



The Drowning

Level: Cleric 1 / Wizard 3	Range: Varies	Duration: Varies	Casting time: 1 round	Save: Varies
General: With a prayer or a spell, the caster fills the target's lungs with water.				
Manifestation: Roll d4: (1) the caster's words turn into water, and make their way into the target's lungs; (2) a cold mist appears, entering the target's nose and mouth; (3) a spray of water appears in the caster's hands, and shoots towards the target, transposing itself into their lungs; (4) nothing visible happens, the target simply suffers the effects of the spell.				
Corruption: Roll d6: (1) the caster contracts a rough lung condition and spends most of their time coughing, suffering a -2 to all rolls; (2-3) minor; (4-5) major; (6) greater.				
Misfire: As per whatever misfire table the Judge uses (Generic Misfire table on DCC rulebook pg. 120).				

Spell check result	Effect
1	Lost, failure and worse!
2-11	Failure, spell is lost.
12-13	The caster manifests water into the lungs of a target within 15'. The target must spend an action coughing this out, or suffer a -2 to all actions and be incapable of comprehensible speech and rigorous physical action. The action spent to clear the lungs may be a movement action, but the penalty remains until the lungs have been cleared.
14-17*	The caster summons water into the lungs of a target within 15'. The target suffers 1d8 points of drowning damage to their Stamina; should this bring them down to 0 they are unconscious and helpless. The target must spend an action coughing the water out, or suffer a -4 to all actions and be incapable of comprehensible speech and rigorous physical action. The action spent to clear the lungs may be a movement action, but the penalty remains until the lungs have been cleared.

18-19 *	The caster creates water into the lungs of a target within 30'. The target suffers 2d8 points of drowning damage to their Stamina; should this bring them down to 0 they are unconscious and dying. The target must spend two actions coughing the water out, or suffer a -6 to all actions and be incapable of comprehensible speech and rigorous physical action. The actions spent to clear the lungs may be movement actions, but the penalty remains until the lungs have been cleared.
20-23*	The spell bleeds water into the lungs of a number of targets equal to CL within 30'. The breathless poor suffer 2d8 points of drowning damage to their Stamina; should this bring them down to 0 they are unconscious and dying. The targets must spend two actions coughing the water out, or suffer a -6 to all actions and be incapable of comprehensible speech and rigorous physical action. The actions spent to clear the lungs may be movement actions, but the penalty remains until the lungs have been cleared.
24-27*	The powerful magics summon water into the lungs of a number of targets equal to 2 x CL within 60'. The drowning causes 3d8 points of drowning damage to their Stamina; should this bring them down to 0 they are unconscious and dying. The targets must spend three actions coughing the water out, or suffer a -6 to all actions and be incapable of comprehensible speech and rigorous physical action. The actions spent to clear the lungs may be movement actions, but the penalty remains until the lungs have been cleared.
28-29*	The powerful magics summon freezing water into the lungs of a number of targets equal to 2 x CL within 60'. Targets must roll a DC 20 Fort save: should they succeed, they suffer 3d8 points of drowning damage to their Stamina (if this brings them down to 0 they are unconscious and dying); if they fail, they suffer 3d8 hard Stamina damage (only recoverable by resting or magic due to permanent tissue damage). The targets who succeed in their saves must spend three actions coughing the water out, or suffer a -6 to all actions and be incapable of comprehensible speech and rigorous physical action. The actions spent to clear the lungs may be movement actions, but the penalty remains until the lungs have been cleared.
30-31	The eldritch spell creates a stream of icy water into the lungs of a number of targets equal to 3 x CL within 150'. Targets suffer 3d8 hard Stamina damage (only recoverable by resting or magic). The targets who are still standing must spend three actions coughing the water out, or suffer a -6 to all actions and be incapable of comprehensible speech and rigorous physical action. The actions spent to clear the lungs may be movement actions, but the penalty remains until the lungs have been cleared.
32+	<p>The caster curses those around them with the Drowning: a permanent condition, where the sufferer keeps having a trickle of cold water appear into their lungs every day at a time defined by the caster. The curse has a range of 15 miles (23 km), and the caster may choose CL x 100 targets for the spell; no line of sight is required.</p> <p>Each person suffering the curse has their lungs filled with water every day, experiencing the effects of this spell as result 23. The curse can only be lifted by completing a certain task, defined by the caster at the time this result is rolled (or by a <i>Remove curse</i> spell, treat this as a moderate curse).</p>
<p>*: Drowning damage is healed once the sufferer has a full round to breathe freely, doing nothing else. Assume STA 10 for normal man-sized creatures, adjust as appropriate (for size and HD). These guidelines are based on the swimming and drowning rules (“conveniently” found in #75: <i>The Sea Queen Escapes!</i>, pg. 6) and the rules for STR damage as per the <i>Ray of Enfeeblement</i> -spell (DCC rulebook pg. 190).</p>	