

FEAST OF BUKAKO



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Being a collection of sorceries for use with traditional roleplaying games

Preliminaries

- The following spells lack ranking by level. If using traditional spell slots, sorcerers can prepare any spell below using any level spell slot.
- These spells are inspired by the original spells rather than new clothing for identical functionality—some effects diverge wildly. Some may be difficult to use with non-player characters in Deep Carbon Observatory.
- A sorcerer can have only one sigil *of a given type* active at a time. Creating a second voids the first, causing it to crumble into useless ash, and terminating any associated spell.
- If unstated, spell durations are equal to sorcerer level in exploration turns, unless a sigil is involved. Spells involving sigils generally persist while the sigil remains.
- When spells call for a die, six sides are probably appropriate, but substitute other dice magnitudes as appropriate to your base ruleset.
- Optional, minimally invasive, rule to replace spell slots: to cast a spell, make an intelligence check, interpreting the result as follows:
 - **Success:** spell actuates and sorcerer retains spell
 - **Failure within 4 of success:** spell actuates, but also causes some unintended consequence, and sorcerer retains spell
 - **Failure:** spell actuates, but also causes some unintended consequence, and sorcerer loses spell until the next downtime
 - **Critical failure/natural 1:** spell fails, instead yielding a sorcerous catastrophe, and sorcerer loses spell until the next downtime

As referee, when using the above approach, I generally sketch a rough outline of potential unintended consequences given the current situation and confirm player intent before proceeding with the spell-casting procedure.

- For more discussion of spells without levels, and more spells, consult **WONDER & WICKEDNESS**, published separately by LOST PAGES.
- The naming of each spell follows the form:

[Prompt Spell]
BUKAKO Spell

Bukako and the Pleasing Fish

A prologue in three pages by Patrick Stuart

So began the esorscelment of the Pleasing Fish by the Sorcerous Monkey Bukako wisest of primates, (except for a few). That eater of books and fiend of the waves.

Woe! Woe to the Pleasing Fish! For when shall we see such fins again? Woe to the lightning-raddled waves, Coral kingdoms now fulgarite-struck! All due to the cunning of Bukako, Wisest of primates, (except for a few).

Bukako, first and only subject of the paper-eater spell. O unwise sorcery! Trapped by an asp and sold of to a sorcerers churl, that dominating Mage named Bezelzak-Belvana-Besrok, the Mind-Phage of the Inner Dark. Her churl named "Swab-It of Besrok" for their most common task.

The serf, Swab-It, thought to practice Greater Magics and seized the asp-struck Bukako feeding him runes of power and ninety-five illuminating herbs, eventually sacrificing sixty-six ants in a summoning of one of the more forgettable daemons.

So Bukako was imbued with power immortal. he would know forever, any text he ate. At first his appetites were minor, and made little difference, receipts and casual notes, fragments of knowledge, floating in the void of an illiterate monkey mind. Yet Bukako was wise enough to hide his knowledge from the Swab, keeping always a little back, and then a lot. A diet of mashed up teach-your-child-to-read books sparked consciousness in the simian. From that point on, Bukako planned, he thought and dreamed within his fairly-small skull.

The Books of Spells were his aim! Those Bezelzak-Belvana-Besrok kept hid and warded behind multidimensional locks and elemental hounds.

Ultimately Bukako broke out from his cage, entered the sorcerous sanctum of Besrok and ran wild amidst the multiversal tomes, chewing and eating wildly! The monkey tore! swallowed! Bit and chewed again until his spit ran like fluorescent paint!

Great was the battle betwixt the Monkey and the Mage when Bezelzak-Belvana-Besrok returned!

That eons-old walker in the dreams of Gods against the hairy thaumaturge, bloated now with stolen power! The city; Ix, shook like a leaf, seven temples were flattened, four thrown back in time, two turned to glass, one to flowers and one fresh temple brought into being, housing an unknown god.

Ultimately, as her subtle spellcraft clashed and locked with the chaotic multiplicity of Bukakos bitten powers, Bezelzak-Belvana-Besrok descended to low fisticuffs and booted the beast through a portal in space and time.

Since that day, Bezelzak-Belvana-Besrok, all her descendants, many of her students and three of her elemental hounds have sought Bukako, the Sorcerous Monkey, wisest of primates (except for a few). For he had nibbled not just whole spells, but vital fragments of great incantations which now existed only in his monkey mind. for the return of these torn glyph-scraps alone, a kings ransom would not suffice.

