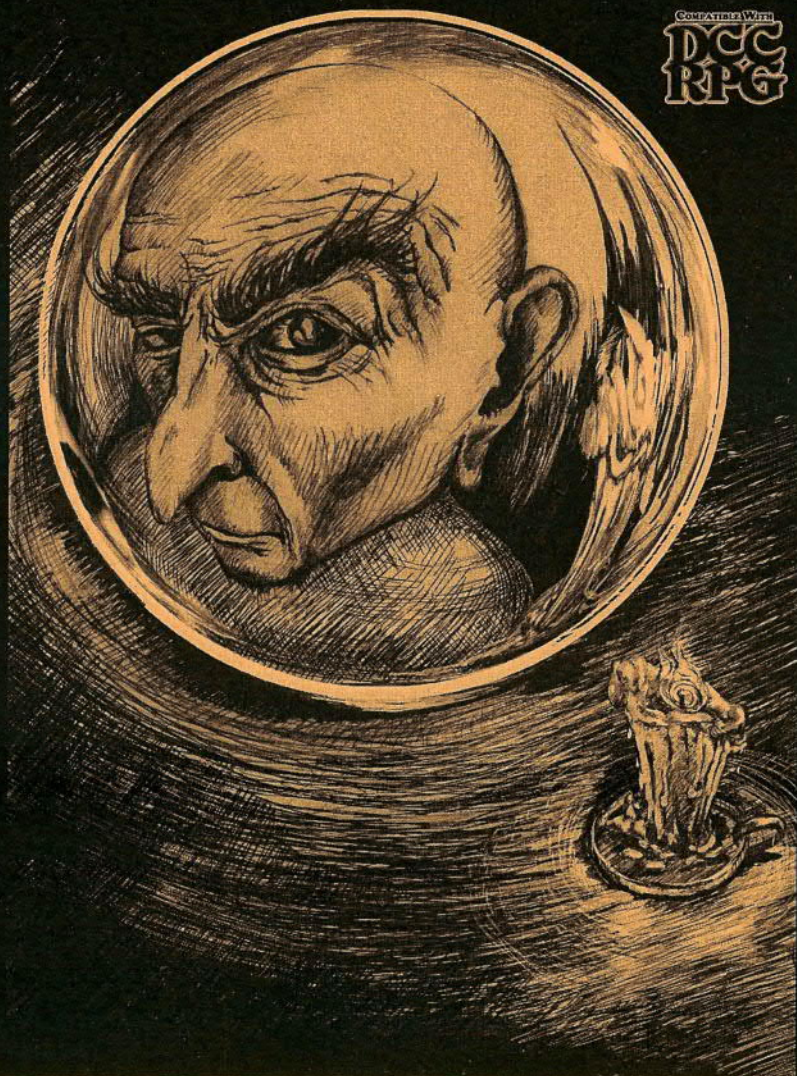


Crawl!

#3

The Magic Issue!

COMPATIBLE WITH
DCC
RPG



Crawl! fanzine No.3 - PDF Edition

This edition makes reference to Van den Danderclanden in Crawl! No.1. As a bonus, the complete patron is included free with the purchase of this edition.

Crawl!fanzine

No.3
PDF Edition

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COMPATIBLE WITH
**DCC
RPG**

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Save Versus Magic!

Welcome to the 3rd issue of *Crawl!*

One of the mainstays of fantasy genre is magic. Fantasy is unimaginable without something magical, or at least supernatural. But what is magic? To some, magic is just technology they can't understand. But in *DCC RPG*, magic is not only understood, but regularly practiced by brave - or foolish - individuals willing to accept inevitable corruption, physical & mental degradation and mutation in exchange for magic's unpredictable power. Characters that decide to meddle with magic must come to terms with this. Some casters will proudly wear their corruption as a badge of power. While not for everyone, the corrupting nature of DCC RPG magic is one of its signature elements. It's what makes DCC RPG special and different from other fantasy RPGs, especially the original FRPG, Dungeons & Dragons.

So what we have here is an issue of *Crawl!* focused on magic! First we have a simple magic system that emulates the random nature of DCC RPG magic, but is designed for short term non-player characters. Then we have the first of a series by *Sean Ellis*, which reconsiders what a Kobold is, and casts it as a magical creature of legend. Next up are the anxiously anticipated patron spells of *Brett Miller's Van den Danderclanden!* And they're as crazy as their creator. Then we have the 4th-level Wizard Spell, *Magic Wand*, as presented by *Daniel J Bishop, aka Raven Crowking!* While "missing" in the Core Rules, this shows that with a little work you can use certain concepts to design new spells. *Jon Wilson* brings us some magical defense with the *Talismans of Anti-magic!* A magical device that neutralize or misfire spells being cast by an opponent. And last, but not least, expanded Familiar lists from *Colin Chapman*. These expand the lists of Familiars from 14 to 20! That's 18 new familiars!

It's an exciting issue that will expand your game with more options, especially magic options.

Enjoy!

Reverend Dak

(Dungeon) Master in Chief

Correspondence, Concerns and/or Criticism? Contact!

Crawl! Fanzine

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Submissions!

Original submissions are welcome. Everything that gets published will belong to the author, artist and creator. For art submissions, send a link to some samples. I prefer old-school D&D style black and white line-art with hatching or halftone. Smaller, incidental fantasy themed pieces are always needed. If you have a brilliant idea or proposal, I want to see it, but make sure you use a short and informative subject line. Include a quick blurb or sample text in the email. Don't send attachments until requested. All contributors will get a free copy of the zine. Email crawl@straycouches.com.

