

Charm Person

Level: 1 **Range: 120'** **Duration: Varies** **Casting Time: 1 round** **Save: Will vs. check**

The caster charms an enemy to become a friend! Any mundane living humanoid can be affected normally. Druids can also use this spell on animals. Wizards can attempt this spell on monsters and un-dead with a -2 check penalty and attempt to affect outsiders and demons with a -4 check penalty.

Misfire: Roll 1d4: (1) caster falls in love with intended target; (2) 1d4 randomly determined nearby creatures fall in love with each other; (3) caster inadvertently puts intended target to sleep [Will save to resist]; (4) target is not charmed but instead repulsed and angered by caster.

Corruption: Roll 1d6: (1-3) minor corruption; (4-5) major corruption; (6) greater corruption.

Mercurial Magic: Planar rift. Casting the spell tears jagged hole in the warp and weft of the multiverse. There is a cumulative 1% chance that a horror from the outer dark steps through the rift. The fearsome creature has HD equal to the caster's level + 5. Roll 1d3: (1) the monster steals the spell from the PC's mind before vanishing forever; (2) the monster attacks the PC with the intent to slay the caster; (3) the monster seeks to strike a bargain with the caster, offering the PC forbidden knowledge (judge's choice) in exchange for the souls of the caster's party.

Spell Results

1: Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + misfire + patron taint; (1-2) corruption; (3) patron taint (or corruption if no patron); (4+) misfire.

2-11: Lost. Failure.

12-13: A single target must make a Will save or be dazed for 1d4 rounds. Dazed targets can move at half speed but can perform no other actions.

14-17: A single target must make a Will save or fall under the caster's complete control, as if it were his friend. However, the target will not perform actions that are suicidal or which a devoted friend would not otherwise perform. Unfortunately, the target's willpower must be forcibly subverted for the caster to exercise control, so it is but a shell of its former self, operating at a -2 penalty to all rolls, saves, checks, and ability scores while under the wizard's control. The target receives another save to break the charm according to its original Intelligence, as follows: Int 3-6 = one month; Int 7-9 = three weeks; Int 10-11 = two weeks; Int 12-15 = one week; Int 16-17 = three days; Int 18+ = next day. While affected by the spell, the target is marked by a sign of the caster's control. Roll 1d4: (1) odd facial tic; (2) deep bags under eyes; (3) posture and facial expressions resemble caster; (4) hair stands straight up.

18-19: A single target must make a Will save or fall under the caster's complete control, as if it were his friend. However, the target will not perform actions that are suicidal or which a devoted friend would not otherwise perform. The target is able to operate at full normal functionality while charmed. The target receives another save to break the charm according to its original Intelligence, as follows: Int 3-6 = one month; Int 7-9 = three weeks; Int 10-11 = two weeks; Int 12-15 = one week; Int 16-17 = three days; Int 18+ = next day. While affected by the spell, the target is marked by a sign of the caster's control, and its posture and facial expressions subtly change to resemble the caster's.

20-23: The wizard can target a number of creatures equal to his caster level. Each target must make a Will save or fall under the caster's complete control, as if it were his friend. However, the target will not perform actions that are suicidal or which a devoted friend would not otherwise perform. The target is able to operate at full normal functionality while charmed. The target receives another save to break the charm according to its original Intelligence, as follows: Int 3-6 = one month; Int 7-9 = three weeks; Int 10-11 = two weeks; Int 12-15 = one week; Int 16-17 = three days; Int 18+ = next day.

24-27: The caster can target a number of creatures equal to 1d6 + caster level. Each target must make a Will save or fall under the caster's complete control, as if it were his friend. However, the target will not perform actions that are suicidal or which a devoted friend would not otherwise perform. The target is able to operate at full normal functionality while charmed. The target receives another save to break the charm according to its original Intelligence, as follows: Int 3-6 = one month; Int 7-9 = three weeks; Int 10-11 = two weeks; Int 12-15 = one week; Int 16-17 = three days; Int 18+ = next day.

28-29: The caster can target a number of creatures equal to 2d6 + caster level. Each target must make a Will save or fall under the caster's complete control, as if it were his friend. However, the target will not perform actions that are suicidal or which a devoted friend would not otherwise perform. The target is able to operate at full normal functionality while charmed. The target receives another save to break the charm according to its original Intelligence, as follows: Int 3-6 = one month; Int 7-9 = three weeks; Int 10-11 = two weeks; Int 12-15 = one week; Int 16-17 = three days; Int 18+ = next day.

30-31: The caster can target a number of creatures equal to 3d6 + caster level. Targets of equal to or less HD than the caster do not receive a save. Those with greater HD than the caster must make a Will save or fall under the wizard's complete control, as if it were his friend. However, the target will not perform actions that are suicidal or which a devoted friend would not otherwise perform. The target is able to operate at full normal functionality while charmed. The target receives another save to break the charm according to its original Intelligence, as follows: Int 3-6 = one month; Int 7-9 = three weeks; Int 10-11 = two weeks; Int 12-15 = one week; Int 16-17 = three days; Int 18+ = next day.

