a panic and noticed the flames from the torches keeping the disgusting cats at bay. Pulling a torch from his own pack, he set about bringing it to flame.

Sevoi moved with his net drawn. There was not much room to dodge his net, but the first sweep at the wounded cat, in hopes of entangling the beast, failed.

Frila saw Rappi's motions and hefting her sword yelled out, "Rappi!" while leaning down to drop her lit torch nearby, her eyes remaining on the opposition. Rappi ignored his current tasking and scooped up the torch.

For a few more exchanges the stalemate remained.

With the next shower of vomit Frila and Blacyn were struck. The same eating sensation overcame them, and they both growled their disgust and hatred.

The crew responded. Elviodia snapped, "Damn you." One of her javelins that had been thought lost into the darkness returned as if thrown from behind and sunk deep into the cat's back. A terrible scream of pain echoed through the dark stairwell. Seeing this evident weakness, Blacyn also delivered his last thrown axe to the same cat, the small axe landing firm in the cats shoulder. The result of the onslaught left the fatally wounded cat falling back from the edge of the platform.

As quickly as the ambush had occurred, all fell silent. The two cats at the party's rear turned and ran back up the stairs. Sevoi's trident and one of Serak's daggers clanged to the stone stairwell.

The trident toppled to the edge and its own weight pulled it over the side. Sevoi stepped quickly to the edge and watched with a heavy heart as the trident fell from sight. Cautiously watching the silent darkness, Serak collected his dislodged dagger.

Elviodia called out, "Is everyone here?" The crew responded with various affirmations. "Who's hurt?"

Serak, Frila, and Blacyn all responded.

Sevoi accepted that Gozreh must have cause for the way this has played out; the loss of his favored weapon moved to the least of his concerns as he tended to the paladin. However, he soon discovers that his abilities to cannot address the damage done. "Elvee, the wounds those monsters created are beyond my ability for the moment." He turned to regard the paladin of Torag, "Blacyn, I can tend you and the others, but their vomit appears to weaken the body in magical ways I have not the faith to mend."

The dwarf growled his disgust, "I truly hate wizards!"

Sevoi could not do much alone, however he knew Rappi carried potions for restoring aggravated damage. The crew never was far from carrying a healthy amount of these solutions as well and regular healing concoctions should healing talents not be available.

Rappi carried nine such vials of this restoration potion and gave three out to those needing it. After the magic of the potions took effect, Serak, Frila, and Blacyn all stood ready to continue.

As the healing was conducted, Madis and Elvee had ascended the wall to the upper platform carefully. There were no steps, revealing that the cats could simply leap up to it. Once atop they found one of the ugly feline monsters dead. Madis took Blacyn's axes, to be given to the dwarf when he returned. Elvee freed her javelin. Of her other javelin she could not see them, they were gone. Both marksman and fighter searched about finding the platform to be a guard position of sorts. Where the remaining cats might have gone was unknown. "They must have leapt free at the end of the platform. We may encounter the same thing later and must remain vigilant," Elvee mumbled.

Madis agreed.

The elven mate led the group onward with several more hours of silence. Two other torches were lit once the first two ran out. Again, the crew's marching order was the same as when they had entered. Thoughts of encampment occurred to Elviodia.

Frila and Rappi both stopped as Blacyn walked onward. Frila spoke out in warning, "Blacyn, hold!"

Rappi could only mumble, "Um?"

Frila continued, "For a dwarf you don't seem to mind the weakened state of this portion of the stairwell?"

The dwarf grumbled, "Huh? I must'ah been used to idea with such appalling stonework; I figured the whole place was weak."

Elvee answered, "Fine enough, we cross this and we will stop for a while of rest."

Blacyn offered to go across first, staying close to the wall. As he stepped on the area the outer portion fell away with a thunderous crash. What was left of the walkway was wide enough for a single humanoid for a stretch of thirty of so paces. Blacyn swallowed, despite his dwarven nature. The dwarf moved onward.

The darkness is suddenly filled with cackling laughter and the whole group flinched, Rappi most of all. He began to murmur something that the others could not understand. The cackling resumed with a terror-filled wheeze, “I see you!” The cackle fells silent and the group stood at the ready. A few long moments passed and nothing happened.

Elviodia ushered, “Let’s get across that thing, mates.”

Frila remarked, “I thought this Nerkos was out for a while?”

Madis answered, “Well, I hope he is home, cuz’ I have a few questions to ask and my blades speak wizard.”

Slowly the crew traversed the walkway and settled for a rest. The watch was figured the same as the last, with the deckhands taking post.

After three watches the whole of the group was awakened when the eerie laughter they had heard before begins anew. The party woke and readied their weaponry for the unexpected. The chuckle built into a loud crescendo, and Rappi moved to the middle of the group. Then suddenly, the laughter stopped.

After a few moments more Serak motioned to Elvee, “Elvee, we should go.”

The marksman nodded and ordered the others onward. She wondered when this infernal stairwell will be at its end.

Several hours into the trek Elviodia began to worry about their return. “Hold,” she ordered. “How many torches do we have left?”

The crew found that of the six torches they had brought only two remained; however, both happened to be lit. After those, light sources for those who cannot see in the darkness would be gone save magic or psionics.

Elvee pondered, for at least the last day and a half they had been spiraling down into the earth. Two torches would shroud them all in darkness, leaving Madis and Blacyn to guide them all out alive. Behind them lay a broken walkway, possibly further weakened by their traverse. Looking over the side she asked for advice from her crew. “In order to see if ground lay below, we can cast a torch and wait for it to come to rest or we can continue downward. We are not turning back.”

Serak looked about and asked, “Why? Is this that important?” His mind went to one day claiming his fortune, but if they died down here this would never come to pass.

Blacyn grumbled, “If this will banish the evil that is here, my life is fulfilled.”

Madis added, “A warrior’s death is all I ask for.”

Frila nodded in response to Madis’ observation.

Sevoi was quick to respond in support, “I’ll go for a round o’ale once we are back in port.”

“I will see this complete,” Z said in quiet contemplation. “My loyalties are yours Elviodia.”

Everyone looked at Rappi, who exhaled sharply. “Um, if the party splits, what would happen?”

Serak smirked and said in a matter of fact tone, “Well, I would see you and me walking back alone, my Halfling friend. Hopefully, we could get a torch for our journey.”