But what of the Pleasing Fish? That most supine and relaxed of magical beasts? Legendary, delicious and mythical, gurgling through its turquoise sea, between the rocks of Ixinian and the Horn of Aan?

This unicorn of the sea, a wish-giving delicioufish, sought by greedy kings for its delicious flesh which, once imagined, cannot be forgotten. Do not think of its steaks or battered cakes! Or you will be forever lost! No!!!

The Pleasing Fish, an apparently deluded, perhaps, stupid, witless but beautiful creature, appeared in legend, only to the innocent and confused. No certain beast was she! Delivering wishes with a flick of its glimmering fins. Wishes of beauty, grace and stupendous power. Yet all fundamentally useless, at least for the wisher, for, being both innocent and confused, they always screw up the wish or do that thing where they think aloud or say casually “I wish this was all over” and then that’s what they get. Such are the tricks and teases of fate.

But yea, the wishes of the Pleasing Fish are well for some, if not for the wisher themselves. Boons to some they are, like how that giant crab someone accidentally wished for ended up feeding the starving people of Ix, (though they gave no thanks for it!). Or how the ability to speak Magpie which another got in error, ultimately resolved the Ninth Hell War and saved uncounted souls, (you won’t hear the Hell-Lords say “Oh cheers”!).

So ghosts and dives the Pleasing Fish through the turquoise sea between the rocks of Ixinian and the Horn of Aan, hunted by armadas of taste-maddened Kings. (Don't think about the fish-sticks! Don't!). Transiting through the Archipelagos of Mysterious Time, betwixt Dream and Legend, disposing its odd powers to the confusion of the confused and the surprising benefit of the completely-screwed. Muttering its troubled incantations of self, trying to remember where the sun goes at night, leaping up to meet it in the day, searching for vectors for its overflowing wish-power, like liquid lightning incapable of striking the wise.

Until, upon its back, a thud! A hairy foot! A bouncing tail!

And the weight of Bukako the Sorcerous Monkey, wisest of Primates, (except for a few)!

So began the long and storied Adventures of Bukako and the Pleasing Fish.

Pursued by Armadas, magicians and elemental hounds across the turquoise seas between the rocks of Ixinian and the Horn of Aan, and through the archipelagos of Mysterious Time....

Spells

[Avoid Notice]

Esotravagate

To cast this spell, the sorcerer must prepare a talisman of wicker. As long as the sorcerer contemplates the talisman and avoids ostentatious displays of disturbance, the sorcerer may walk without notice. When the sorcerer's attention falls upon anything other than the talisman, then the spell fails and d6:

1. all felines within a day's travel yawl uncontrollably and go mad
2. the sorcerer's scent becomes pleasant to ghosts
3. anyone that was nearby the sorcerer during the spell's duration will dream the sorcerer's memories regularly and perpetually
4. the talisman turns to lead
5. the sorcerer smells faintly of frankincense forever after
6. the talisman flares into brilliant coruscating light which persists until the next new moon

[Bookspeak]

Inscribing Watcher

To bind a spirit of writing, words, and glyphs, the sorcerer first uses wax to affix an *inscription sigil* upon a book, scroll, tablet, or similar receptacle of signs. The inscribed receptacle blossoms with invisible eyes and ears, observing all occurring nearby that would be perceived by a watchful person, replacing the contents of the receptacle with this new knowledge. The spell persists until sorcerer releases the spirit; upon release, the spirit chants forth the new contents of the receptacle before vanishing in a gale of wind.

[Change Self]

Primrose Facade

The sorcerer smashes three glass or clay jars, spreading the shards as a path of ten paces. After walking the path barefoot and intoning the magic words forcefully, the sorcerer's appearance changes to mimic the appearance of another person the sorcerer has seen, as long as the sorcerer has never assumed the aspect of the person before and as long as the sorcerer remains barefoot. Additionally, the sorcerer may ignore the next wound suffered. When the spell ends, fate rebels against the sorcerer, causing the next wound to be double in severity. This can only be avoided by casting Primrose Facade again.

[Control Weather]**Avian Emissary**

The sorcerer summons a bird to commune with the powers of the sky. The bird will argue the sorcerer's case in the courts of cloud spirits, winds, and lesser cosmic functionaries, with each demand taking one day, resolved by standard reaction procedures. If the bird dies prior to release from sorcerous duties, the powers of the sky will issue a bounty on the sorcerer's soul. Reckon duration for this spell in days rather than turns.