32+: The caster can influence the emotions of large groups of people, including crowds of public spectators or armies of angry warriors. The caster can attempt to charm up to 100 people at once, as long as they are within his line of sight there is no effective range limit, and the targets need not be grouped together (e.g., if the wizard is using scrying means to observe multiple armies, he can target 20 people from each army). Targets of equal to or less HD than the caster do not receive a save. Those with greater HD than the caster receive a Will save. Failure indicates the targets fall under the caster's complete control and consider him their close friend. The targets receive another save to break the charm according to their original Intelligence, as follows: Int 3-6 = one month; Int 7-9 = three weeks; Int 10-11 = two weeks; Int 12-15 = one week; Int 16-17 = three days; Int 18+ = next day

Comprehend Languages

Level: 1 **Range: Self** **Duration: Varies** **Casting Time: 1 turn** **Save: None**

The caster can understand non-magical words or images (such as treasure maps) that would otherwise be unintelligible.

Misfire: Roll 1d4: (1) caster speaks in tongues, indecipherable to all, for 1d4 hours; (2) nearest ally speaks in a randomly determined language [roll as wizard on Appendix L] for 1d4 hours; (3) all creatures within 30' radius [including caster] stricken with inability to speak for 1d6 minutes; (4) caster loses ability to read and write for 1d4 days.

Corruption: Roll 1d8: (1) caster's eyes permanently glow a bright yellow; (2) skin is marred by faintly glowing tattoos of undecipherable enigmatic script; (3) afflicted speech: roll 1d12 any time caster speaks in any way, and on a 12 the words come out in a randomly determined language [each time, roll as wizard on Appendix L]; (4) permanent interpretation: caster can permanently understand all spoken languages at juvenile level, including birdsong, insect buzzing, and subsonic speech like bat calls, such that constant drone of conversation around him makes it very difficult to concentrate (-1 to all concentration checks); (5) invisible heat rays from reading: whenever the caster reads any document, his eyes glow red and the document begins to heat up and eventually catches fire: paper in 2 rounds, papyrus in 3 rounds, cloth or vellum in 4 rounds; heat only manifests when reading and cannot cause damage to other creatures; (6) two dozen short tentacles sprout around each of the caster's eye sockets; (7) minor corruption; (8) major corruption.

Mercurial Magic: Cannibal magic. The caster suffers damage equal to 1d4+the spell's level each time he casts it, unless he is physically touching another individual willing to suffer the damage in his stead. Unwilling or unknowing individuals cannot be forced to suffer for the wizard.

Spell Results

1: Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + misfire + patron taint; (1-2) corruption; (3) patron taint (or corruption if no patron); (4+) misfire.

2-11: Lost. Failure.

12-13: The caster can read writing in one terrestrial language for 1 turn. Terrestrial languages are those spoken by mortal, earthbound creatures, such as dwarves, giants, and goblins. Some sample of the language in question must be visible in front of you.

14-17: The caster can read and understand (but not speak or write) one terrestrial language for 1 turn. Terrestrial languages are those spoken by mortal, earthbound creatures, such as dwarves, giants, and goblins.

18-19: The caster can read, write, understand, and speak one terrestrial language for 1 turn. Terrestrial languages are those spoken by mortal, earthbound creatures, such as dwarves, giants, and goblins. The caster can speak the language in a very simple form, at the speech level of a young child. For example, he can communicate basic desires but nothing complex.

20-23: The caster can read, write, understand, and speak one language for 1 hour. The language can be terrestrial, supernatural or extraplanar in origin. For example, he could speak with a demon or an elemental. The caster can speak the language fluently.

24-27: The caster can fluently read, write, understand, and speak any one language for 1 hour per caster level or grant this ability to one creature he touches. If the target is unwilling, it can resist the casting with a Will save.

28-29: The caster can fluently read, write, understand, and speak any one language for 1 day per caster level, grant this ability to one creature he touches, or grant this ability to all creatures within 20', as long as they remain within that range. If any target is unwilling, it can resist the casting with a Will save.

30-31: The caster gains the permanent ability to fluently read, write, understand and speak any one language. He must have exposure to the language, in either written or spoken form, to gain the ability. The caster effectively learns at an extraordinary rate, such that limited exposure is enough to learn, but he must have at least 10 minutes of immersive exposure in the week following the casting of this spell.

32+: The caster gains the ability to read, write, understand, and speak all languages, regardless of origin or modernity, for a period of 1 day per caster level. He can speak to any creature, including unintelligent beasts (like eagles or ants) to the extent that they communicate.