Rappi gasped in disappointment, “Then perhaps, this trouble is worth it at this point. I stand with the crew. We should continue.”

All eyes fell on Master Serak; he shook his head and motioned toward Elviodia. Elviodia nodded reassured, “Z, cast your torch over the side, hopefully the group is nearby.”

Z stepped to the edge and let go of her torch without question. They all watched it fall away. The torch fell leaving a trail of flame licking at the darkness. It fell thirty, fifty, seventy, and a hundred feet before it bounced of a solid surface once before coming to a rest on a thin, bridge-like surface about one-hundred feet below.

Rappi said in disbelief toward the still-burning torch, “Ground?”

“Let’s move out,” Elvee ordered.

Carefully the group made their way but Blacyn and Madis both readied their shields in response to the two cat-like figures that seemed to materialize from the darkness below them, growling low.

To Be Continued

Patrons

Way of the Raven

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

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

***Invoke Way* check results**

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

Patron Taint: Way of the Raven

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

Roll	Result
1	The caster begins to spend more time with feathered creatures of all types, keeping them as pets, going out of her way to care for wild animals, etc. If the result is rolled a second time, she prefers the company of birds to her own kind and will take steps to aid them over her own companion's needs. If the result is rolled a third time, she abandons her companions to join a chosen flock of ravens and lives in exile from society.

2 The caster's body takes on an aspect of a raven (e.g., she develops a beaklike mouth, her skin and hair turns an oily black, etc.). If the result is rolled a second time, she takes on further aspects, altering her appearance and inhibiting her abilities in such a way to receive a permanent -2 penalty to a specific type of roll, such as attacks, damage, or saves. If the result is rolled a third time, her appearance is significantly altered and her abilities are inhibited in such a way to receive a permanent -1d to a specific type of roll.

3 The caster takes on the mark of the raven and loses a point of Luck. If the result is rolled a second time, Luck is reduced by a further -1. If the result is rolled a third time, Luck is reduced by a further -1, for a maximum of -3.

4 The caster becomes increasingly omnivorous, preferring undercooked meats and discarded food. If the result is rolled a second time, the preference becomes stronger and she can no longer consume prepared food. If the result is rolled a third time, she feeds solely on carrion, insects, small animals, and food waste.

5 The caster must search for a relic sacred to ancestral ravens of thought and memory, located within 1d4 days of travel. Until the relic is restored, the caster is haunted by the feeling of ravens watching her. Only she can see them, and they seem to get closer each day. Subject to the judge's discretion, if the caster fails to recover the item within a set time, increasing flocks of ravens will follow the caster, watching from trees and buildings and crying out with maddening croaks until the caster is driven mad. If the result is rolled a second time, the item is kept guarded in a tower by a race of lupine humanoids and some 1d4 weeks distant. The If the result is rolled a third time, the item is a relic stolen by a powerful sorcerer, requiring 1d4 months of dangerous travel.

6 The caster sees a vision of the ancestral ravens of thought and memory leading her away. If she follows, she is led to a sacred spot of the ancients (a feeding ground in an elder forest with large expanses of open land nearby, an ancient rookery in a coastal cliff, etc.) and can spend the next 1d4 days meditating, she can learn a new Way spell. This result can be rolled up to three times.

Spellburn: Way of the Raven

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

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

Patron Spells: Way of the Raven

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

Level 1: *Mimic*
Level 1: *Tearing Beak*
Level 2: *Raven Wings*

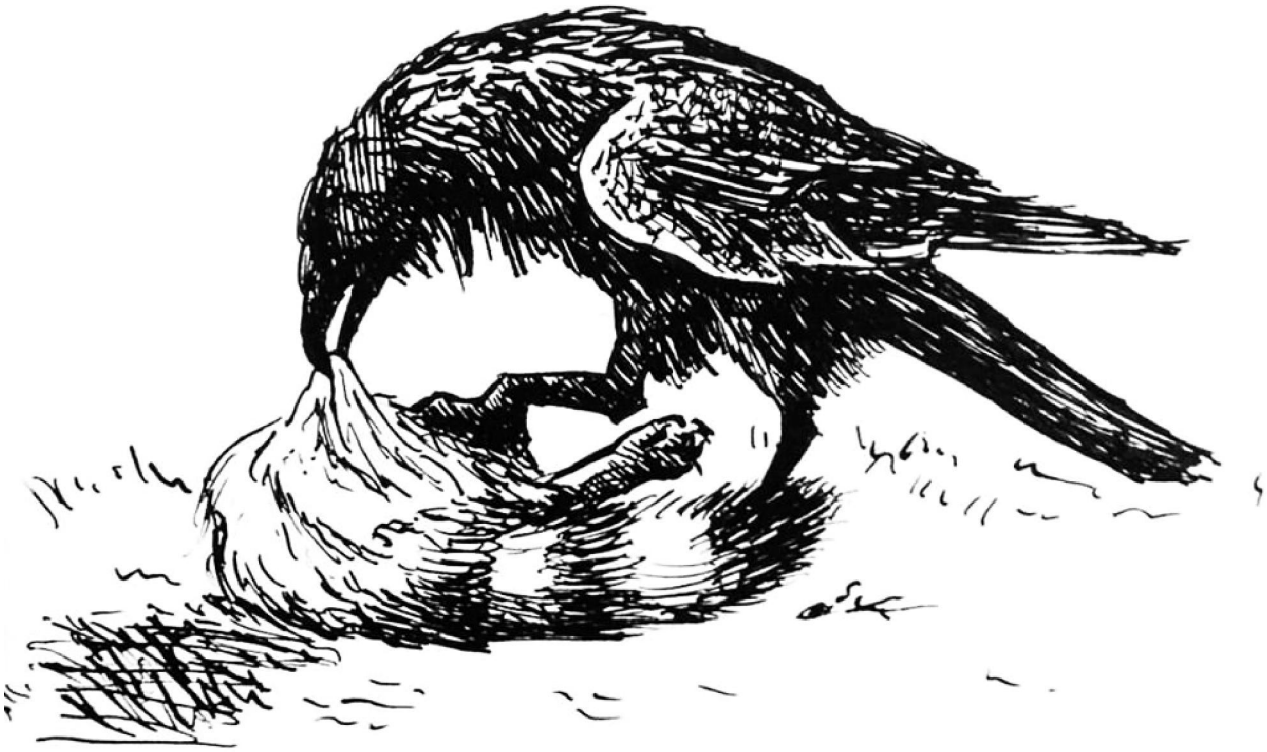
Mimic				
Level: 1 (Way of the Raven)	**Range:** 100'	**Duration:** Varies	**Casting time:** 1 action	**Save:** Varies

