

SANCTUM SECTORUM

Episode #33

The Powder of Hyperborea

COMPATIBLE WITH
**DCC
RPG**

Sanctum Secorum Podcast

Episode #33 Companion

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Sanctum Secorum's Super Number 1 Contest!!

What? You missed out on your last two chances to win a copy of *Super Number 1 Food Tower* by Matthew Goiffon? Well, now you have another chance, one could say almost as if by magic! Submit a DCC spell (wizard, patron, cleric, other) during the month of March for a chance to win!

Win what you ask? How about...

Fifty Foot Pharaoh Zine Module No. 01 Super Number One Food Tower 2015 North Texas RPG Convention Edition

That's right, Sanctum Secorum is kicking off 2018 by giving you a chance to win some pretty rare DCC 3rd party swag! The author, Matthew Goiffon, has gifted a small number of these ultra-rare 'zines to Sanctum Secorum. Not only that, but he also provided enough of the pre-gen character sheets for every winner to have a sheet with 4 randomly-created characters!

So, what do you need to do to win one of these rarities? Simple: contribute a piece of content to our contest.

For the next six months, Sanctum Secorum will be running a series of themed content contests with a winner to be chosen at random. Submit something and you too could win.

It is pretty much that cut and dry...although contests are never quite that simple. CYA text follows – because without rules, we cannot have nice things.

RULES

1. **Content:** Entries must be your own original, previously unpublished, material.
2. **Permissions:** By entering, you grant Sanctum Media non-exclusive right to publish your entry on the Sanctum Secorum website/social media, in a future issue of the Sanctum Secorum 'zine, or any subsequent Sanctum 'zine compilation.
3. **Entry Eligibility:** Eligible entries must be complete and written for use with DCC RPG (or MCC RPG). Monsters must be stat'd; spells fully written up; etc.
4. **Geographic Eligibility:** The contest is open to participants worldwide in any location where the contest is legal.
5. **Entrant Eligibility:** The contest is open to all persons not currently hosting the Sanctum Secorum Podcast, but is open to 'zine contributors past and present. Entries by persons under the age of 18 must have parent's permission.
6. **Deadlines:** Entries for each month may be sent ANY TIME prior to the end of that month's contest, including in prior months. Entries must be received no later than midnight EST on the final day of the contest month.
7. **Entry Methods:** Submissions may be sent in two ways:

Emailed to: thehub@Sanctum.media

or

Mailed to: Sanctum Secorum Contest
4915 Rattlesnake Hammock Rd #139
Naples, FL 34113

8. **Monthly Contest Themes:** Each month of the contest has a different content theme. To be eligible, content must be received prior to the last day of its associated month.
~~January - Monsters - Completed!~~
~~February - Character Classes - Completed!~~
March - Spells
April - Gonzo (Anything goes - get wild!)
May - Maps
June - Art
9. **Multiple Entries:** Multiple entries by a single entrant for a single month are allowed, but only one prize may be received per month.
10. **Bonus Entries:** In months 1-4, entries accompanied by original art will receive a second entry into the drawing. In months 5-6, entries accompanied by original stats/write-ups will receive a second entry into the drawing.
11. **Minimum Entry Requirement:** Should less than five entries from different individuals be received in a single month, no prize will be awarded and all eligible entries will roll into the next month and appropriate additional prize drawings will be made in the subsequent month.
12. **End of Contest:** Sanctum Media reserves the right to extend the contest by adding additional prizes to later months.
13. **Winning:** Winners will be chosen at random from the pool of eligible entries. Chances of winning vary by the number of entries.
14. **Prizes:** Grand Prize winners will receive one (1) copy of Super Number 1 Food Tower and one (1) page of randomly pre-generated characters for the adventure. Prizes will be delivered via US Post. One additional winner per month will receive a random item from the Sanctum Secorum's Prize Closet.
15. **Prize Limitation:** Only one "Grand Prize" per household. Repeat winners will automatically receive the random prize.
16. **No purchase necessary; void where prohibited by law.**

Character Classes

Huntsman (February Contest – 1st place)

“You are the rarest of occupations, that which stalks the night, seeking to destroy those creatures that hunt your fellow humans. You are a champion of the community, though greatly feared by the populace, as many Huntsmen fall under the sway of powerful monsters and ravage the countryside.”

