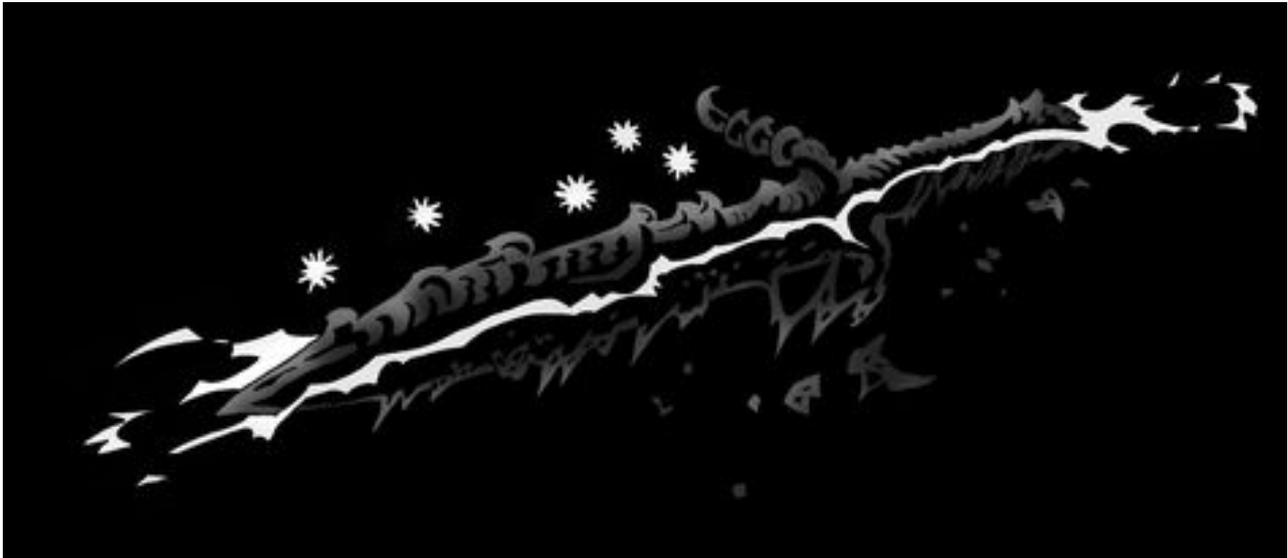


This document contains the details for the DCC spell *Istafar's Inveigling Obfuscation*.



Istafar's Inveigling Obfuscation

Level: 1	Range: Varies	Duration: Varies	Casting time: 1 round or more	Save: Will vs. spell check DC
<p>General: Albeit Istafar the Inscrutable was not as much of a sorcerer as his more famous brother, he did create a signature glamour which he used to great effect during his travels. It changes the appearance and nature of mundane objects, and can be used to fool even the most perceptive investigators. The spell only functions on inanimate objects.</p> <p><i>ALL RESULTS:</i> As a side effect of the initial glamour, the spell creates a magical aura on the object. The power of this aura depends on spell check result. For those able to perceive magical effects (with <i>Detect magic</i>, for example), the items read as magically enchanted beyond their obvious appearance (or the other effects of this spell). Seeing through this part of the illusion requires a Will save vs. spell check DC. If this check is successful the glamour's true nature is revealed; the effect is recognized automatically if the investigator personally knows <i>Istafar's Inveigling Obfuscation</i>. This effect may also be used to mask existing enchantments on items at Judge's discretion.</p>				
<p>Manifestation: Roll d4: (1) a cloud of glowing smoke covers the object, dissipating to reveal the illusion; (2) the object goes through multiple eldritch mutations, settling finally on the chosen form; (3) the item fades away for a moment, and returns in the illusionary form; (4) there is a loud pop and the item is transformed.</p>				
<p>Corruption: Roll d4: (1) the caster takes on the appearance of the nearest form similar to them, this effect is permanent; (2) the caster becomes a focus for unstable illusionary energies, any item the touch appears to transform randomly to another similar item; (3) minor corruption; (4) major corruption.</p>				
<p>Misfire: Roll d3: (1) the targeted item transforms into a terrible, malformed illusionary monster; the monster attacks (Judges should use suitable monster attributes as reference); (2) the spell goes haywire, and makes the surroundings change; objects in the surrounding environment take on the illusionary form of other similar shapes; (3) roll on the generic spell misfire table (DCC rulebook pg. 120).</p>				