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

30-31	The caster targets a single creature and assumes the ability to mimic that creature for the next 1d4+CL turns. The caster so completely mimics the creature's voice, language, and appearance that to she is identical in all respects to the target and any commands given by the caster are received as if made by the original target. In addition, the target is rendered mute for the next 1d4 rounds unless they make a Will save to resist. Even if the original target of the mimicry can be seen, there is a 75% chance that those in range assume the caster is the "real" version of the creature.
32+	The caster targets a single creature and assumes the ability to mimic that creature indefinitely. The caster so completely mimics the creature's voice, language, and appearance that to she is more than identical in all respects to the target and any commands given by the caster are received as if made by the original target. In addition, the target is rendered mute for the next 1d4 turns unless they make a Will save to resist. So powerful is the mimicry that even if the original target of the mimicry can be seen, there is a 95% chance that those in range assume the caster is the "real" version of the creature.

Tearing Beak				
Level: 1 (Way of the Raven)	**Range:** Touch	**Duration:** Varies	**Casting time:** 1 round	**Save:** Will vs. check

General	The target gains the cracking and rending bite attack of a raven. Creatures that have no natural bite attack (such as humans) gain a bite attack that causes normal (not subdual) damage of 1 + the spell result bonus. Creatures that already have a bite attack increase their attack bonus and damage.
Manifestation	Roll 1d4: (1-2) the subject's jaws lengthen and its gape widens into a beak-like shape; (3) the target's eyes turn entirely black, and the muscles in its cheek expand and its bite is strengthened tenfold; (4) a beak-like projection shoots out from the subject's mouth with each attack.
1	Lost, failure, and patron taint.
2-11	Lost. Failure.
12-13	The target receives +2 to bite attacks and damage on its next attack.
14-17	The target receives +4 to bite attacks and damage on its next attack.
18-19	For the next turn, the target receives +4 to bite attacks and damage.
20-23	For the next turn, the target receives +6 to bite attacks and damage.
24-27	For the next 1d4+CL turns, the target receives +6 to bite attacks and damage.
28-29	The caster may select up to two targets that receive +6 to bite attacks and damage. Effects last 1d4+CL hours.
30-31	The caster summons the might of a great raven. All allies within 30' receive +8 to bite attacks and damage. Effects last 1d4+CL hours.
32+	Extraordinarily powerful casters can call upon this spell in times of war or extreme danger. Regardless of distance, for the next 1d4+CL days, all allies within 30' at the time of casting receive +8 to bite attacks and damage.



Raven Wings				
Level: 2 (Way of the Raven)	**Range:** Touch	**Duration:** Varies	**Casting time:** 1 round	**Save:** Will vs. check

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

Spells

Bedlo's Promethean Sphere	
Level: 4	**Range:** Varies **Duration:** Varies **Casting time:** 1 round **Save:** Reflex vs. check
General	This spell, created by Dr. Adolphus Bedlo, requires the caster to have mastered *technical affinity: artificer* (see **Technical Affinity** spell, below), as the physical trapping of this spell, a wireframe sphere, is also a portion of its manifestation. The caster draws upon the primal phlogiston to provide a spark capable of creating life or bringing death. Only one such effect is possible per casting. (Healing does not exceed maximum hp.)
Manifestation	Roll 1d4: (1) white hot sparks launch from the center of the wireframe sphere, sending smoke and light in all directions; (2) the wireframe sphere glows with an unearthly blue light as it releases the gathered phlogiston; (3) all light in 50' stretches and drains into the wireframe sphere, before suddenly releasing in a blinding flash; (4) bolts of crackling phlogistonic energy streak from the sphere to the caster, filling them with energy prior to its release via their fingertips.
Corruption	Roll 1d4: (1) caster develops an uncontrollable stammer, suffering a -1 penalty to all future spell checks; (2) caster must make a DC 10 Will save prior to casting any spell greater than level 2, with failure resulting in the caster being paralyzed with fear for 1 round; (3) caster becomes a living lightning rod, drawing in any electrical-based attacks within 100' and being unable to save; (4) physically touching another living person causes both the caster and victim great pain and inflicts 1 point of shocking damage per round of contact if a DC 10 Fort save is failed.
Misfire	Roll 1d4: (1) all creatures within 15' of the caster (including the caster) must make a Ref save equal to 5+CL or be struck by raw phlogiston (all struck suffer from minor corruption. Luck may not be used to avoid this effect); (2) all light sources within a 15' radius of the caster are immediately extinguished and cannot be relit for 2d3 rounds; (3) phlogiston disturbance (as per *DCC RPG,* p. 103) effecting only the caster; (4) caster's hair stands on end for 1d3 days.
1	Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + patron taint + misfire; (1-2) corruption; (3) patron taint (or corruption if no patron); (4+) misfire.
2-11	Lost. Failure.
12-17	Failure, but spell is not lost.
18-19	The sphere unleashes its collected energies at a single target within 50' and either causes 2d14 electrical damage or heals 2d7 hit points.
20-23	Raw power pulses outwards from the sphere, striking a single target within 100' and either causes 3d10 electrical damage or heals 3d5 hit points.
24-25	The forces of the universe howl outwards from their captivity within the sphere and engulf a single target with energies that either inflict 3d12 electrical damage or heal 3d6 hit points.
26-28	The caster may select two targets within 100'. Both either suffer 3d14 damage or are restored for 3d7 hit points each.
29-33	The caster may select up to three targets within 300'. As the phlogistonic wave cascades from the sphere and over the targets, they all either suffer 4d10 damage or are restored for 4d5 hit points each.
34-35	The sphere releases its collective energies in a 250-yard radius. All creatures within the storm either suffer 4d12+CL points of damage or are healed 4d6 hit points each.
36-37	From the sphere the caster releases a storm of gathered energy, ½-mile in diameter for each caster level. All creatures within the storm either suffer 4d14+CL damage or are healed 4d7 hit points each.
38+	The caster summons the ultimate powers of the universe and wields them, however briefly. The wizard releases a bolt capable of either striking a living target dead or sparking a dead target back to life.