The Huntsman has a good attack bonus, high hit points, and the powerful abilities. Women may also be a Huntsman, or a member of the Hunter's Order.

Hit points: A Huntsman gains 1d8 hit points at each level.

Weapon training: A Huntsman is trained in the use of all weapons. Often they are weapons within weapons. Trick weapons designed to deceive the monsters. Huntsmen often have silver or mithril weapons, sharpened stakes, etc.

The Huntsman wears whatever armor he can afford, black leather and long coats being favorites. Armor with hidden compartments is common.



The Hunt: A Huntsman is a member of a secret order, the Hunter's Order. The Huntsman can call upon fellow monster hunters but can also be expected to be called to assist in a hunt. The Hunt ability also represents a Huntsman's knowledge of monsters; namely, their ability to identify monsters, their lairs, hunting grounds, and weaknesses. The Huntsman makes an Intelligence check to identify a monster. DC varies by monster from DC 10 for common monsters to DC 25 for unique specimens. Each clue the Huntsman gains allows a new attempt to identify the monster, and reduces the DC by 1-5 points.

Alignment: The Huntsman is a lawful champion. Fallen Hunters can be of neutral or chaotic alignment. Neutral hunters are kicked out of the Huntsman Order, and become Lone Wolf hunters. Chaotic hunters are tracked down, as they often side with the monsters.

Attack modifier: Like warriors, the Huntsman does not receive a fixed attack modifier at each level. Instead, they receive a randomized modifier known as a deed die. The Huntsman always makes a new roll with this die in each combat round. When the Huntsman has multiple attacks at higher levels, the same deed die applies to all attacks in the same combat round.

Mighty Deeds of Arms: Like warriors, the Huntsman performs Mighty Deeds. Prior to any attack roll, a Huntsman can declare a Mighty Deed of Arms, or for short, a Deed. This Deed is a dramatic combat maneuver within the scope of the current combat. For example, a Huntsman may try to disarm an enemy with his next attack, or trip the opponent, or smash him backward to open access to a nearby corridor. The Deed does not increase damage but could have some other combat effect: pushing back an enemy, tripping or entangling him, temporarily blinding him, and so on. Several of the Huntsman's abilities rely upon the deed die.

The Huntsman's deed die determines the Deed's success. This is the same die used for the Huntsman's attack and damage modifier each round. If the deed die is a 3 or higher, and the attack lands (e.g., the total attack roll exceeds the target's AC), the Deed succeeds. If the deed die is a 2 or less, or the overall

attack fails, the Deed fails as well. Refer to the Combat section for additional information on Mighty Deeds of Arms (see page 88 of the DCC RPG rulebook).

Critical hits: In combat, a Huntsman is more likely to score a critical hit and tends to get the most destructive effects when he does so. A Huntsman rolls the highest crit dice and rolls on tables with more devastating effects. In addition, a Huntsman scores critical hits more often. At 4th through 7th level, a Huntsman scores a crit on any natural roll of 19-20. The threat range increases to natural rolls of 18-20 at 8th level. Once a monster has been identified, the threat range increases by 1.

Intimidation: A Huntsman adds his class level to intimidation rolls.

Action dice: A Huntsman always uses his action dice for attacks. At 6th level, a Huntsman gains a second attack each round with his second action die.