Find Familiar

Level: 1 **Range: Self** **Duration: Lifetime** **Casting Time: 1 week** **Save: None**

This lengthy ritual prepares the caster to bond with a familiar. The familiar makes itself known during the ceremony 50% of the time; otherwise, the caster makes its acquaintance sometime in the weeks following the ritual. The spell check is made upon completion of the ritual, and a minimum spellburn of 10 points is required to cast this spell. The caster gains hit points equal to the familiar's and other powers as well, depending on the creature summoned. Once the caster has summoned a familiar (whether having met it or not), he cannot summon another until the current one dies and a full moon passes. If a familiar dies, the caster immediately keels over in intense pain, loses twice the familiar's hit points permanently, and suffers a -5 spell check penalty until the next full moon. The judge will provide more information.

Misfire: N/A

Corruption: Roll 1d6: (1-3) minor; (4-5) major; (6) greater.

Mercurial Magic: Soul dedication. In order to cast the spell, the wizard must either dedicate the soul of the target to his patron or the soul of a creature with hit dice equal to that of the target. If the caster fails to claim the soul for his patron, the spell cannot be recast until the patron is appeased.

Spell Results

1: Lost, failure, patron taint, and corruption. Unlike normal spells, the spell is lost for an entire month, not simply one day.

2-11: Lost and failure. Unlike normal spells, the spell is lost for an entire month, not simply one day.

12-13: Per judge.

14-17: Per judge.

18-19: Per judge.

20-23: Per judge.

24-27: Per judge.

28-29: Per judge.

30-31: Per judge.

32+: Per judge.

Magic Missile

Level: 1 **Range: 150' or more** **Duration: Instantaneous** **Casting Time: 1 action or 1 turn (see below)** **Save: None**

The caster hurls a magical missile that automatically hits an enemy.

Misfire: Roll 1d6: (1) explosion of missiles sprays in all directions all creatures within 100' [allies and enemies] are hit by 1d4-1 missiles, each doing 1 point of damage; (2) missiles launch then ricochet back on caster, who is hit by 1d3-1 missiles for 1 point of damage each; (3) explosion of force energy centered on caster, causing 1d6 damage to caster and all within 10' [DC 10 Ref save for half]; (4) delayed blast no effect now, but at a random point sometime in the next 24 hours, determined whenever the caster rolls his next 1 on any dice roll [not just a d20], a single magic missile bolts forth to strike one randomly determined character within 100' for 1d4 damage [strikes the caster if there are no other targets] if no 1 is rolled in 24 hours, risk passes without damage; (5) caster becomes charged with force energy, such that the next creature or object he touches suffers a blast damage for 1d6+1 damage to target and 1 point of damage to caster; (6) force energy manifests in downward direction, burning a hole in the ground under caster ground beneath him rapidly disintegrates to a depth of 1d20 feet, and he sinks with the falling depth of the ground to find himself at bottom of pit there is no initial falling damage since he "rides" the drop in ground level but depth of pit may open to lower level of the dungeon [potentially causing damage], and he must now climb out.

Corruption: Roll 1d8: (1-4) caster's hands and forearms change color to match shades of most commonly cast magic missile: 1: electric yellow, 2: icy blue, 3: acid green, 4: vivid red; (5) pupils and iris vanish while eyes turn a chalky white; (6) fingertips turn translucent and nearly invisible, appearing ghost-like or as if they were composed of pure force energy; (7) from now on, every time he casts magic missile, the caster turns invisible for 1d6 rounds; (8) caster gains a permanent force stone that rapidly orbits his head, impacting with any creature that approaches within 3' to cause searing pain and 1 point of damage every round which, unfortunately, includes allies attempting to heal or those who fight adjacent to the caster in melee.

Mercurial Magic: Psychic focus. Casting this spell clears the caster's mind and prepares him to channel further energy. For 1d4 rounds after the spell is cast, the wizard receives a +4 bonus to other spell checks. This effect does not stack with itself.

Spell Results

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: The caster throws a single missile that does 1 point of damage. He must have line of sight to the target. The missile never misses, though it may be blocked by certain magic (e.g., magic shield).

14-17: The caster throws a single missile that does damage equal to 1d4 + caster level. He must have line of sight to the target. The missile never misses, though it may be blocked by certain magic (e.g., magic shield).

18-19: The caster throws 1d4 missiles that deal damage equal to 1d4 + caster level. All missiles must be aimed at a single target to which the caster has line of sight. The missiles never miss, though they may be blocked by certain magic (e.g., magic shield).

20-23: The caster throws 1d4+2 missiles that do damage equal to 1d6 + caster level. Each missile can be aimed at a separate target to which the caster has line of sight. The missiles never miss, though they may be blocked by certain magic (e.g., magic shield).

24-27: The caster throws a single powerful missile that does damage equal to 4d12 + caster level. The missile must be aimed at a single target to which the caster has line of sight, at a maximum range of 1,000'. The missile never misses, though it may be blocked by certain magic (e.g., magic shield).

28-29: The caster throws 1d6+2 missiles that do damage equal to 1d8 + caster level. Each missile can be aimed at a single target at any range, as long as the caster has line of sight. The missiles never miss, though they may be blocked by certain magic (e.g., magic shield).