Deceptive Dissolution

Level: 3 **Range:** Varies **Duration:** Instantaneous **Casting time:** 1 action **Save:** None

General	A favorite among spell duelists, *deceptive dissolution* uses the strength of an attacker's spell – and their faith in its power – against them. The caster is, by all visible accounts, slain by the incoming spell, while he instead is teleported to safety and his body is replaced with a magical simulacrum. This spell is strictly a counterspell and has no affect without incoming magical energies to aid in its casting.
Manifestation	The wizard's resulting form varies; roll 1d5 with each casting: (1) a scorched and bloody-looking stain made up of raspberry jam and powdered sugar; (2) a perfectly formed dummy filled with sawdust; (3) perfectly formed dummy filled with tiny live animals (birds, mice, beetles, etc., at the judge's discretion); (4) a small pile of smoldering ash made up of campfire remains; (5) a fleshless skeleton made of plaster.
Corruption	Roll 1d8: (1-4) minor; (5-6) major; (7-8) greater.
Misfire	Roll 1d4 modified by Luck: (0 or less) the spell check of the incoming offensive spell is increased by 2d5; (1) the spell check of the incoming offensive spell is increased by 2d4; (2) the spell check of the incoming offensive spell is increased by 2d3; (3) the spell check of the incoming offensive spell is increased by 1d5; (4) the spell check of the incoming offensive spell is increased by +2.
1	Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + patron taint + misfire; (1-2) corruption; (3) patron taint (or corruption if no patron); (4+) misfire.
2-11	Lost. Failure.
12-15	Failure, but spell is not lost.
16-17	The spell counters a single 1st-level spell, teleporting the caster to a random safe location within 20'.
18-21	The spell is capable of countering two 1st-level strength spells, teleporting the caster to a random safe location within 40'.
22-23	The spell counters a single spell of up to 2nd level, while allowing the caster to teleport to a chosen location within 20'.
24-26	The spell is capable of countering two spells of up to 2nd level each, while allowing the caster to teleport to a chosen location within 40'.
27-31	The spell counters a single 3rd-level spell, while allowing the caster to teleport to a chosen location within 50'.
32-33	The spell is capable of countering two spells, each of up to 3rd level in strength, while allowing the caster to teleport to a chosen location within 100'.
34-35	The spell is capable of countering any number of spells, 3rd level or weaker, so long as their combined power does not exceed CL. The caster may teleport to a chosen location within 500'.
36+	The spell is capable of countering any number of spells, but at great cost. For every combined incoming spell level greater than the caster's level, the caster permanently loses 1 point from each of his physical attributes (a 4th-level wizard facing incoming spells totaling 6 levels will lose a total of 2 points each of Strength, Agility, and Stamina). The caster may teleport anywhere known within 5 miles.

Devouring Void				
Level: 5	**Range:** 50'/CL	**Duration:** Varies	**Casting time:** 1 round	**Save:** Reflex vs. check

General	The wizard rends open the ground beneath the feet of his foes, sending them tumbling into the yawning darkness beneath. The caster may select a lower spell result than that which was rolled.
Manifestation	Roll 1d5: (1) the earth trembles as a crack opens in the earth; (2) a tide of burrowing insects stream from the wizard's hands, digging out the ground and then vanishing; (3) the effected ground becomes mildly translucent but otherwise appears unchanged; (4) the wizard stomps the ground with one foot, sending a rippling shockwave through the earth unto the point of the collapse; (5) a geyser erupts from the earth at the wizard's feet, arcing through the air to the affected area and washing away the ground beneath.
Corruption	Roll 1d4: (1) the caster loses the ability to walk upon the ground. They instead sink into it as if it were think, bottomless mud. The wizard may only safely move about on land via conveyance or magical means; (2) the wizard is inflicted with magic-induced pica and is only able to heal spellburn damage by consuming 1 pound of soil. Spellburn damage cannot be healed at any faster rate than normal, no matter how much dirt is eaten; (3) un-healing fissures open in the wizard's flesh, inflicting a permanent loss of 1d3 Stamina; (4) the wizard stares into the devouring void, and the void stares back. The wizard becomes agoraphobic, requiring a DC 15 Will save to be able to step outside and is at a -2d penalty on all Will and Intelligence-related activities (including casting) while outside.
Misfire	Roll 1d4 modified by Luck: (0 or less) the spell check of the incoming offensive spell in increased by 2d5; (1) the spell check of the incoming offensive spell is increased by 2d4; (2) the spell check of the incoming offensive spell is increased by 2d3; (3) the spell check of the incoming offensive spell is increased by 1d5; (4) the spell check of the incoming offensive spell is increased by +2.
1	Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + patron taint + misfire; (1-2) corruption; (3) patron taint (or corruption if no patron); (4+) misfire.
2-11	Lost. Failure.
18-19	Failure, but spell is not lost.
20-23	A pit opens beneath the feet of a single target measuring 1d6 x 10' deep.
24-25	A pit opens beneath the feet of a single target measuring 1d6+CL x 10’ deep.
26-28	The ground opens beneath a selected 20'x20’ area, dropping to a depth of 1d10 x 10'.
29-33	The ground opens beneath a selected 50'x50’ area, dropping to a depth of 1d10+CL x 10'.
34-35	The ground wrenches open beneath any 2d4 targets within range, with a depth of 1d12 x 10'.
36-37	Massive upheavals of the ground cause a 100'x100' area to collapse. Only those within 10' of the border of the zone are entitled to a Reflex save. Victims plummet for three full rounds before striking the bottom, over 2.5 miles below. Unless those falling find a way to arrest their descent, death is certain.
38+	The ground beneath a single target opens, revealing a portal to whatever hell awaits them, be it hungering demon, angry god, disappointed patron, or simply oblivion. PCs faced with their ultimate fate who somehow survive are still forever marked - their luck has all but run out. Their Luck scores are reduced to 4 and will not regenerate, regardless of class. Only winning favor anew from the gods will ever increase their Luck.