HM-1: Huntsman

Level	Attack	Crit Die/Table	Threat Range	Action Dice	Ref	Fort	Will
1	+d2*	1d12/III	20	1d20	+1	+1	+0
2	+d3*	1d14/III	20	1d20	+1	+1	+0
3	+d4*	1d16/III	20	1d20	+1	+2	+1
4	+d5*	1d20/IV	19-20	1d20	+2	+2	+1
5	+d6*	1d24/IV	19-20	1d20	+2	+3	+1
6	+d7*	1d24/IV	19-20	1d20+1d14	+2	+4	+2
7	+d8*	1d24/IV	19-20	1d20+1d16	+3	+4	+2
8	+d10*	1d30/V	18-20	2d20	+3	+5	2
9	+d10+1*	1d30/V	18-20	2d20	+3	+5	+3
10	+d10+2*	2d30/V	18-20	2d20	+4	+6	+3

Table HM-2: Huntsman Titles

Level	Title
1	Huntsman Apprentice
2	Huntsman
3	Monster Hunter
4	Demon Hunter
5	Master Huntsman

Warder: The Huntsman's final trick is his ability to craft wards. The Huntsman can create warding circles, barriers, and traps versus an identified monster. A ward can be crafted in various forms.

- A Simple ward is temporary, something as simple as a circle of salt. (takes 1d3 rounds to craft)
- A Crude ward is often carved or painted into a surface and lasts until purposely removed or damaged. (takes 2d4 rounds to craft)
- A Lasting ward is crafted with precious metals, oils, and jewels. These wards are most often used to protect a Huntsman's abode. (takes 1d6x50gp and 1d6 weeks to craft)

Warding circles can keep a monster in, or out of a circular area. A Ward Barrier is used to seal a portal against a monster.

Ward traps are designed to cause damage to a monster. A Ward trap causes 1d6 points of damage per level of Huntsman. The monster must make a save (type determined by judge) at DC 15 + Hunter level for half damage. The trap may be triggered by blood, sweat, or tears.

Gods of the Eternal Struggle

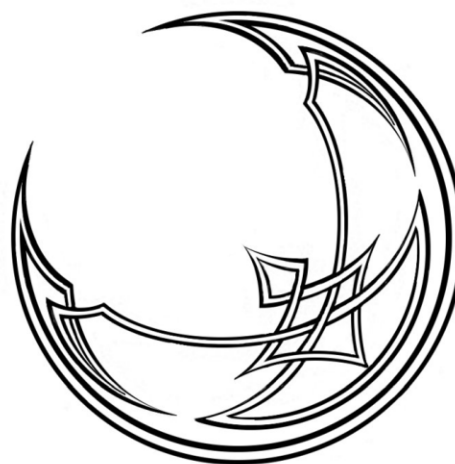
Leniqua

Lesser God, C - Moon

Among the lesser gods of Hyperborea, perhaps none is so favored by the wealthy as Leniqua, god of the moon. Within his ancient temple in the suburbs of Hyperborea's capital, Uzuldaroum, are kept thirty-nine maidens. The virtue of those maidens is guarded by the temple guards, as well as golden and jeweled chastity girdles.

The priests of Leniqua collect offerings made by wealthy worshippers, currying favor with the god in return for access to the sacred "virgins" of the temple. If the "offering" is great enough, one is allowed to sacrifice the "virginity" of the maiden in honor of the moon god. Upon passing from maidenhood to adulthood, the "virgins" are released, exiled from the temple to fend for themselves.

The domains associated with Leniqua are Chaos, Lust, Moonlight, and Slavery. His favored weapon is a scimitar forged from pure silver and his symbol is the stylized crescent moon.



Tsathoggua

Major God, N – Unknown

An alien god from a time when humans had yet to crawl from the primordial ooze, the cult of Tsathoggua is shrouded in mystery. Rumored to be lead by high priest Klarkash-Ton, the cult still worships this nearly forgotten, but powerful entity. It is said that Tsathoggua dwells within a secret cave in the bowels of Voormithadreth, surrounded by his servitors, the formless spawn.

Most commonly represented as a blasphemous chimera of sloth, bat, and toad, idols of Tsathoggua are concealed from prying eyes, deep within the earth. Woe be to those who trespass in such a place or defile such a shrine, for the vengeance wrecked upon them by Tsathoggua will be great indeed.

The domains associated with Tsathoggua are unknown to mortal man.

Formless Spawn (servitor of Tsathoggua): Init +3; Atk pseudopod +5 melee (1d4 plus blood drain); AC 10; HD 8d8; MV 60' or climb 40'; Act 3d20; SP half damage from slicing and piercing weapons; SV Fort +8, Ref +6, Will +6; AL N.