[Earthquake]**Mood of Gravity**

By smearing the face with mud, dust, or jagged rock shards, the sorcerer's soul fuses with a greater earth spirit, binding the emotions of the sorcerer to the movement of faults deep below. For the duration of the spell, annoyance and minor pains result in tremors while wrath and great pain yield proportional restlessness of the earth. When the spell ends, the sorcerer becomes numb to the experience of any emotional intensity until the spell can be prepared again.

[Ease Grief]**Sing to the Sun**

By means of magic words sung in sunlight to glorify the munificence of solar bounty, the sorcerer eases the pain, either mental or physical, of all that can hear, bringing calm to those afflicted in spirit and energy to those afflicted in body. The sun energy forestalls affliction unto death for a number of actions equal to the sorcerer's level, followed by violent solar reclamation of those who were dying—the body burns in an incandescent pillar of white hot fire. This hymn drives ghosts mad for reasons unknown.

[Enlarge]**Engorgement**

The sorcerer must prepare a dish from flesh of a four-legged animal, spiced well and thoughtfully. Upon speaking the magic words, and consuming the food, the sorcerer grows to the size of the animal consumed, persisting in that size until passing the animal's remains. Only the sorcerer's body changes, and upon the spell's end there is a 1 in 6 chance of the sorcerer permanently manifesting some physical aspect of the creature, such as goat horns, horse hooves, or cat eyes. If the animal consumed was of a kind to lay eggs, the sorcerer will lay an egg within 1d6 weeks, birthing a creature of wonder or terror.

[ESP]**Dreamsneak**

This spell requires sleeping under a shroud with glyphs painted using pigment made from cremated remains, which shift to expose the sorcerer's desires and fears if read by another magician during the course of the spell. Enter the dreams of another to learn of secrets and weaknesses. If invited, and in possession of a prized possession of the dreamer, the sorcerer may travel with a small number of companions through the dream world, emerging at the physical place the dreamer rests, upon the sleeper's waking.

[Fear]**Beacon of Terror**

By prostration, tracing forbidden signs on the ground, and slapping the ground three times, the sorcerer causes an infinitely high beam of light to spring forth from the ground like a pillar rising to heaven. For any creatures of level four or less witnessing the radiant beam, taking any action other than fleeing the beam pillar requires succeeding at a saving throw. When the spell ends, the beam flickers out, but if the beam was called under open sky there is a 1 in 6 chance of attracting attention from spirits of the air, dragons in transit, or a flock of giant eagles.

[Fly]**Embrace the sun**

To cast this spell, the sorcerer must brandish a talisman of gold that has felt the sun's light at midday. Upon pronouncing the incantation, the talisman blazes forth with the wanton splendor of an angry desert noon and the sorcerer is drawn toward the sun. With concentration, the sorcerer may resist the pull, or shift laterally, but the effort is like swimming underwater. When the spell's duration ends, or the talisman's radiance is concealed in any way, the magic ceases and d6:

1. the sun ceases shining for one day in the current region
2. the spell ends but the talisman's radiance continues, increasing every day until, after a week passes, the brilliance is so great as to burn out the vision of any witnessing mortal
3. the sorcerer's eyes leak small trails of smoke whenever open
4. the spell continues until the sorcerer finds a way to melt the talisman down to slag
5. the talisman becomes a molten fireball of maleficence which the sorcerer must hurl away to avoid the detonation
6. the sun shines without setting for seven days in the current region

[Hide Sorrow]**Laughter of the Vine**

The sorcerer causes themselves or another nearby to become inebriated, without resorting to any substance. For others, a saving throw applies. When the spell ends, the person so inebriated will hiccup forth a torrent of d6: 1 bubbles 2 butterflies, 3 moths, 4 hummingbirds, 5 glittering dust motes, or 6 poetry in iambic pentameter praising the sorcerer's virtues.