NPC MAGIC

and Spellcasting by Reverend Dak



Art by Lauren Simpson

It's no secret that I use Old-School and Old-Edition D&D materials in my personal game. *Swords & Wizardry** is my go to game for OSR reference. It makes use of Ascending AC, simplified spells and monster stats. Monsters are especially simple to use, and can be converted on the fly. But spellcasting NPCs aren't as simple. Spells work differently in DCC RPG so a bit more work is needed to convert NPC magic. One method is to use the tricks found in the *Crawl!* fanzine article, OSR Conversions: Spells (see *Crawl!* fanzine no.1). These tricks work really well for NPCs, especially if you have old-school spell references, such as *The Warlock's Home Brew's Book of Wizardry & Book of the Divine* for *Swords & Wizardry RPG***. (Check out the *Digest of Dungeon Dwelling Denizens* while you're at it!)

Officially, spellcasting NPCs have stats that use a much more simplified "magic" attack, that works very much like a weapon attack. This is fine for simple NPCs but it's also recommended to use full "PC style" stats for major NPCs. Full stats can be useful for Spell Duels.

This article expands on the concept of simple NPC spell-like effects by making them function similar to PC spells. This is done through a Spell Check with spells that include misfire and critical effects. The spells are broken down into three basic effects: Harmful, Defensive and Other spells. These spells can replace the Harmful and Prestidigitation spells found in DCC RPG adventures and the Core Book. It is encouraged that the effect be modified to fit a NPC's unique role and description. A typical NPC will have a number of spells equal to their Hit Dice or Caster Level.

*<http://www.swordsandwizardry.com/>

**<http://warlockshomebrew.blogspot.com/p/swords-wizardry.html>

Casting NPC Spells

The Judge rolls a d20 modified by the creature's Hit Dice, or Caster Level (CL), as the Spell Check. The basic spell effect is cast if the Spell Check roll is equal to or better than the listed DC. Fumble and Critical effects are listed in parentheses. Some spells allow for a saving throw as noted. As with PC spells, a successfully cast spell may be cast again later and failed spells are lost for the day.

HARMFUL SPELLS

Magic Missile: DC 12, 1d4 missiles hurled at one target, 1d4+CL damage per missile. (Fumble: a magical explosion, caster takes 1d4+CL damage. Critical: 1d4+CL missiles for 1d4+CL damage, each missile can be aimed at separate targets.)

Fireball/Lightning Bolt: DC 16, one ball of fire or bolt of lightning is hurled into a 20 sq. ft. area or 40 ft. long bolt, up to 100 feet away. All targets in the area take damage of 1d6 per Caster Level. (Fumble: the caster partially self-immolates, taking 5d6 damage. Critical: half CL (rounded down) balls of fire or bolts of lightning up to 200 feet.) Ref save vs. Spell Check for half damage.

DEFENSIVE SPELLS

Healing: DC 12, caster can heal 1d8 hit points. DC 20, caster can cure disease, poison or remove curse. (Fumble: caster self inflicts 1d6 damage. Critical: caster may heal 1d8 hit points per Caster Level and cure disease, poison and remove curse up to six targets.)

Magic Shield: DC 12, caster gains +4 AC for 2d6 rounds. (Fumble: caster is blown back 10' and knocked prone, taking 1d4 damage. Critical: caster gains +4 AC for 1d4 turns, automatically blocks Magic Missiles & mundane attacks.)

Bless: DC 14, caster may bestow one target a +1 to all skill checks, attack & damage rolls and saving throws for 1d6 turns. (Fumble: caster becomes cursed. Critical: up to 6 targets may be blessed at once.)

Mirror Image: DC 14, 1d4 images of the caster acting in sync. Attackers can't tell the images from the real caster. Any attacks may randomly hit an image instead of the caster, which disappears if hit. (Fumble: caster sees double, all attacks -4, for 1d6 rounds. Critical: 1d4+CL images.)

Dispel Magic: DC 16 plus spell level (if applicable), caster can cancel or neutralize a magic effect for 1d6 rounds. (Fumble: caster nullifies own magic abilities for 1d4 rounds. Critical: 1d4 turns.) Will save vs. Spell Check.

OTHER SPELLS

Cause Fear: DC 12, target flees for 1d3 rounds. (Fumble: caster flees for 1d4 rounds. Critical: target flees for 1d3 turns.) Will save vs Spell Check.

Charm/Command: DC 12, target is subject to one single word command for 1d6 rounds. (Fumble: caster enamored with target for 1d4 rounds. Critical: Target is subject complete control until dispelled.) Will save vs Spell Check.

Sleep: DC 12, one target falls asleep for 1d6 rounds. (Fumble: caster becomes drowsy, all skill checks, attack rolls and saving throws at -4 for 1d4 rounds. Critical: up to three targets fall asleep for 1d4 hours.) Will save vs Spell Check.

Web: DC 14, sticky spider webs fill a 10 cu. ft. area for several hours, up to the CL in hours. Movement within the area is halved if using fire, weapons, or strength check (DC 15) to break through the webs. (Fumble: caster becomes wound up in spider webs, strength check (DC 15) to break free. Critical: up to 20 cu. ft. area.)

Sample NPC Spellcasters

Cult Leader: Init +1; Atk claws +2 (dmg 1d4); AC 16; HD 2d6+2; MV 30'; Act 2d20; SA Command, mirror image; SV Fort +2, Ref +2, Will +4; AL C.

Command: Spell Check d20+4, 11 or less, failure and lost. 12 or more, target is subject to one single word command for 1 round. (Fumble: caster is lost and confused for 1d4 rounds. Critical: target is subject to single word commands for 1d6 turns.) Will save vs Spell Check.