Blood Drain: Upon a successful hit a formless spawn begins siphoning the blood from their prey. This bonus damage, beginning at +1, increases exponentially for each consecutive round that the spawn is attached to its victim.



Magic Items

Powder of Hyperborea

This pale dust is a mystery to all but the most skilled alchemist. Due to its unknown qualities, all reported findings of this rare dust have been in vessels bearing multiple methods of closure (cork-stoppered with wax sealant, at the very least). When released from captivity, the powder seems to undulate out of its vessel with a life of its own before coming to rest in a small heap. Though scholars cannot be certain, the powder is believed to be inert of its mystical powers in this stage.

Once exposed to flame, however, the *powder of Hyperborea* instantly explodes into terrifying hallucinatory visions. A single vial/charge of the powder immediately affects an area of 2d24×10' diameter, as if every atom of the burning powder releases a separate illusion. The single charge will continue to burn for up to 4d6 rounds until creatures are able to move outside the affected area. (The shorter the duration, the newer the concoction.)

All creatures in the area of effect (except those who do not require to breathe, as un-dead) are immobilized immediately for 1 round – including whomever ignites the powder.



The phantoms projected into one's mind when encountered with the active powder differ from person to person, based on a roll of 1d7 + Luck modifier (see table).

Powder Illusion (1d7 + Luck mod)

1 or less	The creature the victim fears the most, now a double-headed and triple-tailed beast, taunting the victim to their grave.
2	Ghouls melting into one another, fluidly blending and parting around the victim's form, as if attempted to absorb the victim into their coil.
3	An immense, intangible swarm of insects – from gnats to creatures as large as sparrows – engulfs the victim in an eerily silent mimicry of feeding.
4	Lascivious blue cadavers, engaged in lewd acts despite missing limbs and other horrific means of their death, reaching to draw the victim into their embraces.
5	The phantasmal image of the victim's loved ones in death, with eyes, lips, and ears stitched tightly closed and wrapped in cloth as if prepared for mummification.
6	Amalgamations of humans and animals, body parts of multiple figures swapped randomly with no design for aesthetics. Roll 1d4 per PC: (1) women and tigers; (2) men and bears; (3) elderly men/women and ostriches; (4) children and sheep.
7+	Green sea-things, unisons of drowned men and octopi draped in rotting seaweed, appearing to leave dank slime along the floor.

After the single round of disbelief, a DC 12 Will save negates further effects of the powder. If any creature within the range of effect fails this Will save, they continue to be beleaguered by the disturbing imagery, *and* must roll 1d11 + Int modifier + Luck modifier and refer to the table below.

Failed Powder Save (1d11 + Int mod + Luck mod)

1 or less	Choking/incapacitated for 1d5 rounds. May not cast. All attempted physical actions suffer a -2d penalty for 1 turn (or until the end of combat).
2	Victim is mesmerized by the illusion, to the extent of ignoring everything else around him. suffers a -1d penalty to all Personality checks for 1d6 hours.
3	Equilibrium is destroyed for 1d3 turns. All Agility checks and stealth-related actions suffer a -1d penalty.
4	All spell checks suffer a -1d penalty for 2 turns. Utilizing spellburn has no effect.
5	Vision is blurred for 1d5 rounds. All combat checks – including offensive spells – suffer a -1d penalty.
6	Victim suffers a -1d penalty to all Will saves for 1 turn (or until the end of combat).
7	Ranged attacks – including spells – suffer a -1d penalty for 1 turn (or until the end of combat).
8	Retching/incapacitated for 1d3 rounds. May not cast. All attempted physical actions suffer a -1d penalty for additional 1d3 rounds.
9	Blinded for 1d3 rounds.
10	Victim cannot stop reliving the events and suffers a -1d penalty to all Personality checks for 1d6 hours.
11+	Shaken, but otherwise only suffers the lingering illusory effects.