Diabolic Dominion	
Level: 2	**Range:** Varies **Duration:** Varies **Casting time:** 1 action **Save:** Will vs. check
General	Harnessing the blackest of infernal powers, the wizard subjugates another to their will, forcing them do to their bidding and enslaving their very souls. The caster need not be audible (or even understandable) to their target as they are working their will directly on the spirit of their victim.
Manifestation	Roll 1d5: (1) caster's eyes begin to hypnotically swirl and spiral; (2) a ghostly image of the caster's face appears in the air above his victim, issuing orders; (3) caster's commands can be heard as if whispered directly into the victim's ears; (4) the commands of the caster manifest as flaming letters that streak through the air and into the mouth of the target; (5) an invisible imp leaps onto the back of the victim, reaching into their necks and pulling the strings of their soul like an unseen puppet master.
Corruption	Roll 1d4: (1) caster's force of will weakens, causing him to permanently lose 1 point of Personality; (2) caster loses the ability to maintain an inner monologue and must make a DC 13 Will save once per day or voice their entire stream of consciousness; (3) caster's eyes turn yellow dominated by an orange spiral; (4) caster becomes prone to fits of rage when his orders are not obeyed. DC 10 Will save or immediately attack those refusing to do his bidding.
Misfire	Roll 1d4: (1) the wizard stupefies themself, becoming slavishly obedient to all but suicidal commands for 1d20-CL minutes; (2) the minds of the wizard and his target switch bodies for 1d5 rounds; (3) the victim gains a +1 bonus towards Will saves for 1d3 hours; (4) the wizard suffers a -1d check to all spellcasting for the next 1d3 rounds while they clear their head.
1	Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + patron taint + misfire; (1-2) corruption; (3) patron taint (or corruption if no patron); (4+) misfire.
2-11	Lost. Failure.
12-13	The caster may issue a single, mundane command that poses no risk of danger to a target within 20'. The command lasts for 1d3 rounds.
14-15	The wizard gains control of a victim within 50' and may issue mundane commands to them that pose no risk of danger within 1d4 turns.
16-19	The caster may issue commands to a victim within 100'. These commands may carry risk of injury but may not be combative or suicidal in nature. The caster's hold lasts for 1 turn.
20-21	The caster may issue commands to a victim within 500'. These commands may carry risk of injury but may not be combative or suicidal in nature. The caster's hold lasts for CL turns.
22-25	The wizard may issue orders to any target within line of sight. These commands may pose risk or even send the victim into combat; however, blatantly suicidal orders or physical injury allow the victim an additional saving throw. The dominion lasts for 2d3 rounds.
26-29	The caster's mind may dominate and control any familiar target within 1 mile. The target must be known to the wizard so as to be able to be reachable. The commands may pose risk or even send the victim into combat; however, blatantly suicidal orders or physical injury allow the victim an additional saving throw. The caster's control lasts for 1d5+CL rounds.
30-31	The caster's mind may dominate and control any known target within 10 miles. The wizard must be at least passingly familiar with the subject so as to be able to reach their mind. The caster's commands may pose risk or even send the victim into combat; however, blatantly suicidal orders or the suffering of physical injury allow the victim an additional saving throw. The caster's control lasts for 1d3+CL turns.
32-33	The wizard overwhelms the will of any single known target within 25 miles. The wizard must be at least passingly familiar with the subject so as to be able to reach their mind. The caster's commands may pose risk or even send the victim into combat; however, blatantly suicidal orders or the suffering of physical injury allow the victim an additional saving throw. The caster's control lasts for 1d3+CL hours.
34+	The wizard's will subsumes the soul of any single person known to them, permanently reducing their Personality by 1 and wresting complete control of their actions for a number of days equal to 1d3+CL. The victim receives a new Will save each morning.

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

26-28	Victim suffers 1d10+CL damage per round. Unprotected wizards must make a Fort save vs. spell check or suffer a minor corruption effect, while unprotected clerics suffer 1d3 points of disapproval. This spray lasts 1d7 rounds unless maintained further.
29-33	Victim suffers 1d12+CL damage per round. Unprotected wizards must make a Will save vs. spell check or immediately cast 1d3 random known spells upon themselves. This spray (and damage) lasts 1d6 rounds unless maintained further.
34-35	Victim suffers 1d14+CL damage per round. Unprotected wizards must make a Fort save vs. spell check or suffer a major corruption effect, while unprotected clerics suffer 1d5 points of disapproval. This spray lasts 1d5 rounds unless maintained further.
36-37	Victim suffers 1d16+CL damage per round. Unprotected wizards must make a Will save vs. spell check or immediately cast 1d3 random known spells upon themselves and be unable to benefit from spellburn for CL in days. This spray lasts 1d4 rounds unless maintained further.
38-39	Victim suffers 2d10+CL damage per round. Unprotected wizards must make a Fort save vs. spell check or suffer a greater corruption effect while unprotected clerics suffer 2d3 points of disapproval. This spray lasts 1d3 rounds unless maintained further.
40+	The phlogistonic powers at the burning heart of the universe are unleashed upon the caster's target. Unprotected wizards immediately roll and suffer the effects of all their known spells; unprotected clerics immediately suffer 2d5+CL disapproval. Victim must make a DC 25 Fort save or immediately suffer a number of greater corruption results equal to the caster’s level. This effect lasts 1 round unless maintained further.

Technical Affinity

Level: 2 **Range:** Self **Duration:** Varies **Casting Time:** Varies **Save:** N/A

General

Some wizards make up for a lack of proficiency in their abilities with magic by enhancing their craft through the use of various arcane aids and tools. They may be alchemists who mix strange ingredients with mystic reagents or thaumaturges with a wide array of sympathetic items. They may be astrologers who rely on the ebb and flow of cosmic tides or artificers who construct reality bending tools to elevate their craft. These wizards go beyond their personal limitations by relying as much on their tools as their own energies.

This spell is the mechanism by which one learns a school of technical magic. The spell forms an affinity between the caster and one particular branch of assisted wizardry. This affinity comes after much time and labor is expended and has a cost: the spell slot is forever occupied by this very spell, and the caster is forever constrained to the technical element he chooses, unable to wield magic without its employment. However, this spell also has a benefit: it makes the caster more powerful in the workings of magic.