Mirror Image: Spell Check d20+4, 13 or less, failure and lost. 14 or more, 1d4 images of the caster acting in sync. Attackers can't tell the images from the real caster. Any attacks may randomly hit an image instead of the caster, which disappears if hit. (Fumble: caster sees double, all attacks -4, for 1d6 rounds. Critical: 1d4+CL images.)

Human Cultist: Init +0; Atk scimitar +1 (dmg 1d6); AC 14 studded leather; HD 1d6+1; MV 30'; Act 1d20; SA Cause fear, CL 2; SV Fort +2, Ref +0, Will +2; AL C.

Cause Fear: Spell Check d20+2, 11 or less, failure and lost. 12 or more, target flees for 1d3 round. (Fumble: caster flees for 1d4 rounds. Critical: target flees for 1d3 turns.) Will save vs Spell Check.

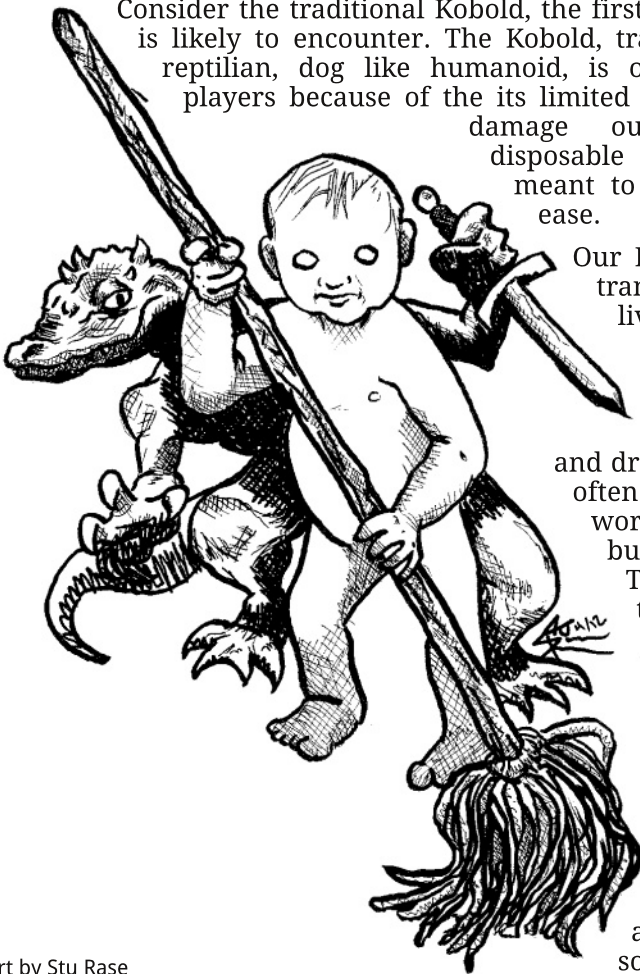
CONSIDER THE KOBOLD

A different take on the traditional kobold by Sean Ellis

As Judges we have the opportunity to build a world that surprises players with new ideas and remind them of gaming in a simpler time. Before D&D, the description of monsters in story is contradictory and odd, more likely to depend on the author's needs to tell a story than a Judge's need to offer balanced encounters. Monsters are magical and otherworldly things, anything but common and predictable. This column will reconsider generic monsters to make them fresh and mysterious... the way they were to us before we memorized our first Monster Manual.

Consider the traditional Kobold, the first monster a new PC is likely to encounter. The Kobold, traditionally a small, reptilian, dog like humanoid, is offered to younger players because of its limited hit points and low damage output. They are disposable beasts that are meant to be squashed with ease.

Our Kobolds are fairies, transitioning from living in the wild to sharing residence with humans. When given offerings of food and drink, the Kobold will often assist with the work of a household or business. The tale of The Shoemaker and the Elves is actually not a story about elves at all, but a group of happy Kobolds! If the Kobold does not feel sufficiently respected he turns nasty. This often starts with small pranks, such as using magic to sour milk, but can



Art by Stu Rase

grow into malicious acts. Miners have tales of Kobolds filling passages with their poisonous breath or causing cave-ins as revenge for a lack of proper offerings. Naming the element Cobalt may have been an attempt to placate the beasts with geological fame. Kobolds are able to take a few forms: that of a fire, a candle, small animals, a baby, or remain invisible.

Kobold: Init +1; Atk improvised weapon -2 melee and ranged (1d4-2); AC 12; HD 1d4; MV 20"; Act 1d20; SP shape change (baby, fire, candle, small common animal at will), invisibility (3 X daily), kobold cantrip, poison breath; SV Fort +0, Reflex +0, Will -2; AL N. Kobolds are fairies, and do not need to eat, drink, or breathe.

Kobold's Cantrip: This special ability is used to break items or cause them to spoil. The item needs to be within five feet of the Kobold and gets DC 12 Will save if it's currently under the control of a PC (i.e. a potion on a belt, or a weapon in hand). Failure demands a 1d6 roll on the following Table: Kobold's Cantip. If the item is unattended the Kobold gets whichever result he prefers.

Table: Kobold's Cantrip (1d6)

1	Junked! The item is dulled, rusted, or too foul smelling to use until repaired at the next town, which costs 10% of the item's worth and requires a crafter of that item.
2	Fouled! The item is broken or spoiled, but easily repaired or aired out with a few hour's worth of free time and access to proper materials. There are no costs for this repair.
3-4	Gross! The item is no longer in great form, but it still works. For the rest of this adventure the item is at -1 to any of its effects (weapons receive a penalty to hit, healing potions do one point less, etc). When this could result in multiple penalties, such as a weapon which needs rolls both for attack and damage, the GM chooses which ONE effect receives this penalty.
5-6	Meh! The item is usable but unpleasant. The GM is encouraged to describe the exact details, just as players are encouraged to now call the player "poopy boots" or "sticky scroll" or what have you.

