



Ostafar's Odiferous Opprobrium

Level: 2	Range: Varies	Duration: Varies	Casting time: 1 round	Save: Will vs. spell check
<p>General: This fey incantation crafted by the elven sorcerer known as Ostafar the Spell-Sage weaponizes the caster's scathing wit and sardonic remarks, taking advantage of the target's insecurities and obvious glaring flaws. Those suffering the spell's effects find themselves diminished due to shame and uncertainty, and may even experience painful physical pangs of humiliation.</p> <p>The arcane effects of the incantation transcend any and all language barriers, but as noted below in the effect descriptions hearing the caster's voice may be necessary for the enchantment to work. Creatures incapable of having their ego injured may be immune to the spell (this includes automatons and mindless low-grade undead), while particularly prideful targets are prone to find themselves unusually susceptible to the insulting eldritch commentary (Judges may withhold saving throws when appropriate).</p>				
<p>Manifestation: Roll 1d4: (1) the caster's words form a swarm of ethereal locusts, which burrow into the target's ears; (2) a noxious cloud of gas erupts from the caster's mouth, and seeps into the target's head; (3) the insults manifest as an array of scintillating rude symbols above the caster's head; (4) the target experiences the caster's voice as the voice of someone they love and respect, spewing foul and wounding criticism.</p>				
<p>Corruption: Roll 1d7: (1) the caster begins to suffer from intense bouts of coprolalia at the most inopportune moments; (2) the caster develops an insufferable habit of giving insulting nicknames to everyone they meet; (3) the caster begins to froth at the mouth whenever they speak; (4) the caster begins to suffer from an eldritch case of halitosis; (5) minor; (6) major; (7) greater,</p>				
<p>Misfire: Roll 1d4: (1) instead of the intended target, the caster inflicts the effect upon themselves (resolve as result 20); (2) due to misdirection, the spell targets a random ally of the caster (resolve as result 20); (3) a mispronounced syllable causes the spell to have the opposite effect, granting the intended target a +4 bonus to all rolls for 1 turn; (4) instead of insults, the caster spews out (1) frogs and noxious water, (2) gross, smelly beetles, (3) vile acid and bile, (4) small sticks and stones.</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; (4+) misfire.
2-11	Lost. Failure.
12-13	Failure, but spell is not lost.
14-15	The scathing words of the caster cause a single target a -2 penalty to all rolls for 1d4 + CL rounds. The target must be within 30' and able to hear the incantation.
16-19	The maleficent wizardly insults cause a single target a -4 penalty to all rolls for 1d6 + CL rounds. The target must be within 60' and able to hear the caster's voice.
20-21	An acrid annotation of the target's flaws causes them to suffer an instant 1d10 points of damage, followed by a -4 penalty to all rolls for 1d6 + CL rounds. The target must be within 60' and able to hear the caster's voice.
22-25	The caster addresses a number of targets equal to their CL, causing all to suffer a -4 penalty to all rolls for 1d6 + CL rounds. The targets must all be within 60' and able to hear the spell.
26-29	Focusing on a single target, the caster unleashes an unmitigated litany of abuse, causing a -6 penalty on all rolls and continuous 1d6 points of damage per round due to echoing shame; the effect persists for 1d6 + CL rounds. The target must be within 60', but ability to hear the spell is irrelevant, as the poisonous commentary is fed into the target's mind telepathically.
30-31	Drawing from their endless ire, the caster mocks and slanders a number of targets equal to twice their CL. Everyone affected suffers a -6 penalty to all rolls for 1d10 + CL rounds. Targets must be within 100' of the caster and able to hear the arcane tirade.
32-33	The caster unleashes an unmitigated torrent of critique. A number of targets equal to twice their CL suffers a -6 penalty to all rolls and a continuous 1d4 points of damage each round; the effect persists for 1d10 + CL rounds. Targets must be within 100' of the caster; being able to hear the incantation is irrelevant, as the insults are injected into the target's mind telepathically.
34+	The caster projects a seething opprobrious message into the minds of any number of desired targets within 1 mile; the targets must be specified as a general grouping during casting (i.e. "all goblins within range", "every enemy soldier", etc.). Every target so specified suffers a -6 penalty to all rolls and a continuous 1d4 points of damage each round for 1d6 + CL rounds. Additionally due to the lingering nature of the hex, everyone affected must roll a DC 20 Will save at the start of each new day or suffer a -4 penalty on all of their rolls for that day. This continuous effect functions a curse, and can only be cancelled with a <i>Remove curse</i> spell or by completing a specific action or deed detailed by the caster when this result is rolled ¹ .

1 Refer to the DCC rulebook appendix on curses (pg. 438) or the KitN article on the same topic for more details (available [here](#)). The curse effect caused by Ostafar's Odiferous Opprobrium should be treated as a moderately powerful hex for purposes of removing it.