If additional vials/charges of the powder are ignited, the effects begin anew. 1 additional round per vial burned is required to steel oneself enough to attempt a Will save to disregard the phantasms, at +1 for each additional vial (DC 13 for a second vial, DC 14 for a third, etc.).



Men and Magicians

Alchemist

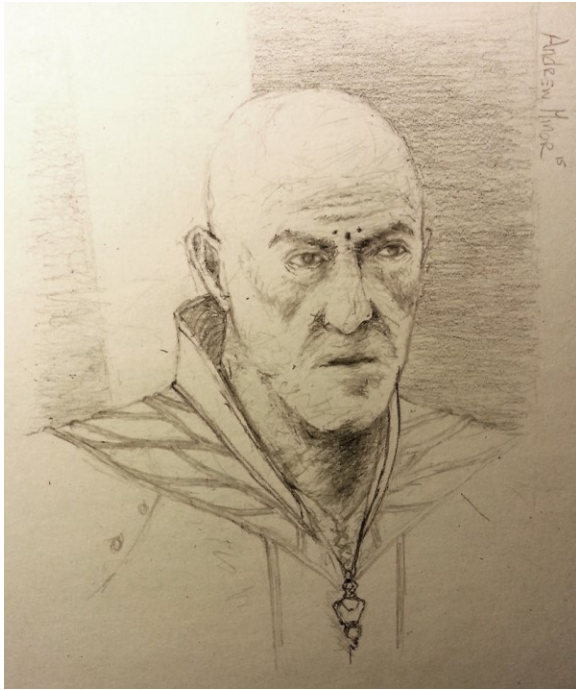
Alchemists delve in cluttered workshops among furnaces and melting-pots, distilling noxious potions and powders that are sought after by the richest lords as well as the most scurrilous of rogues.

Alchemist: Init +0; Atk dagger +0 melee (1d4 plus poison) or harmful powder +2 missile fire (see below); AC 10; HD 3d6; MV 30'; Act 1d20; SP poisoned weapon (DC 10 Fort save or paralyzed), harmful powder 3/day; SV Fort +1, Ref +1, Will +4; AL varies; Crit 1d8/l.

Alchemists carry various harmful powders on their person, which in combat they can scatter in a target's face, causing temporary blindness for 1d4 rounds. Alchemists also use weapons treated with a toxic poison, most often selecting extractions that debilitate rather than kill given their preference for preserving their still-living targets for later study, though Appendix P in the DCC RPG core book can be referenced for additional options. A typical alchemist will have 1d3+HD random potions on hand when encountered in his workshop. To determine what potions an NPC alchemist has on hand, roll a d100 for each potion indicated and compare the result to the table below. The listed prices are based on the relative rarity of the specific elixir; judges should adjust for their specific setting and campaign:

Master Potion List		
Roll	Result	Cost in gp
1-11	None	-
12-16	Animal control	200
17-18	Extraordinary healing	2000
19-21	Fire resistance	1500
22-23	Flying	2000
24-28	Gaseous form	500
29	Giant strength	2500
30-34	Growth	1000
35-39	Healing	500
40-43	Heroism	1250
44-46	Human control	1500
47-49	Invisibility	1500
50	Invulnerability	5000
51-55	Levitation	1000
56	Longevity	5000
57-59	Love-philter	1500
60-64	Love potion	100
65-69	Poison	100-500
70-73	Polymorph	1250
74-78	Shrinking	1000
79-82	Sleep vapor	1250
83-86	Speed	1250
87	Super-heroism	2500
88	The powder of the fetid apparitions	5000
89-90	Un-dead control	2000
91-95	Water-breathing	1000
96-100	Yun-pollen	750

NPCs



Marquanos

High priest of Leniqua and religious whoremonger, Marquanos personally holds the keys to the thirty-nine girdles. Repugnant in word and deed, this priest only cares for the lascivious delights offered to him by his position within the temple. Commonly dressed in silken robes, Marquanos is ruthless and cruel.

