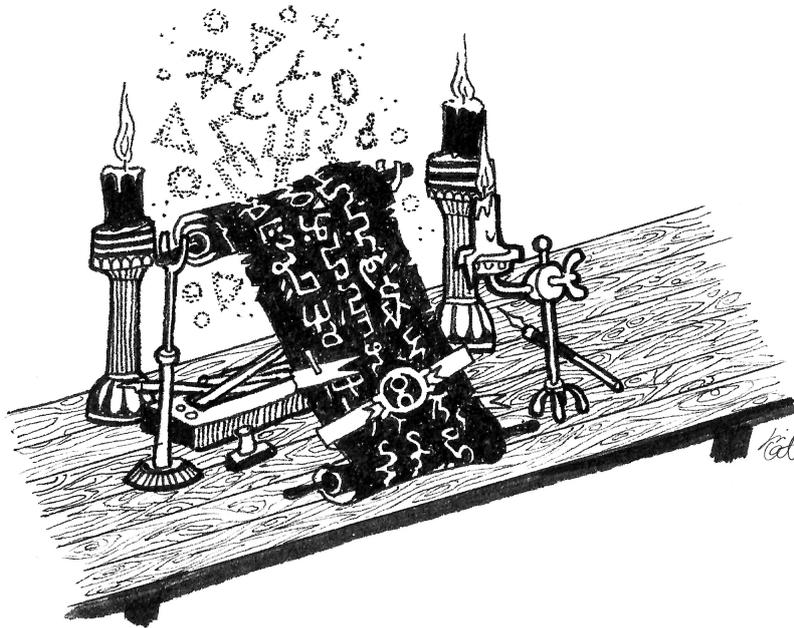


This document specifies the effects and details of the *Litany of Death* spell for DCC.



Litany of Death

Level: Cleric 4 / Wizard 5	Range: 30' or more	Duration: Instantaneous	Casting time: 1 round	Save: Varies
<p>General: The caster invokes the ancient contracts and treaties which bind souls to their mortal shells and calls for their direct annulment according to divine law. This parts the target's soul from their body, killing them instantly.</p> <p>Reciting the litany is a grave act against the grand order and accordingly, casting this spell requires burning 1 point of Luck.</p> <p>The spell primarily targets creatures of mundane, mortal origin. Supernatural, daemonic or extra-planar entities can be targeted as well, but only if at least one of their true names is known to the caster and invoked during the recitation of the litany.</p>				
<p>Manifestation: Roll d4: (1) the caster's words become a skittering swarm of vermin-like shadows, which carry the targeted souls to oblivion; (2) the caster's voice reverberates in a booming tone, separating soul from flesh; (3) the Reaper himself heeds the caster's command and arrives to collect the souls of those specified in the litany; (4) with no spectacle or ado, silence falls after the casting, and the targets fall to the ground, dead.</p>				
<p>Corruption: Roll d4: (1) the caster diminishes the link between their own soul and their body, suffering 1d6 permanent STA loss; (2) the caster is marked by Death: from now on, treat them as if they had the lowest LCK score in the party, regardless of their actual attribute score; (3) the caster begins to resemble the Grim Reaper: they become gaunt and skeletal, a visage of Death itself; (4) the caster slips between this world and what lies beyond, appearing partly ethereal at all times.</p>				

Misfire: Roll d5: (1) a misspelling of the litany has the opposite intended effect and targets become more healthy, doubling their hit points (may gain HP over their max value); (2) the spell is reversed, and the caster immediately drops to 0 HP; (3) the spell is released prematurely, and affects the surroundings: all material objects age, plants wither, even buildings may collapse as if aeons had passed; (4) unbeknownst to the caster, a ghost is released and begins stalking them, attacking at the most inopportune moment; (5) the litany resonates through the aether, causing the death of someone the caster values dearly.

Spell check result*	Effect
1	<i>Clerics:</i> Failure and disapproval! <i>Wizards:</i> Lost, failure and worse! Roll d6 modified by LCK: (0 or less) corruption + patron taint + misfire; (1-2) corruption; (3) patron taint (or corruption if no patron); (4+) misfire.
2-11	Failure. If caster is a <i>wizard</i> , spell is lost for the day.
12-17	Failure, but spell is not lost.
18-19	The caster may designate a single target within 30'. The target instantly drops down to 0 HP and is effectively dead. The target receives a single save vs. spell result on their best saving throw modifier to outlast, outrun or outwit Death. On a successful save, they return to their body within 24 hours of death (of course provided that they have a body to return to).
20-23	The invoker designates a number of targets up to CL within 30'. The connection between body and soul is severed, and the targets die and are reduced to 0 HP. They receive a single save vs. spell result on their best saving throw modifier to outlast, outrun or outwit Death. On a successful save, they return to their body within 24 hours of death (of course provided that they have a body to return to).
24-25	The caster may designate one target within 90'. The Litany separates the target's soul from their body, and casts it into the aether beyond. The target is reduced to 0 HP, and is for all intents and purposes dead.
26-27	The caster declares a number of targets up to CL within 90'. The souls are removed from their bodies forcibly, and cast into the void between. All targets are reduced to 0 HP and are dead for all meaningful purposes.
28-33	The caster may target a group numbering up to 3 x CL within line of sight. All targets die and are reduced to 0 HP. They receive a single save vs. spell result on their best saving throw modifier to outlast, outrun or outwit Death. On a successful save, they return to their body within 24 hours of death (of course provided that they have a body to return to).
34-35	The caster may designate a group of targets numbering up to 3 x CL within line of sight. All targets are reduced to 0 HP and die.
36+	The caster speaks the Litany of Death, specifying a target and a group of people somehow associated with them: a family line, a guild, a coven, or so on. Regardless of distance, all specified targets are immediately reduced to 0 HP and die and their souls are severed from

their mortal shells. The main target receives no save as their soul is irreversibly decimated, although those associated with them may roll a single save vs. spell result on their best saving throw modifier to outlast, outrun or outwit Death. On a successful save, they return to their body within 24 hours of death (of course provided that they have a body to return to).

Note that invoking the Litany in this magnitude requires a physical memento from the target, as well knowledge of at least three of the target's true names. A caster may revert this result to any lower effect of the spell.

*: Note that none of the above spell effects take into account the rules for *Recovering the body*. This is a special mechanic reserved for the greatest heroes, and any player characters targeted with the Litany may recover in this fashion, through some strange twist of fortune and fate.

Also note, that while attempting to heal a dead target with lay on hands or similar abilities is certainly worth attempting, reattaching a soul to a body is much more difficult than mending the wounds of war. The author suggests requiring additional healing dice to cure a target of the condition that is death, for example requiring at least 4 dice of healing to bring the target back at 1 HP.