Although this spell is listed in the caster's spell book as the spell *technical affinity*, it is really a different spell depending on each caster's goal. It truly represents the time and effort necessary to develop an affinity for a particular type of assisted of magic. The "casting time" is a set of rituals and actions necessary to form the affinity. This is a 2nd-level spell because a caster must understand the basic principles of magic before being knowledgeable enough to work in a technical aspect. Traditional affinities and their "casting time" are as follows. Note the "casting time" can, in game terms, be considered to overlap with adventuring time or be a lull between adventures.

- **Alchemist:** A specialist in blending reagents and ingredients together to enhance spells, or to even replace them. An alchemist must spend at least two years in the laboratory of a transmuter, studying the properties of different materials.
- **Artificer:** A specialist in the creation and use of tools meant to channel and focus magical energies on a spell-by-spell basis. An artificer must spend at least one year learning the fine workmanship involved in the creation of these tools and how the tools focus and enhance magic.
- **Astrologer:** A specialist in the movement of celestial bodies and how they impact and alter the flow of magic. This is a time-consuming specialty, requiring tomes full of tables, arduously drawn-out charts, and massive amounts of preparation to be ready for what the future tides of magic will make available. An astrologer must spend at least three years studying ancient tomes and observing the heavens to learn what he needs to tap into the power of the stars.
- **Thaumaturge:** A specialist who relies on the magical principle, "As above, so below." Using miniature replicas and tiny portions of items to be impacted by their spells, thaumaturges work closely with the material of the mudane where it borders with the arcane. A thaumaturge must spend at least two years studying the natural world and how it impacts arcane energies.

After a specialist has committed the necessary "casting time" to specialize in one field, a spell check is made. The spell check determines the benefit of specialization, as noted below. Many specialists utilize spellburn at this point to ensure a good result. Some specialists may attempt ritualized versions of this spell by casting it in concert with others of their chosen technical field. Consult the ritual magic section (DCC RPG core rulebook, p. 124) to determine the nature of the ritual.

The caster may not specialize in more than one technical field and may only attempt to study a different field should their initial attempt end in disaster.

Manifestation

N/A

Corruption	Roll 1d4 according to specialty: **Alchemist:** (1) smoke rises from caster's body every time they touch water; (2) caster gives off an aroma of brimstone detectable at 50'; (3) all alcohol in 20' proximity to the caster immediately turns to pure water; (4) all gold touched by the caster turns to lead. **Artificer:** (1) caster's face becomes akin to that of an automaton, unable to express emotion; (2) caster's body is disfigured with portions of damaged flesh replaced by bits of arcane materials bearing mystic sigils; (3) caster's body is infused with materials granting +1 to AC and -10' to movement; (4) caster smells of burning metal. **Astrologer:** (1) the light of the sun weakens the astrologer, inflicting a -1d penalty on all spell checks while in sunlight; (2) the light of the moon twists the caster's mind and body, granting a +2 bonus to Strength and inflicting a -5 penalty to Intelligence while exposed to moonlight; (3) caster's eyes are replaced with a swirling pattern of ever-changing stars; (4) caster must roll "lucky sign" anew every day. **Thaumaturge:** (1) caster is -1d on saves against magic assisted with thaumaturgy; (2) caster is followed by semi-sentient bits of his own hair and skin; (3) the lighting of a small fire by the caster (such as a single rush or a candle) immediately ignites a much larger fire somewhere within 25'; (4) wizard casts no reflection or shadow.
Misfire	N/A
1	The technical affinity fails and the caster automatically suffers corruption during a research accident. The caster does not gain any particular insight or knowledge from his study and expenditure of arcane energy. The caster is banished from that field of study and may not attempt another spell check without spending the appropriate amount of time in study to learn a new field.
2-13	The technical affinity fails. The caster does not gain any particular insight or knowledge from his study and expenditure of arcane energy. The caster may not attempt another spell check without expending half again as much time in study (e.g., if he spent one year getting to this point, he must now spend another six months).
14-15	The caster establishes a nominal affinity with the technical form that he is studying. He gains the ability to learn a single spell of one level higher than he is normally entitled to. Any spell above his normal casting level requires 4x the regular time to cast while all other spells have their casting time doubled.
16-19	The caster establishes a strong affinity with the technical form that he is studying. He gains the ability to learn two spells of one level higher than he is normally entitled to. Any spell above his normal casting level requires 3x the regular time to cast while all other spells have their casting time doubled.
20-21	The caster establishes a powerful affinity with the technical form that he is studying. He gains the ability to learn two spells of up to two levels higher than he is normally entitled to. Any spell above his normal casting level requires 3x the regular time to cast while all other spells have their casting time doubled. The caster permanently loses 1 point of Stamina while gaining 1 point of Intelligence to reflect the physical duress as well as the dedication required to expand his usage of magic.
22-25	The caster gains a true understanding of his chosen technical form. He gains the ability to learn two spells of up to two levels higher than he is normally entitled to, as well as gaining an additional spell slot above his norm. Any spell above his normal casting level requires 3x the regular time to cast while all other spells have their casting time doubled. The caster permanently loses 1 point of Stamina while gaining 1 point of Intelligence to reflect the physical duress as well as the dedication required to expand his usage of magic.
26-29	The caster is a master of his technical form. He gains the ability to learn two spells of up to three levels higher than he is normally entitled to, as well as gaining two additional spell slot above his norm. All spell casting times are doubled. Spell checks for any spells within his normal casting ability are rolled at +1d. Additionally, the caster permanently loses 1 point of Stamina while gaining 1 point of Intelligence to reflect the physical duress as well as the dedication required to expand his usage of magic.

30+	The caster is a grandmaster of his technical form. He gains the ability to learn two spells of up to three levels higher than he is normally entitled to, as well as gaining three additional spell slots above his norm. All spell casting times are doubled. Spell checks for any spells within his normal casting ability are rolled at +1d and he may choose a single of those spells to cast at +2d (once selected this may not be changed). Additionally, the caster permanently loses 1 point of Stamina while gaining 1 point of Intelligence to reflect the physical duress as well as the dedication required to expand his usage of magic.