Alignment: Chaotic

God: Leniqua

Marquanos: Init +0; Atk bronze rod +5 melee (1d8+4) or spell; AC 11; HD 6d8; hp 27; MV 30'; Act 1d20+1d14; SP spellcasting (+5 spell check); SV Fort +2, Ref +2, Will +4; AL C.

Spells known: (Level 1) *blessing, darkness, detect magic, food of the gods, paralysis, second sight, word of command*; (Level 2) *curse, divine symbol, lotus stare, restore vitality*; (Level 3) *animate dead, remove curse, speak with the dead*.

Veezi Phenquor

Wizard-Alchemist and secret member of the Hyperborean Cabal (see *Sanctum Secorum* #8), Veezi spends his time during his recent retirement in the research of ever greater potions and unguents.

Alignment: Chaotic.

Goals: To push the boundaries of what is known amongst alchemists and wizards.

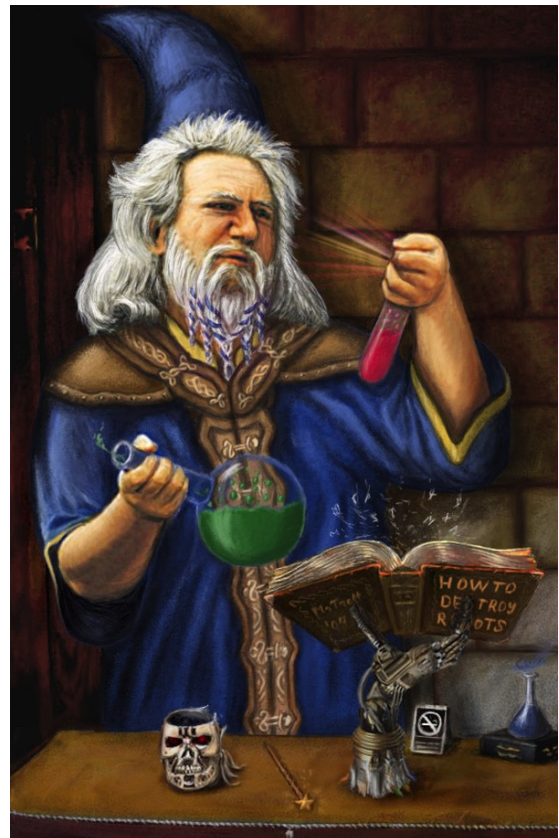
Patron: Lao T'zai (see *Sanctum Secorum* #18)

Tells: Creased face and wry grin

Veezi Phenquori: Init +0; Atk +1 dagger +2 melee (1d4), potion, or spell; AC 13; HD 6d5; hp 15; MV 30'; Act 1d20+1d16; SP potions (see below), spellcasting (+7 spell check); SV Fort +2, Ref +2, Will +4; AL C.

Potions carried: extraordinary healing, human control, love-philter, powder of fetid apparitions, Yun-pollen

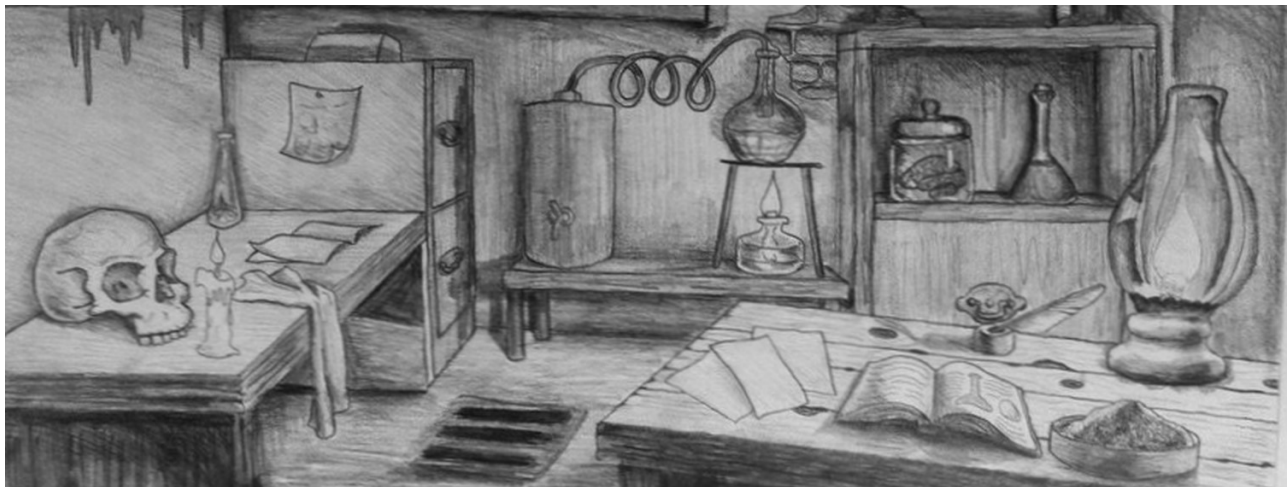
Spells known: (Level 1) *detect magic, flaming hands, invoke patron, patron bond, sleep*; (Level 2) *fear dust of Lao T'zai, fire resistance*; (Level 3) *chill wind of Leng, dispel magic, make potion*.