Poisonous Breath: The Kobold can choose to exhale a cloud of poisonous fumes that extends into a five sq. ft area. An additional five sq. ft. area is added to this cloud for every round spent only breathing (no movement.) Each adjacent Kobold can add to this area. Non-Kobolds subject to this gas are allowed a DC 12 Fort save. Failure results in 1d4 points of temporary strength damage.

PATRON SPELLS

of the Supernal Archmage

Van den Danderclanden's patron spells at last! by Brett Miller



Art by Brett Miller, Additional writing by Reverend Dak

Van den Danderclanden's previous selves and peon followers are granted three unique, but chaotic, spells as follows:

Level 1: *Van den Danderclanden's Hateful Blemish*

Level 2: *Snafufubar*

Level 3: *Elastic Reality*

Spellburn: Van den Danderclanden

Van den Danderclanden enjoys the stinging and whirling winds of chaos. His multiple selves and servants express their glee by randomly sacrificing their minds and bodies to gain power and corruption. When a past self or peon, exercises spellburn, roll a 1d4 to determine a possible sacrifice or come up with something similar to express the caster's joy in chaos.

Roll Spellburn Result

- 1 Van den Danderclanden occasionally appears in dreams and visions in a skeletal form. The caster feels compelled to emulate this by filleting his own skin to expose bones (expressed as Stamina, Strength or Agility loss.) The caster must succeed on a DC 10 Fort save or suffer a permanent stat point loss from the mutilation. Failure and success will result in a partial skeletal form granting a maximum +1 AC bonus for the duration of the spellburn stat loss.
- 2 The chaotic master will randomly corrupt the mental facilities of his peon. For each point of spellburn, another point will be lost from Intelligence or Personality (determined randomly.) This point will be worth twice its value but the stat loss will last for 1d4 days.
- 3 The Supernal One loves pranks. He will pull them on his former self and servants by swapping their hands for feet or vice versa (determined randomly.) One hand or foot will be swapped for every 1 or 2 points spent. This effect happens instead of stat loss, but lasts for the equivalent amount of time.
- 4 The Immortal Archmage's discordian nature can be reflected in the cacophony of disorientating communication. For any points spent, the caster makes a DC 15 Will save. Failure means the caster loses the ability to construct a complete sentence. Words come out backwards, out of order or as gibberish. The caster may hear and cast spells as normal, but no one will understand a word being said. The effect happens instead of stat loss, but lasts for the same amount of time.

Van den Danderclanden's Hateful Blemish

Level 1 (Van den Danderclanden) Casting Time: 1 round

Range: varies, see below

Save: Will

Duration: varies, see below

General: Past selves and servants of the Supernal Archmage typically wallow in their corruptions, but innocent bystanders are usually offended with disgust. This negative energy is harvested and concentrated for later. The caster will use this energy to curse his enemy with an ugly mark. All who look upon it are violently repulsed.

Manifestation: 1d6. 1. The target's body becomes stooped and hunchbacked; face warped, deformed. 2. Target is covered in weeping sores. 3. Target's Superego dissolves: begins to loudly blaspheme, insult, and provoke. 4. Target becomes sexually repulsive. 5. Target flatulates uncontrollably. Surrounded by a choking, toxic cloud. 6. Target skin is caked in excrement, surrounded by swarming, biting insects.

1 Lost, Failure and Patron Taint

2-11 Failure. Lost.

12-13 All within 10 meters of target are so distracted by the blemish that all skill checks, saving throws and attack rolls suffer a -2 penalty. The blemish will last for 1 turn.

14-17 All within sight of target are so distracted by the blemish that all skill checks, saving throws and attack rolls suffer a -2 penalty. Those within melee range are compelled to attack the target. Blemish lasts for 1d3 turns.

18-19 All within sight of target are so distracted by the blemish that all skill checks, saving throws and attack rolls suffer a -2 penalty. Those within melee range are compelled to attack the target. The blemish is contagious. Any living thing that touches the target or lands a melee attack may also be inflicted by the blemish. New victims will suffer the blemish for 1 turn. The original target keeps it for 1d5 turns.

20-23 All within sight of target are so distracted by the blemish that all skill checks, saving throws and attack rolls suffer a -2 penalty. Those within melee range are compelled to attack the target. The blemish is contagious. Any living thing that touches the target or lands a melee attack may also be inflicted by the blemish (roll again for new manifestations.) All new targets suffer the blemish for 1d5 turns. The original target enjoys his new pariah status until Remove Curse is successfully cast on him.

- 24-27 All within sight of target are so distracted by the blemish that all skill checks, saving throws and attack rolls suffer a -2 penalty. Any living creatures within a quarter mile of the target are drawn to him and immediately compelled to use their most powerful weapon to rid the earth of him. The blemish is contagious. Any living thing that touches the target or lands a melee attack will now also be inflicted by the blemish (roll again for new manifestations.) All new targets suffer the blemish for 1d7 turns. The original target enjoys his new pariah status until Remove Curse is successfully cast on him.
- 28-29 All within sight of target are so distracted by the blemish that all skill checks, saving throws and attack rolls suffer a -2 penalty. Any living creatures within a quarter mile of the target are drawn to him and immediately compelled to use their most powerful weapon to rid the earth of him. The blemish is contagious. Any living thing that touches the target or lands a melee attack will now also be inflicted by the blemish (roll again for new manifestations.) All targets suffer the blemish for 1d7 turns. The original target enjoys his new pariah status until Remove Curse is successfully cast on him. If killed, the stinking corpse of the original target will continue to exhibit the effects of the spell for 1d5 days.
- 30-31 All within sight of target are so distracted by the blemish that all skill checks, saving throws and attack rolls suffer a -2 penalty. Any living creatures within a quarter mile of the target are drawn to him and immediately compelled to use their most powerful weapon to rid the earth of him. The blemish is contagious. Any living thing that touches the target or lands a melee attack will now also be inflicted by the blemish (roll again for new manifestations.) All targets suffer the blemish for 1d3 hours. If killed, the stinking corpse of all targets will continue to exhibit the effects of the spell for 1d7 days.
- 32+ All enemies within 100 feet become cursed with an ugly mark. All within sight of targets are so distracted by the blemish that all skill checks, saving throws and attack rolls suffer a -2 penalty. Any living creatures within a quarter mile of the target are drawn to them and immediately compelled to use their most powerful weapon to rid the earth of them. All targets suffer the blemish for 1d3 hours. If killed, the stinking corpse of the targets will continue to exhibit the effects of the spell for 1d7 days.

