

FORLORN ENCYSTMENT

Level: 4 Range: varies Duration: Instantaneous Casting time: 1 action Save: Will vs. spell check

General	Target gets transported directly underground to a pore/cavity, where he remains in a deathless stasis. His equipment, clothes etc. continue to age normally. The Judge decides whether the pocket remains truly isolated or is e.g. a part of a dungeon complex. The reverse pervulsion of the spell brings up all targets ever “buried” thus in the past, in a 100 yard radius from the caster.
Manifestation	Roll 1d4: (1) a swarm of moles drags the target underground; (2) a giant monstroom of a mole drags the target underground; (3) ground liquefies under the target, who sinks; (4) target begins to spin rapidly and bores into the ground.
Corruption	Roll 1d6: (1) caster’s head transforms into that of a mole; (2) one of the caster’s appendages turns mole-like; (3) caster’s body riddled with tiny pit-like depressions; (4) caster’s body constantly emits small amounts of soil; (5) whenever the caster sleeps, he has a 48% chance of falling into a coma for 1d5 days; (6) glimpses of the faces of those the caster has encysted can be seen in his eyes.
Misfire	Roll 1d4: (1) accidental reversal of the spell; (2) caster sunk into the ground neck-deep; (3) a random ally sunk, fully awake, 3d7 yards; (4) 1d4 random allies sunk, fully awake, 3d16 yards.
1-4	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.
5-11	Lost. Failure.
12-17	Failure, but spell is not lost.
18-21	Target in a 50’ radius from caster transported 1d2 miles underground.
22-25	Target in a 60’ radius from caster transported 1d5 miles underground.
26-28	Target in a 70’ radius from caster and 1d2 others transported 1d7 miles underground.
29-31	Target in a 80’ radius from caster and 1d5 others transported 10 + 1d3 miles underground.
32-34	Target in a 90’ radius from caster and 1d12 others transported 20 + 1d5 miles underground.
35-37	Target in a 100’ radius from caster and 1d20+CL others transported 30 + 1d7 miles underground, potentially depopulating an entire den, hamlet etc.
38+	Target in a 200’ radius from caster and 2d24+CL others transported 40 + 1d10 miles underground, potentially depopulating entire dens, hamlets, etc.