Spell check result	Effect
1	Lost, failure & 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.
12-14	The caster can change a medium item or multiple small items to appear as another item. For example, a stick can be made to appear as a sword, or a handful of leaves can be made to look like a pile of coins. The glamour does not change other physical properties beyond visual (such as scent or weight), nor can it change an object's size. The spell lasts 1 turn per caster level and requires that the caster can touch the target(s).
15-17	The spell enchants a large item or multiple medium items to appear as another item. For example, a wagon can be made to look like a beautiful carriage, or empty bottles can be made to look full. The glamour does not change other physical properties beyond visual (such as scent or weight), nor can it change an object's size. The spell lasts 1 turn per caster level and requires that the caster can touch the target(s).
18-19	<p>The glamour enchants a medium item or multiple small items to appear as almost anything else. The spell can produce complex illusions, such as making a pile of coins appear as a swarm of bugs or changing a lead pipe to appear as a magnificent sword.</p> <p>Possible effects include limited movement and multiple senses, although closer interaction with the target may allow for further saves to disbelieve the illusion. The spell can also change the target's size and/or weight up to two times the original. The casting requires touching the target(s). The spell lasts for 1 turn per caster level; alternatively, the magician may spend additional spellburn during the casting to increase the duration by 1 year per point spent.</p>
20-23	<p>The magic changes a large item or multiple medium items to appear as almost anything else. The spell can produce complex illusions, such as making a large rock look like a dragon or the ragged clothes of a band of peasants appear a shining armor.</p> <p>Possible effects include limited movement and multiple senses, although closer interaction with the target may allow for further saves to disbelieve the illusion. The spell can also change the target's size and/or weight up to two times the original. The casting requires touching the target(s). The spell lasts for 1 turn per caster level; alternatively, the magician may spend additional spellburn during the casting to increase the duration by 1 year per point spent.</p>
24-27	<p>The great glamour can alters the appearance of one medium item or multiple small items in any way imaginable. Objects can be made invisible, given unearthly features such as eyes or tentacles, or made to appear sentient. Targets can also be given simple response based instructions: an item can be made invisible, and made to appear again when the correct phrase is spoken, for example</p> <p>Possible effects include limited movement and all senses, although closer interaction with the target may allow for further saves to disbelieve the illusion. The spell can also change the target's size up to two times the original. The spell has a range of 30' (~10 m), and lasts for 1 turn per caster level. Alternatively, the magician may spend points on additional spellburn</p>

	during the casting to increase the spell's duration by 1 year per point spent.
28-29	<p>The great glamour can alters the appearance of one large item or multiple medium items in any way imaginable. Objects can be made invisible, given unearthly features such as eyes or tentacles, or made to appear sentient. Targets can also be given simple response based instructions: an item can be made invisible, and made to appear again when the correct phrase is spoken, for example</p> <p>Possible effects include extensive movement and all senses, although closer interaction with the target may allow for further saves to disbelieve the illusion. The spell can also change the target's size up to two times the original. The spell has a range of 30' (~10 m), and lasts for 1 turn per caster level. Alternatively, the magician may spend points on additional spellburn during the casting to increase the spell's duration by 1 year per point spent.</p>
30-31	<p>In an extensive ritual enchantment, the caster can change a huge target (such as a village or a castle) in any illusionary, mundane way imaginable. A ruined keep can be made to look like it was well-kept and defended, or a small tropical island can be changed to look like a barren rock. During casting the magician may define a keyword or a phrase which allows those speaking it to see through the illusion.</p> <p>Possible effects are limited to the mundane and comprehensible, and while the glamour can affect multiple senses, extensive detail will increase the likelihood of further saves to disbelieve the illusion. The spell has a range of a 100' and a duration of 1 month per caster level. Alternatively, the caster may spend points on additional spellburn during the casting to increase the spell's duration by 1 year per point spent, and may similarly burn points in a sacrificial ritual when this time would run out without having to roll another spell check.</p> <p>This result increases the spell's casting time to 1 week. The caster may instead revert this result to any lower effect while retaining this spell result for save purposes.</p>
32+	<p>In an extensive ritual enchantment, the caster can change a huge target (such as a village or a castle) in any illusionary way imaginable. A keep can be made haunted by a single casting, or a small tropical island can become invisible. During casting the magician may define a keyword or a phrase which allows those speaking it to see through the illusion.</p> <p>There is no limit to the spell's imaginary capabilities, but while the glamour can affect multiple senses, extensive detail will increase the likelihood of further saves to disbelieve the illusion. The spell has a range of a 100' and a duration of 1 month per caster level. Alternatively, the caster may spend points on additional spellburn during the casting to increase the spell's duration by 1 year per point spent, and may similarly burn points in a sacrificial ritual when this time would run out without having to roll another spell check.</p> <p>This result increases the spell's casting time to 1 week. The caster may instead revert this result to any lower effect while retaining this spell result for save purposes.</p>