30-31: The caster throws 2d6+1 missiles that each do damage equal to 1d8 + caster level. Each missile can be aimed at a separate target. Range is line of sight, regardless of whether a direct path exists; e.g., the caster may launch a magic missile through a crystal ball or other scrying device. These missiles have limited ability to defy magic shield and other protections; compare this spell check against the spell check used to create the magic shield. If the magic missile check is higher, the magic shield has only a 50% chance of absorbing the missiles (roll individually for each missile). Any missiles that make it through do damage equal to 1d8 + caster level, as noted above.

32+: The caster throws 3d4+2 missiles that each do damage equal to 1d10 + caster level. He may direct these missiles individually as a single action, or he may direct them all at a single target that is not present or visible, provided he has specific knowledge of that target. In this case, the caster must have a physical memento of the target (hair, fingernail, vial of blood, etc.) and spend 1 turn concentrating to cast the spell, then continue concentrating as the missiles seek their target. The missiles seek out this target even if it is concealed or invisible, though they have a maximum range of 100 miles. The missiles turn, curve, retrace their route, and make every effort to reach the target, although they cannot cross planes. The missiles can travel up to 10 miles per second provided no obstacles are present, but speed is much lower if, for example, they must navigate underground caverns. Provided a direct route exists, the missiles strike the target unerringly.

Patron Bond

Level: 1 **Range: Self or touch** **Duration: Lifetime** **Casting Time: 1 week + quests** **Save: None**

The caster commits himself to the service of a supernatural lord, forming a pact to gain its support as his patron so long as he continues to please it with his service. This patron may be a demon, devil, ghost, spirit, elemental, angel, chaos lord, or other supernatural being who accepts the caster's service. The initial ceremony takes one week to complete. Once the pact is made, the caster may invoke the patron's support with the spell invoke patron, and it may or may not answer as it sees fit. In return for the patron's assistance, it may ask the caster to do certain things. The caster must act faithfully in its service at all times, lest it cast him off. The caster may perform more than one ceremony to serve multiple masters, but doing so may raise questions as to his true loyalties. This is dangerous magic; a supernatural patron is not the same as the deity that a cleric may worship. The caster should be forewarned that he is in communion with almighty spirits. Alternately, once the caster has formed a bond with his patron, this spell may be cast to create a bond between another mortal and the caster's patron. The mortal need not be a spellcaster; in fact, the second mortal usually is not. In this case, both the caster and the recipient must spend a week on the ceremony, which requires a mighty oath to declare allegiance to the patron. Very powerful creatures are more likely to successfully bond with patrons (who look more favorably upon powerful followers). Typically, a cast-ing of patron bond on behalf of another receives a bonus of +2 if the subject is of 5th-level (5 HD) or higher and +4 if the subject is of 9th-level (9 HD) or higher. At the end of the ceremony, the casting of the spell seals the bond. Recruiting additional followers for his patron brings the caster favor and may grant boons to the other followers; though, their patron will ask fealty of them in exchange. Note that continued casting of this spell may taint the caster, both spiritually and physically.

Misfire: N/A

Corruption: N/A - Always patron taint

Mercurial Magic: Rain of frogs. Casting this spell sparks a tempest of amphibians that fall in a 30' diameter centered on the caster. All within that area must make a Ref and Fort save (DC 10+caster's Int modifier). Failing the Reflex save indicates the character slips on a frog and falls prone; failing the Fort save means the character has been hit by large batrachians for 1d3 points of damage.

Spell Results

1-31: See Rulebook

Invisible Companion

Level: 2 **Range: Varies** **Duration: Varies** **Casting Time: 1 turn** **Save: N/A**

The caster summons forth an invisible creature to do his bidding. This invisible companion is under the caster's control and undertakes various tasks.

Misfire: Roll 1d4: (1) the caster accidentally turns his nearest ally invisible for 1d6 rounds; (2) the caster accidentally turns his nearest enemy invisible for 1d6 rounds; (3) the caster summons a visible companion which is deformed and horrible to look upon, such that until it is dismissed or 1d6 turns pass, the caster and all who look upon it must make DC 8 Fort saves or spend a round nauseated and vomiting; (4) the caster summons an invisible "companion" which is an obese, flatulent amphibian that will not leave until 1d6 hours have passed and makes constant noises and sounds until then.

Corruption: Roll 1d6: (1-3) minor; (4-5) major; (6) corruption.

Mercurial Magic: Sleep of ages. After casting this spell, the wizard must make a Fort save (DC 5 + the spell's level) or fall into a deep sleep for 1 day for each level of the spell. He cannot be awakened by any mundane or magical means during this time.

Spell Results

1: Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + patron taint + misfire; (1-3) corruption; (4) patron taint (or corruption if no patron); (5+) misfire.

2-11: Lost. Failure.

12-13: Failure, but spell is not lost.