Spells

Make Potion (Spell Expansion)

Master Potion List Additions			
Potion	Minimum DC	Special Ingredients	Effect
Yun-pollen	20	Pollen of a rare jungle lily in the lost jungles of Khitai	When cast in a target's face, it induces a temporary paralysis that lasts 1d4 rounds.
Sleep vapor	24	Pure unadulterated dreams, coalesced and crystallized	When released, this soporific drug quickly vaporizes into a gaseous cloud that fills up to a 30'x30' area. Any creature entering the cloud must make a DC 15 Fort save or fall into a deep, sound sleep that lasts for 1d4 hours, or until they are vigorously shaken awake. Even on a success, the target finds their mind clouded with fatigue and is -2 to all actions for a similar period. Creatures already asleep when exposed to the drug are automatically affected by it. The cloud dissipates after three turns.
Love-philter	27	Bladder from an oestrus polecat	When imbibed, this pungent philter inflicts a maddening ardor that, unless restrained, causes the imbiber to lustfully pursue the nearest creature. So potent is this elixir that it acts as a solvent for all forms of paralysis or stupor, and is strong enough to even temporarily revive those close to death and dying or bleeding out. The effects wear off after 2d6 rounds.
The powder of the fetid apparitions	36	Rare volcanic ash from Mount Voormithadreth	When ignited, this rare powder burns with a clear flame, creating a tasteless, invisible cloud of vapor that causes any creature inhaling it to experience hallucinations of phantasmal shapes that plague the victim with terrifying sights and even charnel fetors. Creatures within the cloud must make a DC 20 Will save each round or flee in terror. One ounce of the powder is enough to fill a large room and two ounces will fill the entire level of a small building. Effects last 2d6 rounds or until the fire is extinguished. Once consumed, the effects of the powder immediately dissipate.