Snafufubar

Level 2 (Van den Danderclanden) Casting Time: 1 round

Range: per description

Save: Will

Duration: per description

General: Chaos and misfortune surrounds the persons and peons of Van den Danderclanden. This bad luck can be focused and taint enemies and, on some occasions, places. Anything that can go wrong, does.

Manifestation: 1d4. 1. Maniacal calliope music begins to play from some unseen source. 2. Action appears to be sped up considerably, although time passes as usual. 3. All affected entities feel slick, as if coated in grease. 4. The world appears to spin wildly!

1 Lost, Failure and Patron Taint

2-11 Failure. Lost.

12-13 Failure but not lost.

16-19 The target becomes very clumsy and will fumble on a 1-3 during the next round.

20-21 The target becomes very clumsy and will fumble on a 1-3. Target's language becomes garbled, he may not issue any instructions or cast a spell and be understood. The target is aware of this, and if he proceeds with spell casting regardless, any failure will be as if the spellcheck was made with a natural 1. The effect lasts for 1d4 rounds.

22-25 The target becomes very clumsy and will fumble on a 1-3. Target's language becomes garbled, he may not issue any instructions or cast a spell and be understood. The target is aware of this, and if he proceeds with spell casting regardless, any failure will be as if the spellcheck was made with a natural 1. The target also suffers a -1d to any Luck, and luck based checks. The effect lasts for 1d6 rounds.

26-29 Up to 1d3 targets may be affected. The targets become clumsy and will fumble on a 1-3. Targets's language becomes garbled, they may not issue any instructions or cast a spell and be understood. The target are aware of this, and if they proceeds with spell casting regardless, any failure will be as if the spellcheck was made with a natural 1. The targets also suffer a -1d to any Luck, and luck based checks. The effect lasts for 1d6 turns.

30-31 Up to 1d5 targets are affected. The targets become clumsy and will fumble on a 1-3. Targets's language becomes garbled, they

may not issue any instructions or cast a spell and be understood. The target are aware of this, and if they proceeds with spell casting regardless, any failure will be as if the spellcheck was made with a natural 1. The targets also suffer a -1d to any Luck, and luck based checks. The effect lasts for 1d6 turns.

- 32- 33 Up to 1d10 opponents are affected. The targets become clumsy and will fumble on a 1-3. Targets language becomes garbled, they may not issue any instructions or cast a spell and be understood. The target are aware of this, and if they proceeds with spell casting regardless, any failure will be as if the spellcheck was made with a natural 1. Targets lose 2 luck points and suffer a -1d to any Luck, and luck based checks. They must successfully make a Willpower save against DC 15 to make an attack against an opponent; failure indicates that they have attacked an ally by mistake. The effect lasts for 1d6 turns.
- 34+ The local area, i.e. local cubic mile, will become a place legendary for its unluck. All who enter immediately lose a luck point and suffer a -1d to any Luck, and luck based checks. Fumbles occur on 1-3 and all fumbles are resolved with +1d. Combat instructions are misheard, missives are confused, maps are mis-drawn, etc. this effect is permanent until magically dispelled.

Elastic Reality

Level 3 (Van den Danderclanden) Casting Time: 2 rounds

Range: per description Save: Will vs. Spell Check if target, or item owner, is unwilling

Duration: Caster level in turns, or noted otherwise

General: Alternate, past and future selves can swap realities. Mixing these inter-dimensional times and places can affect a caster's surrounding. Anything from single items to people and places can be switched on a whim. Sometimes the swap is simple. Sometimes the changes can be drastic.

Manifestation: 1d4. 1. Wizard appears as a blur during the duration of casting. 2. There is a blinding flash of light. 3. A sound like buzzing hornets rises and ends abruptly. 4. All present feel a powerful sense of *deja vu*.

- 1 Lost, Failure and Patron Taint
- 2-11 Failure. Lost.
- 12-15 Failure but not lost.