14-15: The caster summons an invisible companion who serves for up to 1 turn or until dismissed or killed and provided it is contained within a magic circle that the caster draws. After that turn, or when the circle is broken, the companion departs. The companion moves at 30', is considered to have ability scores of 12, can carry the same amount of gear as a strong man, and can perform any action a normal man could perform. It listens but never speaks. It has AC 16, 1d8 hp, and all attacks against it have a 50% chance of missing due to its invisibility. It can wield weapons at a +1 attack bonus. It is, of course, invisible, but does leave footprints or handprints depending on the activities directed by the caster.

16-19: The caster summons an invisible companion who serves for up to 1d6 turns or until dismissed or killed. No magic circle is required. It can venture up to 100' from the caster. The companion moves at 30', is considered to have ability scores of 12, can carry the same amount of gear as a strong man, and can perform any action a normal man could perform. It listens but never speaks. It has AC 16, 1d8 hp, and all attacks against it have a 50% chance of missing due to its invisibility. It can wield weapons at a +1 attack bonus. It is, of course, invisible, but does leave footprints or handprints depending on the activities directed by the caster.

20-21: The caster summons an invisible companion who serves for up to 2d6 hours or until dismissed or killed. No magic circle is required. It can venture up to 1 mile from the caster. The companion moves at 30', is considered to have ability scores of 16, can carry the same amount of gear as a strong man, and can perform any action a normal man could perform. It listens but never speaks. It has AC 18, 2d8 hp, and all attacks against it have a 50% chance of missing due to its invisibility. It can wield weapons at a +3 attack bonus. It is, of course, invisible, but does leave footprints or handprints depending on the activities directed by the caster.

22-25: The caster summons an invisible companion who serves for up to 1 day or until dismissed or killed. No magic circle is required. The companion moves at 60' and can fly. It leaves no footprints or handprints. It is considered to have ability scores of 16, can carry a man in its arms, and can perform any action a normal man could perform. It listens but never speaks. It has AC 20, 3d8 hp, and all attacks against it have a 50% chance of missing due to its invisibility. It can wield weapons at a +5 attack bonus.

26-29: The caster summons an invisible companion who serves for up to 1d6+1 days or until dismissed or killed. No magic circle is required. The companion moves at 120' and can fly. It is considered to have ability scores of 18 and can perform any action a normal man could perform. Its alien intelligence prevents it from carrying on mundane conversations, but it can communicate simple information verbally in the Common tongue. There is a 10% chance that it has some knowledge that is useful to the caster (whether from prior tasks or something from its native plane), provided he asks the right questions. It has AC 20, 5d8 hp, and all attacks against it have a 50% chance of missing due to its invisibility. It can wield weapons at a +6 attack bonus, and its attacks are considered magical.

30-31: The caster summons an invisible companion who serves for up to a month or until dismissed or killed. No magic circle is required. The companion moves at 120' and can fly. It is considered to have ability scores of 20 and can perform any action a normal man could perform. It can carry as much weight as a large mule. Its alien intelligence prevents it from carrying on mundane conversations, but it can communicate simple information verbally in the Common tongue. There is a 20% chance that it has some knowledge that is useful to the caster (whether from prior tasks or something from its native plane), provided he asks the right questions. It has AC 21, 7d8 hp, and all attacks against it have a 50% chance of missing due to its invisibility. It can wield weapons at a +7 attack bonus, and its attacks are considered magical.

32-33: The caster summons an invisible companion who serves for up to one year or until dismissed or killed. No magic circle is required. The companion moves at 120' and can fly. It is considered to have ability scores of 21 and can perform any action a normal man could perform. It can carry as much weight as a large mule. Its alien intelligence prevents it from carrying on mundane conversations, but it can communicate simple information verbally in the Common tongue. There is a 50% chance that it has some knowledge that is useful to the caster (whether from prior tasks or something from its native plane), provided he asks the right questions. It has AC 22, 9d8 hp, and all attacks against it have a 50% chance of missing due to its invisibility. It can wield weapons at a +8 attack bonus, and its attacks are considered magical.

34+: The caster reaches out into the infinite cosmos to call forth the invisible servant most useful to his purposes. This companion appears and pledges permanent service until it is dismissed, killed, or dies of old age (in 2d20+60 years). The companion moves at 150' and can fly. It is not man-shaped, and although its exact form is difficult to discern, it makes its capabilities known at the time most useful to the caster. As long as the companion is present, the caster can make a DC 10 Luck check once per week in a dire situation, and on a success it is revealed that the invisible companion has some heretofore unknown ability that is helpful in that situation (judge's discretion). For example, the companion may be able to pick locks, or create fresh water, or heal wounds. The companion is considered to have ability scores of 22 and can carry as much weight as a large draft horse. It can communicate simple information verbally in the Common tongue. There is a 75% chance that it has some knowledge that is useful to the caster (whether from prior tasks or something from its native plane), provided he asks the right questions. It has AC 23, 11d8 hp, and all attacks against it have a 50% chance of missing due to its invisibility. It can wield weapons at a +9 attack bonus, and its attacks are considered magical.

