

This document contains the arcane description of the *Shrink* spell.



Shrink

| Level: 2 | Range: 30' | Duration: 1 turn per caster level | Casting time: 1 round | Save: Will vs. check |
|---|------------|-----------------------------------|-----------------------|----------------------|
| <p>General: Channeling mischievous energies of the fey, the caster shrinks their target's with magic. Targeted objects shrink proportionately, and if the spell is directed at a creature it's immediate belongings also suffer the effect.</p> <p>In the case of shrunken weaponry, Judge's may utilize the dice chain in reducing affected damage appropriately: longswords become daggers and smaller bows fire smaller arrows. These effects are left up to the Judge's discretion, with the guideline that a 20 % reduction in size should cause a -1d reduction in damage.</p> <p>Note that unwilling targets of this spell receive a Will save to avoid the effect, but any target may choose not to roll for the save.</p> | | | | |
| <p>Manifestation: Roll 1d4: (1) a ray of multicoloured sparkling light; (2) a coiling mist which entangles the target; (3) a stuttering shake effect accompanied with a warbling sound; (4) an immediate shift, accompanied by a comical pop.</p> | | | | |
| <p>Corruption: Roll 1d4: (1) the caster's head is reduced in size by 30 %; (2) the caster's mouth becomes ridiculously small; (3) the caster's hands are become freakishly small; (4) the caster's feet become tiny compared to the rest of their body.</p> | | | | |
| <p>Misfire: Roll 1d3: (1) the spell's effect goes awry, affecting the caster's belongings instead, which are reduced in size by 20 % permanently; (2) the spell's effect is reversed, roll new effect from the <i>Enlarge</i> spell (DCC rulebook pg. 139) with +10 to the spell check; (3) the spell is reversed and mistargeted, everyone within 30' of the target but not including them is affected by an <i>Enlarge</i> spell, roll new result with +10 on the spell check.</p> | | | | |

| Spell check result | Effect |
|---------------------------|--|
| 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 | Failure, but spell is not lost. |
| 14-15 | The target's size is reduced by 10 %. While embarrassing, the effect is mostly cosmetic, although it maybe situationally useful for purposes of squeezing through cramped spaces while heavily armored or carrying bulky loads, for example. |
| 16-19 | The target loses about 25 % of it's usual size. They suffer a -2 to all melee attack and damage rolls due to reduced power and confusion. |
| 20-23 | The target is reduced to half their previous size. They suffer a -4 penalty to all melee attack and damage rolls, but their AC is increased by +2 due to their reduced size. Additionally, their movement speed is reduced by one third as their limbs become shorter. A human sized target is reduced to the size of a halfling and gains the appropriate benefits for their small stature, allowing them to fit into very small spaces. |
| 24-27 | The target is reduced to a quarter of it's original stature. They suffer a -6 penalty to all melee attack and damage rolls, their AC is increased by +4 and their movement speed is also reduced by half. Their strength and endurance is also affected. The target loses 25 % of their HP temporarily, and it's capability for physical feats is reduced by Judge's discretion (as a guideline, a human shrunk in this fashion becomes about as strong a fairy). |
| 27-30 | The target is diminished to one tenth of their original size, suffering a -8 penalty to all melee attack and damage rolls, their AC is increased by +6 and their movement speed is reduced by two thirds. They temporarily lose 50% of their HP and a significant amount of their physical power, this is left to Judge's discretion (as a guideline a human becomes roughly as capable as a pixie). Interestingly, this also reduced their magical prowess, reducing all spell ranges and damage done by 50 % due to the spells manifesting through a smaller conduit. |
| 31-33 | The target is reduced to a fraction of their size, shrinking to roughly 5 % of of their original stature. They suffer a -12 to all physical attack and damage rolls, their AC is increased by +10. Also their movement speed, HP, spell range and spell damage are reduced by 75 %. They are physically very diminished: a human target becomes roughly the size their thumb was formerly, and so the extended effects of this transformation are left to the Judge's discretion. |
| 34+ | The target continues to shrink until they seem to vanish from existence! A human target becomes small enough to ride an ant, and the extended effects of this result depend largely on the conditions and environment where the transformation takes place. The effect of the spell only last for 1 turn, but what untold horrors await the unlucky target in their form as an insect in a cyclopean world is left to the Judge's discretion; what most likely transpires is a heated adventure of survival in a world completely alien to the temporarily minuscule adventurer, for finding them in this reduced form is sure to pose a challenge to anyone without a magnifying glass handy. |