- 16-17 The caster may change a single mundane item within 10 feet with a random piece equipment. (See Table 3-4: Equipment in the Core Rules.)
- 18-21 The caster may change a single mundane item within 20 feet with any other mundane item of similar size & weight.
- 22-23 The caster may change any item within sight, including magical items, to any item that the caster is familiar with. Unique magic items may be swapped out with items of similar or less power. Previous owners of swapped items will have the memory and history of always possessing the new item.
- 24-26 The caster may change any item, including magical items, or a person up to the caster's level or hit dice within sight with any item of similar power or a random creature of similar level or hit dice. Caster must be familiar with the item. Random creatures are effectively summoned, but have free will. Targets (including swapped creatures or items owner) may make a save, Will vs Spell Check, if unwilling. If successful, the target's memory or history will change to the current reality.
- 27-31 The caster may change any item, including magical items, or a person up to the caster's level or hit dice within sight any item or person of similar power, level or hit dice. Caster must be familiar with the person or thing. Targets (including swapped person or items owner) may make a save, Will vs Spell Check, if unwilling. If successful, the target's memory or history will change to the current reality.
- 32- 33 The caster may change any person up to the caster's level or hit dice or items within sight, or room up to 20 cu. ft., with any person or item of similar size, power, level or hit dice or random location of similar size. Caster must be familiar with the person or thing. Targets (including swapped person or item's owner) may make a save, Will vs Spell Check, if unwilling. If successful, any target's memory or history will change to the current reality.
- 34-35 The caster may change any person up to the caster's level or hit dice, items, or area within sight with any person, place or item of similar size, power, level or hit dice. Caster must be familiar with the person, place or thing. Targets (including the swapped person or item's owner) may make a save, Will vs Spell Check, if unwilling. If successful, any target's memory or history will change to the current reality.
- 36+ The caster may change any person up to the caster's level or hit dice, items, or area within sight with any person, place or item of similar size, power, level or hit dice. Caster must be familiar with the person, place or thing. Targets (including swapped person or item's owner) may make a save, Will vs Spell Check, if unwilling. If successful, any target's memory or history will change to the current reality until dispelled.

Magic Wand

A 4th-level Wizard Spell by Daniel J. Bishop

Several spells were deliberately omitted from the Core Rules. One of these spells was the 4th-level spell, Magic Wand. It is encouraged that Judges come up with their own methods to create powerful magic items. And the unique nature of magic items in DCC RPG supports this practice. Here at Crawl! fanzine, we have come up with our own take on the spell, with the help of Daniel J. Bishop, aka Raven Crowking! This magic wand spell borrows heavily from Joseph Goodman's designs.-- Reverend Dak.



Art by Daniel J Bishop

Raven Crowking's Magic Wand

Level: 4

Casting time: 1 wk per caster level

Range: Self

Save: N/A

Duration: Permanent

General: Wands can be created and imbued with magical energy by wizards using this spell. The material cost is 1,000 gp per caster level, plus any unusual materials (e.g., an ivory wand requires sufficient ivory), plus a minimum of 1 point of spellburn per caster level to properly bond the wand. 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. Additionally, the caster must have any spells that will be placed into the wand available, and be able to utilize them during the casting period. All costs are expended before the spell check is made, and failure means all costs are lost; a wand that is improperly enchanted can be re-enchanted to recover half of the material costs involved. A spell with a casting time of 1 day or longer cannot be bonded to a wand.

The casting period is ongoing with brief spurts of restless sleep, and the caster does not heal spellburn (or other wounds) during this time.

Each casting allows the caster to choose one wand from the eligible results of his spell check or less. With research, practice, and special materials, a wand can be created that performs a different function of equivalent power, such as a wand that locates secret doors. These special wands and their abilities should be devised with the aid of the

judge. The judge determines whether or not a spell check was sufficiently high for any desired equivalent power to be bonded to the wand!

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 the creator of the wand’s original caster level do not increase.

Manifestation: One wand to be crafted by the caster, of any wood, metal, bone, or other material.

Corruption: Roll 1d8; (1-2) Minor, (3-5) Major, (6-8) Greater.

Misfire: N/A

- 1 Lost, failure, corruption, and patron taint!
- 2-11 Lost. Failure.
- 12-15 Failure, but spell is not lost.
- 16-17 The caster succeeds in creating a simple wand, which is linked to one spell that he knows and has available at the time of casting. By focusing that spell through this wand, a spellcaster is able to gain a +2 bonus to his spell check. A spellcaster cannot use two or more wands to increase this bonus.
- 18-21 The caster succeeds in creating a simple wand, which can be used to cast a single spell that he knows and has available at the time of casting. The caster must succeed in a spell check for that spell as part of the casting; if the caster fails, the creation of the wand fails. If the caster succeeds, the spell can be cast once per day per original caster level of the wizard (and using the spell check bonus of the wizard at the time the wand is created). The wizard can choose a command word, which must be known and uttered to cast a spell through the wand.
- 22-23 The caster succeeds in creating a wand, which can be used to cast up to three spells that he knows and has available at the time of casting. The caster must succeed in a spell check for all three spells; once a spell check has failed, the wand will accept no more spells. If the spells are not thematically linked (Judge’s ruling), each additional spell to be placed in the wand (after the first) may suffer a cumulative -2 penalty to their spell checks. The spells placed in the wand can be cast once per day per original caster level of the wizard, using the spell check result at the time the wand is created. The wizard can choose a command word for each spell, which must be known and uttered to cast each spell through the wand. If the wizard chooses to place only one spell in the wand (not as a result of a failed spell check), the wand can also be crafted to grant a spellcaster a +2 bonus to spell checks when casting that spell

with the wand as a focus. This bonus does not apply when an actual “charge” of the spell is used from the wand, and a spellcaster cannot use two or more wands to increase this bonus.

24-26 The caster succeeds in creating a wand, which can be used to cast up to three spells that he knows and has available at the time of casting. The caster must succeed in a spell check for all three spells; once a spell check has failed, the wand will accept no more spells. If the spells are not thematically linked (Judge’s ruling), each additional spell to be placed in the wand (after the first) may suffer a cumulative -2 penalty to their spell checks. The spells placed in the wand can be cast once per day per original caster level of the wizard, using the spell check result at the time the wand is created. The wizard can choose a command word for each spell, which must be known, but need not be uttered to cast each spell through the wand. If the wizard chooses to place only one spell in the wand (not as a result of a failed spell check), the wand can also be crafted to grant a spellcaster a +2 bonus to spell checks when casting that spell with the wand as a focus. This bonus does not apply when an actual “charge” of the spell is used from the wand, and a spellcaster cannot use two or more wands to increase this bonus.