Wizard Staff

Level: 2 **Range:** Self **Duration:** Permanent **Casting Time:** 1 week per caster level **Save:** N/A

With this spell, the wizard crafts a staff and imbues it with magical energies linked to his soul. A wizard can create only one staff at a time and suffers great pains if it is destroyed. The material cost is 1,000 gp per caster level, plus any unusual materials (e.g., an adamantite staff requires sufficient adamantite), plus a minimum of 2 points of spellburn per caster level to properly bond the staff. One point of this spellburn never heals; it is permanent ability loss. Additionally, the caster must have the requisite spells that will be placed into the staff, and be able to utilize them without rest during the casting period. The casting period is ongoing with brief spurts of restless sleep, and the caster does not heal spellburn (or other wounds) during this time. The staff's efficacy is much greater at higher caster levels, and thus the time and material cost rises as the wizard progresses in power level. In the descriptions below, "original caster level" refers to the level at which the wizard crafted the staff if he advances in level after creating the staff, abilities associated with original caster level do not increase.

Misfire: N/A

Corruption: Roll 1d8: (1-4) minor; (5-6) major; (7-8) greater.

Mercurial Magic: Count of ten. Each time the wizard casts this spell, one of his fingers (or toes at the judge's discretion) melts away. For every two digits lost, he suffers a permanent -1 penalty to Agility. The digits can be replaced by magic, but if the wizard ever runs out of them, he cannot cast this spell.

Spell Results

1: Lost, failure, corruption, and patron taint!

2-11: Lost. Failure.

12-13: Failure, but spell is not lost.

14-15: The caster succeeds in crafting a simple staff, which is linked to his soul. If the staff is ever destroyed, he immediately takes damage equal to 1d4 hit points per original caster level. The staff counts as a +1 magical weapon and inflicts damage equal to 1d4+1 + caster level (plus Str modifier). The staff also emits light in a 20' radius, which can be turned on or off and vary in intensity from candlelight to full daylight, at the caster's discretion.

16-19: The caster succeeds in crafting a simple staff, which is linked to his soul. If the staff is ever destroyed, he immediately takes damage equal to 1d4 hit points per original caster level. The staff counts as a +1 magical weapon and inflicts damage equal to 1d4+1 + caster level (plus Str modifier). The staff also emits light in a 20' radius, which can be turned on or off and vary in intensity from candlelight to full daylight, at the caster's discretion. During the casting time, the caster may attempt a single casting of one other spell he knows. If it succeeds, the staff's wielder receives a +1 bonus to spell checks when casting that spell or a +2 bonus if the original caster level is 4 or higher.

20-21: The caster succeeds in crafting a simple staff, which is linked to his soul. If the staff is ever destroyed, he immediately takes damage equal to 1d4 hit points per original caster level. The staff counts as a +1 magical weapon and inflicts damage equal to 1d4+1 + caster level (plus Str modifier). The staff also emits light in a 20' radius, which can be turned on or off and vary in intensity from candlelight to full daylight, at the caster's discretion. During the casting time, the caster may attempt a single casting of one other spell he knows. If it succeeds, the staff's wielder receives a +1 bonus to spell checks when casting that spell or a +2 bonus if the original caster level is 4 or higher. The staff also grants a +1 bonus to saving throws or a +2 bonus if the original caster level is 4 or higher.

22-25: The caster succeeds in crafting a simple staff, which is linked to his soul. If the staff is ever destroyed, he immediately takes damage equal to 1d4 hit points per original caster level. The staff counts as a +1 magical weapon and inflicts damage equal to 1d4+1 + caster level (plus Str modifier). The staff also emits light in a 20' radius, which can be turned on or off and vary in intensity from candlelight to full daylight, at the caster's discretion. During the casting time, the caster may attempt to cast two other spells he knows. If a casting succeeds, the staff's wielder receives a +1 bonus to spell checks when casting those spells or a +2 bonus if the original caster level is 4 or higher. The staff also grants a +1 bonus to saving throws or a +2 bonus if the original caster level is 4 or higher.

26-29: The caster succeeds in crafting a simple staff, which is linked to his soul. If the staff is ever destroyed, he immediately takes damage equal to 1d4 hit points per original caster level. The staff counts as a +1 magical weapon and inflicts damage equal to 1d4+1 + caster level (plus Str modifier). The staff also emits light in a 20' radius, which can be turned on or off and vary in intensity from candlelight to full daylight, at the caster's discretion. During the casting time, the caster may attempt to cast two other spells he knows. If a casting succeeds, the staff's wielder receives a +1 bonus to spell checks when casting those spells or a +2 bonus if the original caster level is 4 or higher. The staff also grants a +1 bonus to saving throws and armor class or a +2 bonus if the original caster level is 4 or higher.