Nightmare Nimbus	
Level: 2	Range: Varies Duration: Varies Casting Time: 1 action Save: Varies
General	The caster summons forth swirling hallucinatory clouds of nightmare to disorient and terrify his foes. Contact with the vapors is enough to trigger the spell effect, although inhaling them enhances the result. For saving throws, those covering their mouths or otherwise avoiding directly inhaling the gasses receive a +1d bonus to their saving throw. The caster is not immune to the effects of the spell.
Manifestation	Roll 1d6: (1) blue cloud; (2) glowing orange mist; (3) swirling black fog; (4) greenish-vapors; (5) thick white fog; (6) clinging yellow mist.
Corruption	Roll 1d4: (1) caster suffers from debilitating nightmares and is unable to sleep peacefully. As a result, they suffer a -2d penalty on their first spellcheck of the day; (2) caster's ears perpetually leaks small wisps of colored smoke or fog; (3) when speaking, the caster issues a torrent of smoke, obscuring his own vision to a range of 10'; (4) caster's body chemistry changes and their skin is coated in a thick, dripping oil, permanently reducing their dexterity by 1.
Misfire	Roll 1d4: (1) caster's lungs fill with smoke leaving them choking and gasping. Caster is helpless for 1d3 rounds; (2) caster creates an invigorating cloud and all targets within gain +1 action die for the next round; (3) vapors catch fire, causing a fireball that engulfs the caster for 2d6 and all others within 10' for 1d6. Caster is allowed no save, other victims may make a DC 12 Ref save for half; (4) roll spellcheck again. Caster and all within 5' are enveloped in a choking cloud equal to the second result rolled.
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	One designated target within 20' is engulfed in a hallucinogenic cloud suffering a -1 penalty to all rolls (including attacks, damage, skills, and saves) for 1d6 rounds. Fort save vs. spell check DC negates.
16-19	Up to 1d4 small individual clouds appear around selected multiple targets, all of which must be within 30'. Each target must immediately make a morale check to avoid attempting to blindly flee the area while those who succeed are still so shaken as to suffer a -1 penalty to all rolls for 1d6 rounds. Fort save vs. spell check DC negates.
20-21	A single soporific cloud appears within 50', centered in the area of the caster's choosing, with a radius of CL+10'. Each target within the cloud must immediately make a morale check to avoid attempting to blindly flee the area while those who succeed are still so shaken as to suffer a -1 penalty to all rolls for 1d6 rounds. Fort save vs. spell check DC negates.
22-25	A single cloud appears within 50', centered in an area of the caster's choosing, with a radius of 10'. The cloud expands at a rate of CL×5' per round for 1d3 rounds. The cloud hangs in the air for an additional 1 turn before dissipating. All victims suffer a -2 penalty to all rolls for 1d4 rounds. Each afflicted target within the cloud must immediately make a morale check to avoid being paralyzed with fear for 1 round before being forced to flee the area for 1d3 turns. Fort save vs. spell check DC halves duration of penalty on rolls (minimum 1 round).

26-29	A single hallucinatory cloud appears within 50', centered in an area of the caster's choosing, with a beginning radius of 10'. The cloud expands at a rate of CL×5' per round for 1d4 rounds. The cloud hangs in the air for an additional 1d3 turns before dissipating. All victims suffer a -2 penalty to all rolls while in the cloud and for an additional 1d4 rounds afterwards as their system clears. Each target must immediately make a morale check with an additional -1d penalty, with those failing immediately fleeing the area. Fort save vs. spell check DC reduces the penalty on all rolls to -1.
30-31	A horror inducing cloud appears within 50', centered in an area of the caster's choosing, with a beginning radius of 10'. The cloud expands at a rate of CL×5' per round for 2d3 rounds. The cloud hangs in the air for an additional 1d3 turns before dissipating. All victims suffer a -3 penalty to all rolls while in the cloud and for an additional 1d4 rounds afterwards as their system clears. Each target must immediately make a morale check with an additional -1d penalty, with those failing immediately fleeing the area. Fort save vs. spell check DC halves the duration of and reduces the penalty on all rolls to -1.
32-33	Roiling nightmare-filled fog appears within 80', centered in an area of the caster's choosing, with a beginning radius of 10' and expands at a rate of CL×10' per round for 2d4 rounds. The cloud hangs in the air for an additional 1d3 turns before dissipating. All victims suffer a -4 penalty to all rolls while in the cloud and for an additional 2d4 rounds afterwards as their system clears. Each target must immediately make a morale check with an additional -1d penalty, with those failing immediately fainting dead away from fright. Fort save vs. spell check DC reduces the penalty on all rolls to -2.
34+	Roiling nightmare-filled fog appears within 100', centered in an area of the caster's choosing, with a beginning radius of 10' and expands at a rate of CL×10' per round for 1 turn. The cloud hangs in the air for CL in turns before dissipating. All victims suffer a -5 penalty to all rolls while in the cloud and for an additional 2d4 rounds after as their system clears. Victims must make a morale check with an additional -2d penalty, with those failing immediately dying of fright. Fort save vs. spell check DC reduces the lethality of the terror, causing victims to merely faint dead away for 1d3+CL rounds.



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