27-31 The caster succeeds in creating a wand, which can be used to cast up to three spells that he knows and has available at the time of casting. The caster must succeed in a spell check for all three spells; once a spell check has failed, the wand will accept no more spells. If the spells are not thematically linked (Judge’s ruling), each additional spell to be placed in the wand (after the first) may suffer a cumulative -2 penalty to their spell checks. The spells placed in the wand can be cast once per day per original caster level of the wizard, using the spell check result at the time the wand is created. The wizard can choose a command word for each spell, which must be known, but need not be uttered to cast each spell through the wand. In addition, by using the wand to focus any of the spells it contains, a spellcaster is granted a +2 bonus to related spell checks. This bonus does not apply when an actual “charge” of the spell is used from the wand, and a spellcaster cannot use two or more wands to increase this bonus.



32-35 The caster succeeds in creating a great wand, which can be used to cast up to three spells that he knows and has available at the time of casting. The caster must succeed in a spell check for all three spells; once a spell check has failed, the wand will accept no more spells. If the spells are not thematically linked (Judge's ruling), each additional spell to be placed in the wand (after the first) may suffer a cumulative -2 penalty to their spell checks. The spells placed in the wand can be cast once per day per original caster level of the wizard, using the spell check result at the time the wand is created. The wizard can choose a command word for each spell, which must be known, but need not be uttered to cast each spell through the wand. In addition, by using the wand to focus any of the spells it contains, a spellcaster is granted a +4 bonus to related spell checks. This bonus does not apply when an actual "charge" of the spell is used from the wand, and a spellcaster cannot use two or more wands to increase this bonus.

36+ The caster succeeds in creating a great wand, which can be used to cast up to three spells that he knows and has available at the time of casting. The caster must succeed in a spell check for all three spells; once a spell check has failed, the wand will accept no more spells. If the spells are not thematically linked (Judge's ruling), each additional spell to be placed in the wand (after the first) may suffer a cumulative -2 penalty to their spell checks. The spells placed in the wand can be cast once per day per original caster level of the wizard, using the spell check result at the time the wand is created. The wizard can choose a command word for each spell, which must be known, but need not be uttered to cast each spell through the wand. In addition, by using the wand to focus any of the spells it contains, a spellcaster is granted a +4 bonus to related spell checks. This bonus does not apply when an actual "charge" of the spell is used from the wand, and a spellcaster cannot use two or more wands to increase this bonus.

Finally, the caster may grant the wand one unique ability, which can be used through the wand as though it were a spell. These abilities should be no more powerful than a third level spell as a rough estimate, and should be thematically tied to the spells contained by the wand. These special powers should be determined with the aid of the judge.



SPELLCASTERS! BEWARE...

THE TALISMANS OF

ANTI-MAGIC!

Anti-magic items by Jon Wilson

The full scope and weirdness of magic's workings may never be known by man or feykind--but here is an example of a rare and mysterious aspect of magic, one that may just give you seekers something to quest for... something you may wish to find and turn upon a deadly foe at the right moment, or that you may merely wish to be able to recognize when you see it about to be turned on you!

FORM AND USE

Simply put, Talismans of Anti-Magic negate or curtail spells while they are being cast. The wielder, prepared for the right moment, discharges the Talisman at an opposed spellcaster as they are casting, and negates some or all of the energy of the spell as it forms. There is a price to be paid, but in the right situation the need may outweigh the risk.

An Anti-Magic Talisman can take many forms: amulet, ring, totem, fetish and more. Few, if any alive, know how to craft them, but there are legendary examples rumored to exist even to this day. The Brazier of Kossk was used to defend the Platinum Tower from the Shadow Mages, and may still sit atop the parapet, waiting to be claimed; it is the finding of the long-vanished Tower that is the challenge.

USING AN ANTI-MAGIC TALISMAN

1. Linking the Talisman to a Spellcaster
2. Charging the Talisman for immediate use.
3. Activating the Talisman and its effects.
4. Repercussions

LINKING THE TALISMAN TO A SPELLCASTER

Firstly, a Talisman needs to be linked to a spellcaster, either yourself or an ally. This involves carrying the item for a number of hours rolled on the maximum die rating of the Talisman, and keeping it constantly in one hand or the other (or other appendage) to attune it to the spellcaster.

Thereafter, the Talisman is connected to the spellcaster's own sources of magic, drawing its energy from the same source as the caster. She can sever this bond at will, leaving the Talisman without power. Some Patrons may have a distaste for particular Talismans, and may not be so polite as to tell you beforehand. Such outside forces can also sever the link, instantly, as can other beings of power, such as high demons or some planewalkers.

CHARGING THE TALISMAN FOR IMMEDIATE USE

To charge a Talisman it takes a move action. The Talisman is then ready for use at any time, even when it's not the wielder's turn, as an interrupting action. If it helps, think of it as having been "used" in that move action, but its effects do not kick in until the eventual target is actively casting.

Once charged, a Talisman does not need to be used in the round following its charging. It can be held, at the ready, throughout an encounter. The charge does not last long enough to be held over to a later encounter, or be prepared before an encounter.

Passing a charged Talisman to an ally can be done during a move action, but the new bearer must spend a move action to recharge the Talisman for use.

ACTIVATING THE TALISMAN AND ITS EFFECTS

Activating the charged Talisman is as simple as willing it to act upon a target spellcaster when they begin casting. This is a "free action", so to speak, and can be performed on the target's turn, out of normal initiative order, without rearranging that order. It should be done after they have started casting, but before the nature of the spell is known. If you can tell what spell is being cast, it is too late to intervene.