30-31: The caster succeeds in crafting a simple staff, which is linked to his soul. If the staff is ever destroyed, he immediately takes damage equal to 1d4 hit points per original caster level. The staff counts as a +1 magical weapon and inflicts damage equal to 1d4+1 + caster level (plus Str modifier). The staff also emits light in a 20' radius, which can be turned on or off and vary in intensity from candlelight to full daylight, at the caster's discretion. During the casting time, the caster may attempt to cast three other spells he knows. If a casting succeeds, the staff's wielder receives a +1 bonus to spell checks when casting those spells or a +2 bonus if the original caster level is 4 or higher. The staff also grants a +1 bonus to saving throws and armor class or a +2 bonus if the original caster level is 4 or higher.

32-33: The caster succeeds in crafting a simple staff, which is linked to his soul. If the staff is ever destroyed, he immediately takes damage equal to 1d4 hit points per original caster level. The staff counts as a +1 magical weapon and inflicts damage equal to 1d4+1 + caster level (plus Str modifier). The staff also emits light in a 20' radius, which can be turned on or off and vary in intensity from candlelight to full daylight, at the caster's discretion. During the casting time, the caster may attempt to cast three other spells he knows. If a casting succeeds, the staff's wielder receives a +1 bonus to spell checks when casting those spells or a +2 bonus if the original caster level is 4 or higher. The staff also grants a +1 bonus to saving throws and armor class or a +2 bonus if the original caster level is 4 or higher. Additionally, the caster can imbue the staff with fixed charges associated with the three spells he casts. For the first spell, he makes a spell check. If it succeeds, he makes another spell check for the same spell, a number of times up to his caster level. For example, a level 4 caster could make up to 4 checks if each succeeds. Then he repeats this process for the second and third spells. For each check that succeeds, he imbues the staff with 1 charge of the relevant spell. For example, the level 4 caster could put up to 12 charges in the staff if every check succeeded (3 spells x 4 castings per spell = 12 charges). Thenceforth, the caster may burn those charges to cast the three spells stored in the staff, making a normal spell check to cast the spell, modified by the +1 or +2 bonus associated with that spell. Once expended, the charges are lost unless renewed. Renewal requires a modified casting of this spell, with a casting time of 1 week and no materials or spellburn required; if this modified version succeeds at DC 30 or better, the caster can repeat the process above to restore the castings, but cannot exceed the original number of charges. For example: a level 4 caster attempts to burn the spells sleep, spider web, and strength into his staff. The minimum successful check result for sleep (a level 1 spell) is DC 12. His check results are 14, 16, 12, and 9. The first three checks succeed, so he imbues three charges into his staff. For spider web (a level 2 spell with minimum check result of DC 14), his first check is a 19 but his second check is a 12. He manages to imbue only one charge into the staff. Finally, he casts strength (minimum check result of DC 14) and rolls 20, 19, 17, and 18 four successes! The final tally is a staff with 8 charges: 3x sleep, 1x spider web, and 4x strength. Because he was CL 4 when casting, each of these spells is cast with a +2 bonus.

34+: The caster succeeds in crafting a simple staff, which is linked to his soul. If the staff is ever destroyed, he immediately takes damage equal to 1d4 hit points per original caster level. The staff counts as a +1 magical weapon and inflicts damage equal to 1d4+1 + caster level (plus Str modifier). The staff also emits light in a 20' radius, which can be turned on or off and vary in intensity from candlelight to full daylight, at the caster's discretion. During the casting time, the caster may attempt to cast three other spells he knows. If a casting succeeds, the staff's wielder receives a +1 bonus to spell checks when casting those spells or a +2 bonus if the original caster level is 4 or higher. The staff also grants a +1 bonus to saving throws and armor class or a +2 bonus if the original caster level is 4 or higher. Additionally, the caster can imbue the staff with fixed charges associated with the three spells he casts. For the first spell, he makes a spell check. If it succeeds, he makes another spell check for the same spell, a number of times up to his caster level. For example, a level 4 caster could make up to 4 checks if each succeeds. Then he repeats this process for the second and third spells. For each check that succeeds, he imbues the staff with 1 charge of the relevant spell. For example, the level 4 caster could put up to 12 charges in the staff if every check succeeded (3 spells x 4 castings per spell = 12 charges). Thenceforth, the caster may burn those charges to cast the three spells stored in the staff, making a normal spell check to cast the spell, modified by the +1 or +2 bonus associated with that spell. Once expended, the charges are lost unless renewed. Renewal requires a modified casting of this spell, with a casting time of 1 week and no materials or spellburn required; if this modified version succeeds at DC 30 or better, the caster can repeat the process above to restore the castings, but cannot exceed the original number of charges. For example: a level 4 caster attempts to burn the spells sleep, spider web, and strength into his staff. The minimum successful check result for sleep (a level 1 spell) is DC 12. His check results are 14, 16, 12, and 9. The first three checks succeed, so he imbues three charges into his staff. For spider web (a level 2 spell with minimum check result of DC 14), his first check is a 19 but his second check is a 12. He manages to imbue only one charge into the staff. Finally, he casts strength (minimum check result of DC 14) and rolls 20, 19, 17, and 18 four successes! The final tally is a staff with 8 charges: 3x sleep, 1x spider web, and 4x strength. Because he was CL 4 when casting, each of these spells is cast with a +2 bonus. Finally, the caster may grant the staff one unique ability. For example, the ability to wither an opponent's limbs or the power to transform into a serpent. These unique abilities require research, practice, and special materials. They should be determined with the aid of the judge.