Wand Magic	
Level: 2	**Range:** Self **Duration:** Permanent **Casting Time:** 1 week/CL **Save:** N/A
General	Favored by artificers, but relied upon by many, with this spell, the wizard crafts a wand and imbues it with magical energies linked to his soul. A wizard can create only one wand at a time but suffers great pains if it is destroyed. The material cost is 750 gp per caster level, plus any unusual materials (e.g., an adamantine wand requires sufficient adamantine), plus a minimum of 2 points of spellburn per caster level to properly bond the wand. One point of this spellburn never heals; it is permanent ability loss. Additionally, the caster must have the requisite spells that will be placed into the wand, and be able to utilize them without rest during the casting period. The casting period is ongoing with brief spurts of restless sleep, and the caster does not heal spellburn (or other wounds) during this time. The wand's efficacy is much greater at higher caster levels, and thus the time and material cost rises as the wizard progresses in power level. In the descriptions below, "original caster level" refers to the level at which the wizard crafted the wand – if he advances in level after creating the wand, abilities associated with original caster level do not increase. Foolish is the wizard who rushes to create a wand.
Manifestation	One wand to be crafted by the caster, of any wood, metal, bone, or other material.
Corruption	Roll 1d8: (1-4) minor; (5-6) major; (7-8) greater.
Misfire	N/A
1	Lost, failure, corruption, and patron taint!
2-11	Lost. Failure.
12-13	Failure, but the spell is not lost.
14-15	The caster succeeds in crafting a simple wand, which is linked to his soul. If the wand is ever destroyed, he immediately takes damage equal to 2 hit points per original caster level. The wand grants a +1 spell check bonus to castings made during a spell duel. The wand also emits light in a 20' radius, which can be turned on or off and vary in intensity from candlelight to full daylight, at the caster's discretion.
16-19	The caster succeeds in crafting a simple wand, which is linked to his soul. If the wand is ever destroyed, he immediately takes damage equal to 2 hit points per original caster level. The wand grants a +1 spell check bonus to castings made during a spell duel. The wand also emits light in a 20' radius, which can be turned on or off and vary in intensity from candlelight to full daylight, at the caster's discretion. During the casting time, the caster may attempt a single casting of one other spell he knows. If it succeeds, in addition to the spell duel bonus, the wand's wielder receives a +1 bonus to spell checks when casting that spell or a +2 bonus if the original caster level is 4 or higher.
20-21	The caster succeeds in crafting a simple wand, which is linked to his soul. If the wand is ever destroyed, he immediately takes damage equal to 2 hit points per original caster level. The wand grants a +1 spell check bonus to castings made during a spell duel. The wand also emits light in a 20' radius, which can be turned on or off and vary in intensity from candlelight to full daylight, at the caster's discretion. During the casting time, the caster may attempt a single casting of one other spell he knows. If successful, in addition to the spell duel bonus, the wand's wielder receives a +1 bonus to spell checks when casting that spell or a +2 bonus if the original caster level is 4 or higher.

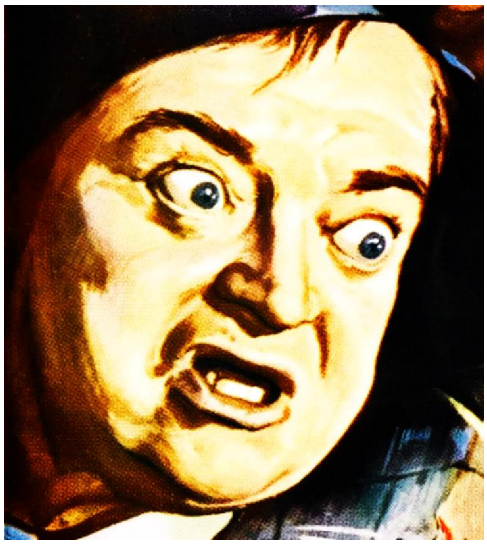
	The wand also grants a +1 bonus to saving throws or a +2 bonus if the original caster level is 4 or higher.
22-25	The caster succeeds in crafting a simple wand, which is linked to his soul. If the wand is ever destroyed, he immediately takes damage equal to 2 hit points per original caster level. The wand grants a +1 spell check bonus to castings made during a spell duel. The wand also emits light in a 20' radius, which can be turned on or off and vary in intensity from candlelight to full daylight, at the caster's discretion. During the casting time, the caster may attempt a single casting of one other spell he knows. If it succeeds, in addition to the spell duel bonus, the wand's wielder receives a +1d bonus to spell checks when casting that spell or a +4 bonus if the original caster level is 4 or higher. The wand also grants a +1 bonus to saving throws or a +2 bonus if the original caster level is 4 or higher.
26-29	The caster succeeds in crafting a simple wand, which is linked to his soul. If the wand is ever destroyed, he immediately takes damage equal to 2 hit points per original caster level. The wand grants a +2 spell check bonus to castings made during a spell duel. The wand also emits light in a 20' radius, which can be turned on or off and vary in intensity from candlelight to full daylight, at the caster's discretion. During the casting time, the caster may attempt a single casting of one other spell he knows. If it succeeds, in addition to the spell duel bonus, the wand's wielder receives a +1d bonus to spell checks when casting that spell or a +4 bonus if the original caster level is 4 or higher. The wand also grants a +2 bonus to saving throws or a +4 bonus if the original caster level is 4 or higher.
30-31	The caster succeeds in crafting a simple wand, which is linked to his soul. If the wand is ever destroyed, he immediately takes damage equal to 2 hit points per original caster level. The wand grants a +2 spell check bonus to castings made during a spell duel and incoming spells during a spell duel are cast at -1d. The wand also emits light in a 20' radius, which can be turned on or off and vary in intensity from candlelight to full daylight, at the caster's discretion. During the casting time, the caster may attempt a single casting of one other spell he knows. If it succeeds, in addition to the spell duel bonus, the wand's wielder receives a +1d bonus to spell checks when casting that spell or a +4 bonus if the original caster level is 4 or higher. The wand also grants a +2 bonus to saving throws or a +4 bonus if the original caster level is 4 or higher.
32-33	The caster succeeds in crafting a simple wand, which is linked to his soul. If the wand is ever destroyed, he immediately takes damage equal to 2 hit points per original caster level. The wand grants a +2 spell check bonus to castings made during a spell duel and incoming spells during a spell duel are cast at -1d. The wand also emits light in a 20' radius, which can be turned on or off and vary in intensity from candlelight to full daylight, at the caster's discretion. During the casting time, the caster may attempt a single casting of two other spells he knows. If it succeeds, in addition to the spell duel bonus, the wand's wielder receives a +1d bonus to spell checks when casting those spells or a +4 bonus if the original caster level is 4 or higher. The wand also grants a +2 bonus to saving throws or a +4 bonus if the original caster level is 4 or higher. Further, the caster can imbue fixed charges associated with the two spells he casts into the wand. For the first spell, he makes a spell check. If it succeeds, he makes another spell check for the same spell, a number of times up to his caster level. Then he repeats this process for the second spell. For each check that succeeds, he powers the wand with 1 charge of the relevant spell. Afterwards, the wielder may burn those charges to cast the spells stored in the wand, making a normal spell check to cast the spell, modified by the +2 or +4 bonus associated with that spell. Spells released from the wand are cast with the primary action die of the wizard at his original caster level. Once expended, the charges are lost unless renewed. Renewal requires a modified casting of this spell, with a casting time of 1 week and no materials or spellburn required; if this modified version succeeds at DC 30 or better, the caster can repeat the process above to restore the castings, but cannot exceed the original number of charges.