The wielder must have direct perception of their target (line of sight or hearing, most likely), and declares any type of die along the dice chain to the maximum specified for that particular Talisman. That die is rolled and the result is subtracted from the target's spell check, possibly reducing the result of the spell, or even causing it to fail. Spectacular anti-magic results can even lead to Corruption or Disapproval, as the caster's intended manifestation is forced back on them.

If a target casts more than one spell on their turn, the Talisman wielder can continue to direct it at them during that turn. For a second spell casting, another die type is declared—it need not be the same type and even if it were, the same roll is not used.

REPERCUSSIONS

Once discharged against a spellcaster, the Talisman will need to be recharged, as above, if it is to be used again.

After activation, the Talisman demands a debt for its service. Magical energy has been leached from the linked spellcaster and driven through the Talisman. When that linked spellcaster next goes to cast any spell, the same die type that was used to diminish the target's spellcasting is rolled again as a penalty on the linked spellcaster's check. If multiple dice were used, they are all rolled against that spell. If the linked caster is casting multiple spells on the same turn, the die/dice apply to all of those spells.

Once this penalty has been taken, the debt is balanced, and spellcasting returns to normal, until such time as the Talisman is again employed.

If a linked spellcaster does not accept the penalty die of an activated Talisman in a reasonable amount of time (during the encounter or shortly thereafter), bad things will happen. If the spellcaster attempts to weasel out of the penalty by casting a trivial spell to discharge his debt, worse things will happen. The Referee is encouraged to devise an appropriate requital, such as...

The die type rolled as ability burn

Disapproval/Corruption for each die not repaid.

The die type in days of separation from their patron.

Disrespecting the debt to a Talisman, even a minor Talisman, does not sit well with Patrons, Deities, nor magical beings of any sort.

FINAL WORDS

Anti-Magic Talismans are powerful items, but are always capricious ones. They may hinder the wielder more than the target they are aimed upon. Even when they are ineffectual, they demand recompense nonetheless. And if you should own one, fear that someday it be turned against you!

SAMPLE LEGENDARY ANTI-MAGIC TALISMAN

The Joss of Joss (*d10 maximum*)

Speaking a simple verse aloud will charge this item, once assembled. When activated, it can either perform its expected anti-magic function, or buff the bearer's resistance to the will-breaking, vile hypnosis of the undead. Last known wielder: A beguiling red-headed grifter with a thing for "puny" gods and a new name for every town she enters...

...More sample talismans can be found at Crawlfanzine.com!

Let's Get Familiar!

Expanded Familiar Entries by Colin Chapman

The random Familiar Physical Configuration table on page 318 of DCC RPG Core Rules Book provides d14 entries for each of the three Alignments. Here, we expand the results up to d20. The following tables provide results from 15-20 for each Alignment; results 1-14 are as per the standard table in the Core Rules.

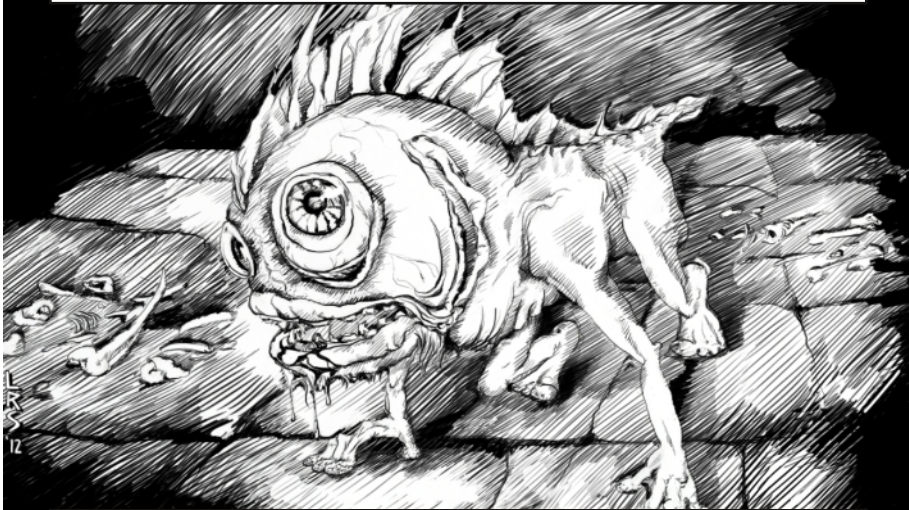
d20	Lawful
15	Miniature clockwork myrmidon (+2 to saves vs. fear and fear-like effects)
16	Alabaster statuette of a severe, bald-headed ascetic (+2 to saves vs. transformative effects)
17	Miniature lion (loud, commanding voice)
18	Floating fist-sized crystal tesseract (+2 to saves vs. illusions)
19	Featureless stone manikin (+2 HP)
20	Tiny angel with feathered wings (+2 Personality)



Art by Count Spatula

d20**Neutral**

- 15 Doll of straw or rags (+2 Luck that, if used, restores naturally each night, similar to how a thief or halfling recovers Luck)
- 16 Large stained-glass butterfly (+2 Personality)
- 17 Tiny humanoid tree (+1 Stamina)
- 18 Gray cat (move very silently)
- 19 Floating, animate grimoire (+1 to spell checks on one randomly determined spells)
- 20 Fox (excellent hearing)



Art by Lauren Simpson

d20**Chaotic**

- 15 Miniature Deep One (can breathe underwater for up to 20 minutes)
- 16 Clawed crawling hand (unarmed attacks do 1d4 + Strength modifier damage)
- 17 Miniature jester with twisted Punch-like features (+1 Agility)
- 18 Rat-thing with human-like face (excellent at hiding)
- 19 Decapitated floating head, shrunken or skull-like, with glowing eyes (120' infravision)
- 20 Miniature version of the wizard himself, but heavily muscular and grossly deformed (+1 Strength)

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