Semiurgic Message Recipient

1d6:

1. Potent sleeping nature spirit disguised as rocky outcropping
2. A particular questing knight
3. Current or likely foe of the sorcerer
4. Recently dead corpse
5. Quiescent archon trapped in the motions of a waterfall
6. The most potent lord of the current region

[Identify]**Semiurgic Persuance**

Speak the magic words and open a door for access to the infinite vaults of cloistered wisdom, a dimension containing knowledge receptacles, archives, tablets, and scrolls, stored in an unending, tangled mass of stairways, tubes, wires, and shelves, lit by swarms of fireflies. In the near reaches of the vaults are erudite semiurges which can identify all manner of creatures, objects, and fears, as long as the requestor agrees to carry a semiurgic message to a recipient back in prime reality. If the door is closed while the sorcerer and any companions are within, they must find a new exit by exploring the forbidden wings of nightmare philosophy deep in the vaults of infinite wisdom.

Semiurgic Message

1d6:

1. ENRAGING
2. Suspiciously intimate
3. Conspiratorial
4. A second hand threat
5. An encoded spell (determine randomly)
6. Amorous and enticing

[Invisibility]

Necrophase

The sorcerer steps sideways into a necromantic mirror dimension where everything is dreary and decaying. The sorcerer becomes visible only to undead. All obstacles and creatures from prime reality exist and are mutually connected to necrophasic counterparts. Any living creature touched by the sorcerer while in the mirror dimension will rise as a zombie upon death and, while necrophased, all sentient undead will experience violently negative emotions while in the presence of the sorcerer.

[Lessen Pain]

Arboreal Balm

The sorcerer may remove bodily pain from the willing by touching the body in suffering, whispering the words of the spell, and calling upon aid from slumbering forest spirits. When the spell ends, the flesh affected permanently becomes d6:

1. Blighted ropy coiled vines
2. Transparent like a jellyfish
3. Pliant smooth living wood
4. Mossy expanse
5. Spiny green cactus
6. Unyielding bark

The flesh affected is too small to directly affect armor class or similar statistics, but may provide situational benefits or drawbacks.

[Locate Object]**Hounds of Hell**

In a puff of acrid smoke, 1d6 hell hounds appear, flaming of fetlock, sized like oxen, and implacable. The hounds will seek an object once held by the sorcerer, harming no living thing during pursuit. However, after finding the prize, the sorcery binding the hounds collapses, and the hounds will turn ire upon any mortals encountered, attempting ultimately to drag the sorcerer down to hell.

[Magic Jar]**Convocative Enthronement**

To gain another's soul for transport, the sorcerer must first obtain the lifeblood by carotid drainage, mixing the blood with anise and lavender, and then consuming the resulting soul elixir. The passenger soul may, once per day, take command of the sorcerer's body, which the sorcerer can resist only with a successful saving throw. The sorcerer may discharge the passenger soul into a properly prepared receptacle, but only with the passenger soul's cooperation.

[Magic Missile]**Ballistic Extravagance**

The sorcerer must chant loudly the incantation and then kiss a bow, cross-bow, or some other variety of bolt thrower. Upon firing, the weapon unfolds itself into an engine of wires, gears, pistons, and cables, showering a melee area with a profusion of flanged metallic posts, and then collapses back into its original form. All within the zone of hazard take three dice of damage, save for half, and the weapon's wielder must save or be flung violently backward twenty paces.

[Mending]**Mystery of Rebirth**

The sorcerer buries a broken object in a fallow field and waters the land with a sacrifice of honey and rare pepper. Over the next day and night, a solar lotus grows and then blooms, revealing a perfectly repaired object, streaked through with solar lotus fibers. The solar lotus is a delicacy to spirits of the air and will attract hungering spirits with a chance of 1 in 6. Harvesting the lotus prior to bloom ruins the spell and releases a creeping, perpetual blight which will expand gradually without end, leaving a wake of crumbling dust and a thousand years of poisoned ground.

[Message]**Sending of Bats**

During the dead of night while in a cave, earthy hollow, or dead tree, the sorcerer invokes the ancient pact of Chirops, which obligates bats to serve as envoys for the wise. In 1d6 turns, a colony of bats prostrates themselves around the sorcerer to receive a message, which the colony will then carry to a destination or recipient provided by the sorcerer, to sing the message thrice in a harmony of bat voices. There is a 1 in 6 chance the bats will be the size of condors—bat champions—only willing to serve following negotiation of terms.

[Mind Blank]**Gloom Shroud**

The sorcerer chants the magic words with force and calls a cloak made of dripping shadow, bearing the sorcerer's *shadow sigil*, that clouds the vision of spirits and interferes with attempts at scrying from afar. Any magical attack, aggression, or reconnaissance directed toward the sorcerer calls a shadow branded with the sorcerer's name into being. The shadow whispers the name of the aggressor into the sorcerer's ear before fleeing the sorcerer to do mischief elsewhere.