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

Wizards

The Brotherhood of Magicians and Sorcerers is a large group that includes some of the greatest practitioners of the art. While they are not known to often travel to the Wizard's conclaves, presented below are a few of their more notable members, should a judge wish to bring a little Vincent Price vibe to the 998th Conclave of Wizards.

Dr. Adolphus Bedlo



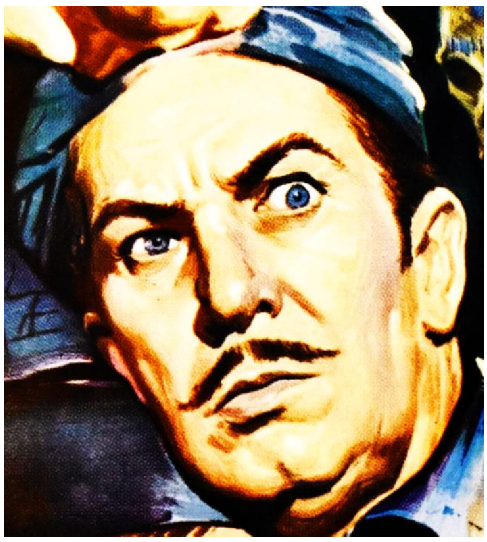
Dr. Bedlo is both hampered and helped by his reliance on occult apparatus. While it allows him access to spells normally beyond his reach, it has not given him any greater abilities beyond his own, humble, natural talents. Looking out only for himself, Bedlo will seek to curry favor from whoever seems most powerful.

Alignment: Neutral.
Goals: Survival.
Tells: If Bedlo's lips are moving, he is either scheming or lying.

Dr. Bedlo: Init +1; Atk fist +1 melee (1d3), as weapon, or spell; AC 11; HD 5d4; hp 15; MV 30'; Act 1d20+1d14; SP spellcasting (+4 spell check); SV Fort +2, Ref +1, Will +2; AL N.

Spells known: (Level 1) *detect magic*, *read magic*; (Level 2) *fire resistance*, *technical affinity: artificer*, *wand magic*; (Level 3) *deceptive dissolution*, *make potion*; (Level 4) *Bedlo's promethean sphere*.

Dr. Erasmus Craven



The son of the powerful magician Roderick Craven, former Grandmaster of the Brotherhood of Magicians and Sorcerers, Dr. Craven is a gentleman's wizard. Kind of disposition, and loath to show off his talents, he merely wishes to practice his craft in private. Dr. Craven is a vegetarian.

Alignment: Neutral.
Goals: To hone his craft to perfection.
Tells: A knowing and Cheshire-like grin.

Dr. Craven: Init +2; Atk fist +4 melee (1d3+1), as weapon, or spell; AC 12; HD 8d4; hp 28; MV 30'; Act 1d20+1d20; SP spellcasting (+4 spell check); SV Fort +4, Ref +3, Will +6; AL N.

Spells known: (Level 1) *animal summoning*, *cantrip*, *detect magic, force manipulation*, *magic shield*, *read magic*; (Level 2) *ray of enfeeblement*; (Level 3) *deceptive dissolution*, *dispel magic*, *fly*, *make potion*; (Level 4) *phlogistonic spray*, *polymorph*.

Dr. Scarabus

Grandmaster of the Brotherhood of Magicians and Sorcerers, Dr. Scarabus is a longtime rival and enemy of the Craven family. While outwardly he seems almost grandfatherly, his unbridled lust for power leads him to weave Machiavellian machinations against those whose power he envies.

Alignment: Neutral.
Goals: To surpass the power of all other wizards.
Tells: Steepling his fingers.

Dr. Scarabus: Init +2; Atk fist +4 melee (1d3+1), as weapon, or spell; AC 12; HD 8d4; hp 28; MV 30'; Act 1d20+1d20; SP spellcasting (+4 spell check), unique manifestation (*magic missile*); SV Fort +4, Ref +3, Will +6; AL N.

Unique manifestation: Dr. Craven's *magic missile* spell magically summons weapons from across time and space that do damage equal to the spell result, ranging from a slender dart to large-scale artillery.

Spells known: (Level 1) *animal summoning*, *force manipulation*, *magic missile*, *ropework*, *ward portal*; (Level 2) *diabolic dominion*, *knock*; (Level 3) *dispel magic*, *fireball*, *imbue the stone* (see Sanctum Secorum Companion #10, pg. 13), *lightning bolt*, *make potion*; (Level 4) *phlogistonic spray*, *polymorph*; (Level 5) *devouring void*.

Like all wizards, the Brotherhood's members (referred to as "doctors") jealously guard their individual secrets and refuse to share them, instead being more content to continue their research and show off the results from time to time. It is said that the greatest among them are capable of casting spells with only the subtlest of gestures, making them truly unpredictable foes when roused.

The position of Grand Master within the Brotherhood is a hereditary one, passed from father to son, although any member may attempt to claim the title by defeating the current grandmaster in a spell duel. Duels among members of the Brotherhood of Magicians and Sorcerers are rarely lethal affairs and, in such cases, the seriousness of the duel is made quite clear.

Despite being ruled over by a rigid heirarchy, the Brotherhood's members are neutral, although their individual behaviors may pendulum towards lawful or chaotic in particular instances.

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