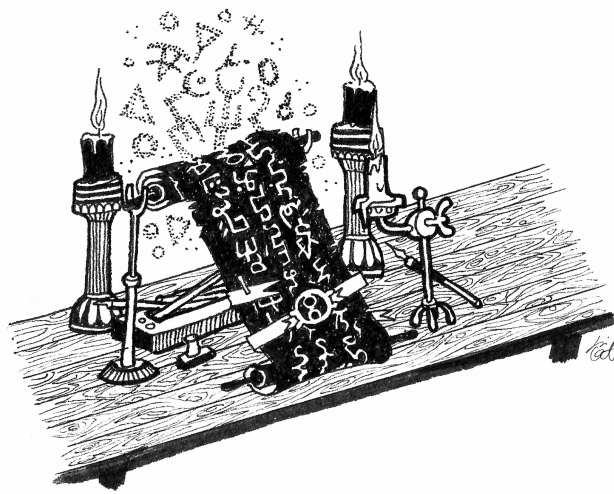


This document details the spell Magic Trick.



Magic Trick

Description: This spell can be used as an alternative to *Cantrip* and *Ventriloquism*. I've attempted to design it with a greater utility and leeway in mind when compared to either of the other spells, but as such it should be noted that many of the spell results leave much to the Judge's discretion: durations and effect volumes are intentionally described quite vaguely. Additionally, the spell may be of use as a patron spell for the King of Elfland and other mischievous entities.

Level: 1	Range: Varies.	Duration: Varies.	Casting time: 1 action.	Save: Will vs. check ¹ .
General: The caster can work all sorts of small wonders through invoking a small speck of raw magic. With this simple invocation many tasks can be completed, but such dalliance with arcane force is not without risk.				
NOTE that the caster may specify any effect equal to or less than their successful spell check ² .				
Manifestation: Varies by effect.				
Corruption: Roll d4: (1) The caster is always followed by a smell, roll d6 for type, modify with Luck: [1] sweet incense; [2] freshly cut grass; [3] burnt toast; [4] dirt, dust and ash; [5] rotting flesh; [6] brimstone; (2) the caster permanently suffers from minor but confusing hallucinations: sparks of light, shadows in their peripheral vision and altered colour perception; (3) the caster sometimes randomly takes on an illusionary visage, this distortion lasts for only seconds at a time, roll dX for affliction: [1] caster appears as a ghost; [2] caster resembles a manimal; [3] caster appears as the opposite sex; (4) minor but inconvenient kinetic effects follow the caster permanently, tipping drinks and dropping things at inopportune times.				

¹ When the Judge deems it applicable, obviously.

² Also note that while the spell is not intended to be a major combat advantage it does leave room for inventive players to utilize it as such. All of this is obviously left to Judge's discretion, but it is the intention of the author that the spell would reward inventive play: magic is after all a dangerous thing to use for minor tasks, and taking risks should be rewarded in DCC.

Misfire: Roll dX: (1) the caster's hair is set on fire, dealing d3 damage to them; (2) the caster's voice becomes either a whisper or a bellowing shout (50/50 chance) for the rest of the day; (3) the caster is thrown to the ground and stunned for d3 rounds by a discharge of arcane energy; (4) roll a new spellcheck with an additional +10 bonus, the Judge describes the effect (which is always embarrassing to the caster).

Spell check result	Effect
1	Lost, failure and and worse! Roll 1d6 modified by Luck: (0 or less) corruption and misfire; (1-3) corruption; (4+) misfire.
2-11	Failure, but the spell is not lost.
12-13	The caster invokes a simple illusion within 30' and their line of sight. The illusion can be visual, auditory or olfactory in nature, and has a very short duration. A flash of sparkling light; a single word intoned in a low, moaning voice; or a gust of charnel odours are all appropriate examples.
14-15	The caster creates a minor kinetic or energy effect within 30' and their line of sight. The effect has a very short duration, and the magical power released has enough force to light a torch, trigger a latch or tip a bottle for example. .
16-17	Tapping into raw magical force, the caster summons and maintains a simple illusion within 90' and their line of sight. The illusion may be visual, auditory or olfactory, and has a duration of turns equal to CL. A floating orb of balefire; persistent noise or basic ventriloquism; and filling a room with the acrid odour of a three-horned muskbeast are all valid examples. At Judge's discretion the spell can increase in force by shortening the duration of the effect: a bright, powerful flash instead of floating torchlight, or a frightful shout instead a sustained murmur are possible if the Judge allows it.
18-19	The caster brings forth a controlled kinetic effect within 90' and line of sight. The spell has enough force to float a light object across the room; extinguish a campfire; or trip an unsuspecting victim. If used to float objects the spell grants the caster enough finesse for basic dexterity, for example a key can be carried across a room, inserted in a lock and turned. The spell has a reference duration of a turn per CL, but this time may be shorter depending on effect force (Judge's discretion).
20-21	The caster's incantation brings forth a burst of arcane energy, which may manifest in many forms. A blast of heat to light a fire; a blob of acidic goo to dissolve soft materials; or a freezing chill are all valid manifestations. The spell has a range of 90' and requires line of sight, regardless of the type of energy released the effect does d3 damage. (Specific material reactions are left up to Judge's discretion.)
22-24	The caster creates multiple simple illusions within line of sight. The number of effects is equal to 1d3+CL, and the effects may be specified according to the description of result 16-17 above.
25+	The caster generates a veritable theater of magical force. They may specify a cavalcade of magical effects consisting of 2d5+CL instances of results 21 or below, which take place within their line of sight.