[Minimise Thirst]**Water for Wine**

By whispering promises to a small demon, the sorcerer can survive without access to water, incurring a debt of one fine bottle of wine per day of sustenance. The blood of slain innocents is also acceptable, if still warm from the deed. The debt will come due at lender's leisure, but generally with a 1 in 6 chance per period of rest and recovery.

**[Mirror Image]****Ego Lure**

The sorcerer draws the *ego sigil* on a mirrored surface and then reaches in to the mirror world, pulling out a clone of themselves. The clone shares a pool of life force with the sorcerer, such as hit points and similar resources, including spells, but comes garbed in feast day finery. The clone is a summoned creature, with all the limits that entails, but lacks any cosmic obligation to advance the interests of the sorcerer; determine reaction as with any encounter.

[Part Water]**Bottle the Ocean**

The sorcerer sings the temptation of many waters, coaxing a water spirit into a specially consecrated clay jar, leaving an open path through a body of water. The spell persists for as long as the sorcerer concentrates or until the vessel holding the spirit breaks. When the spell ends, d6:

1. the spirit returns home happy and the water becomes permanently sweet, like saltwater but as if the salt content was replaced by sugar
2. the spirit returns home angry, closing the path, and raises a great storm and tempest that lasts until the spirit is propitiated
3. the spirit was a five-clawed wingless dragon of the ocean which will follow one command from the sorcerer before returning home and closing the path
4. the spirit is disoriented and upset, wreaking havoc until led home
5. the spirit finds the clay jar pleasant and remains indefinitely, leaving the path open
6. the spirit returns home, closing the path

[Permanency]**Circle of Perpetuity**

The sorcerer draws a circle of binding in salt, chalk, or ground bone around a *perpetuity sigil* and then summons a tall spindly demon, which appears inside the circle of binding. The demon will cast one spell, as directed by the sorcerer, which the sorcerer must first teach to the demon. The demon will remain trapped and obligated to maintain the spell as long as it takes no damage originating outside the circle and the circle of binding itself remains undisturbed, but once the demon is free it will attempt to take vengeance on the sorcerer proportional to the servitude endured.

[Phantasmal Force]**Reciprocation**

For the duration of this spell, the sorcerer must wear a wooden mask. The sorcerer causes another, who must witness the masked sorcerer perform the magic gesture, to confuse two specific identities previously witnessed by the sorcerer, mistaking one person or creature for the other and vice versa. The mind will twist interpretations mildly to fit the imagined context, such as hearing a dog's bark as spoken warning, but implausible actions, such as a human confused with a sparrow taking flight, permit a saving throw.

[Polymorph Any Object]**Hydrous Crucible**

The sorcerer must first inscribe a creature or object with a *hydrous crucible sigil* and then submerge the marked creature or object in water. The water must be untouched by light from sun, moon, or stars within the past 100 years. The spell transforms the creature or object slowly and painfully to some other kind of creature or object, which the sorcerer must have seen before; the result retains the *hydrous crucible sigil*. If the resulting creature or object breaks the surface of the water before the transformation is complete, the spell collapses, tearing a hole in reality and creating a gate to a wicked place teeming with horrors.

[Reduce Scars]**Zombie Flesh**

Fuse visible skin with flesh filleted from a zombie or similarly undead creature, eliminating scars and otherwise replacing superficial blemishes with strangely smooth expanses of pristine zombie material, which must be oiled daily. Zombie flesh can be used to heal a die of damage, but this requires a saving throw to avoid rejecting the tissue and suffering an additional point of damage. The zombie-enhanced become unable to cross circles of protection or similar barriers and detect as undead.

[Shape Change]**Philomateria**

The sorcerer inscribes magic signs using greasepaint on a mundane tool or weapon, fusing the object to the sorcerer's body in place of a hand using a process that is mildly itchy. So merged, the implement affects the spirit world along with the material world and is indestructible by means less than extraordinary. When the spell ends, the hand returns unless otherwise specified, and d6:

1. the fusion is permanent but the object becomes otherwise mundane
2. the object animates, flying away to raise armies of angry awakened implements
3. the object radiates magical fire until the sorcerer next sleeps
4. the object begins to quiver, exploding violently in several minutes
5. the object becomes a powerful magnet
6. the hand returns with long, wolflike claws in place of nails

[Shield]**Distracting Wisdom**

By continually and forcefully intoning secret lost poetry, the sorcerer conjures a whirling, flickering, folding screen of glyphs, making attacks from all literate opponents miss automatically. Illiterate opponents are unaffected. Hidden within the nonsense glyphs are lost histories, meaningless diatribes, and corrupted spells. Any sorcerer may attempt to read the shield glyphs and cast a twisted spell by performing an action and saving versus magic; on success, determine the spell randomly from a nearby source of spells at the game table with one verb substitution, chosen by the referee.

[Sleep]**Blessing of Gravity**

The love of the sun for all matter and all mortal creatures is great, countered only by the unseen craving of earth, which keeps everything from careening madly into the sky. By whispered continuous chant and with downcast eyes, the sorcerer causes the earth to lust more greedily for all creatures within twenty paces of the sorcerer, pulling with such force that only minuscule movement is possible with great effort. A saving throw applies for creatures of level higher than three and flying creatures are unaffected.

[Shrink]**Mantis Path**

The sorcerer's body collapses into a mass of large mantis insects, each about the size of a hand, one of which retains the sorcerer's spirit and consciousness. The other insects are hungry but will follow the general lead of the sorcerer, as long the direction leads toward food, but will otherwise attempt to feast on the sorcerer. While in mantis form, the sorcerer has 1 hit point, great agility, and the ability to fly short distances, the equivalent of five long human paces.

[Speak With Animals]**Beast Face**

The sorcerer paints a faceless hood with the symbol of a particular animal, and wears the hood while singing praise of the primeval wilds. Completing the song and removing the hood transforms the sorcerer's head to that of a chosen beast, granting the ability to converse in the beast's language. When the spell ends, d6:

1. any animals addressed go mad, seeking to kill everything nearby
2. the change of head is permanent
3. all animals of the kind addressed develop a deep, abiding fear of the sorcerer, preventing further converse with other animals of the same kind
4. any animals addressed follow the sorcerer for the next day, causing mischief
5. any animals addressed follow the sorcerer for the next day, helping to the degree possible
6. one animal addressed becomes infatuated with the sorcerer, wishing to join service as a loyal retainer

[Suggestion]**Solar Compass**

The sorcerer blesses an object at high noon to become a solar compass and inscribes the object with a *solar compass sigil*, declaring at the time of blessing a goal destination. If received willingly—though perhaps unknowingly—the solar compass will exert a subtle influence on the desires of the possessor. While in sunlight, any substantial movement away from the inscribed goal destination requires succeeding at a saving throw.

[Trap the Soul]**Clay Vessel**

The sorcerer must first procure a human shaped clay statue at least two paces tall of fine workmanship and inscribe a *clay vessel sigil* upon the statue. The spell sucks out the soul and consciousness of the next person touching the statue—a saving throw applies for the unwilling—leaving the original body a living but catatonic husk. The new clay vessel is strong but slow, and loses any previous ability to cast spells.

[Wall of Fog]

Starlight Veil

The sorcerer calls the true name of a distant star, summoning a cascade of twisting, shimmering shadows, making vision more than a few paces distant dissolve into incomprehensible chaotic bewilderment affecting anyone that would otherwise be able to see the sorcerer. Moonlight dispels the occultation and images in polished silver reflect the true state of reality. When the spell ends, the star vanishes from the firmament, and a great black lump of mysterious stone the size of a hill tumbles from the sky in a randomly determined area of the current region to hang motionless 50 paces above the ground. There is a 1 in 6 chance that a star palace perches upon the celestial rock.

[Water Breathing]

Whale-Friend

By brandishing a wand of driftwood or a clay jar of sea water, the sorcerer summons a great whale, which appears in a nearby large body of water accompanied by a twisting waterspout and clap of thunder. The whale will perform one task for the sorcerer. The sorcerer, and a small number of companions, can breathe while sheltering in the great whale's mouth, even when deep underwater, but be aware that the whale will attempt to cleverly subvert objectives against the interest of the kingdom of whales.

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Monkey drinking: page 195 of “Æsop’s fables: with upwards of one hundred and fifty emblematical devices” (1839)

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The end: page 225 of “The fables of Æsop, selected, told anew and their history traced” (1894)

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