Eternal Champion

Level: 3 **Range: 1 mile** **Duration: Until sunset** **Casting Time: One night's dreams** **Save: N/A**

By way of mystic draughts imbibed before sleep, the caster dream-speaks with the great warriors of ages past and future. One such warrior is summoned forth to fight for the caster's cause. When the caster wakes, the warrior steps forth from the next day's sunrise, and disappears at sunset with all his belongings. The warrior believes himself to be dreaming, but otherwise acts just as he would act in normal circumstances. The warrior summoned by this spell is inclined, by alignment and proclivities, to fight for the caster's cause and does so provided he is not offended or otherwise dissuaded. If slain, his body and all belongings vanish to mist. There is a 10% chance the warrior has ancient knowledge of immediate and practical use to the caster, provided the caster asks the right questions. The caster may only have one eternal champion at any time. Casting this spell while an eternal champion already exists from a prior casting will cause the second casting to fail. The summoned warrior has stats as noted in the spell check descriptions below.

Misfire: Roll 1d2: (1) caster marks an allied warrior as a candidate for the castings of eternal warrior by spellcasters of other times and places, such that this warrior has a 1% chance of randomly disappearing on any given day as he is summoned to fight for distant causes by others who cast this spell; (2) in casting this spell, the caster inadvertently reverse its parameters and send himself to the time of the warrior instead of summoning him for the caster's use, such that the caster disappears at the next sunrise and reappears at the next sunset, bloodied and weary as if he had fought the entire day [treat as 2d4 hp loss and 1d6 randomly determined spells expended]; the caster has no memories of his time away.

Corruption: Roll 1d6: (1) caster is haunted by dream-like flashbacks to a primordial time, such that any time he rolls a natural 13 on any die roll [whether attack, spell check, saving throw, or anything else], he freezes up for 1d4 rounds and is unable to take any action during that time; (2) caster is marked by supernatural powers as a champion of a certain cause in the distant past, which is never revealed, but supernatural creatures now take on a markedly negative disposition toward the caster, and their chances of being hostile are generally increased by +25%; (3) the eternal champion the caster attempted to summon was posted as a permanent guard in the Courts of Chaos, and so displeased are the champion's superiors with the caster's failed summoning that he is marked with a sign of disfavor, visible only to chaos lords and their minions, who henceforth treat the caster with displeasure; (4) minor; (5) major; (6) greater.

Mercurial Magic: Greater power. The caster is allowed to roll twice for any random element of the spell (duration, damage, number affected, etc.) and take whichever result he wishes.

Spell Results

1: Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + patron taint + misfire; (1-3) corruption; (4) patron taint (or corruption if no patron); (5+) misfire.

2-11: Lost. Failure.

12-15: Failure, but spell is not lost.

16-17: A mighty fighter appears with stats as a level 3 warrior, normal ability scores, and mundane equipment.

18-21: As level 4 warrior with ability scores of 2d6+6 (judge rolls) and mundane equipment.

22-23: As level 5 warrior with all ability scores at 18 and a named +1 sword.

24-26: As level 5 warrior with all ability scores at 18, and the warrior is known to the annals of legend. He wields a legendary unique magic weapon of +2 enchantment. He inspires the caster's party's retainers and henchmen with an extra +1 morale bonus.

27-31: As level 5 warrior with all ability scores at 20, and the warrior is a well-known legend. He wields a legendary unique magic weapon of +3 enchantment. He inspires the caster's party's retainers and henchmen with an extra +1 morale bonus.

32-33: As level 6 warrior with all ability scores at 20. This warrior is one held in the greatest esteem; he is a living legend of deific proportions. Simply fighting at his side grants a +1 bonus to attacks and damage to the caster and all allies within 100'. The warrior wields a legendary unique magic weapon of +4 enchantment. He inspires the caster's party's retainers and henchmen with an extra +2 morale bonus.

34-35: As level 6 warrior with all ability scores at 20. This warrior is one held in the greatest esteem; he is a living legend of deific proportions. Simply fighting at his side grants a +1 bonus to attacks and damage to the caster and all allies within 100'. The warrior wields a legendary unique magic weapon of +4 enchantment. He inspires the caster's party's retainers and henchmen with an extra +2 morale bonus. In addition, the warrior brings with him three retainers who themselves have statistics as level 3 warriors with normal ability scores and mundane equipment.

36+: As level 7 warrior with all ability scores at 22. He is the greatest warrior ever known; in legends and stories, no warrior is his equal. Simply fighting at his side grants a +2 bonus to attacks and damage to the caster and all allies within 100'. The warrior wields a legendary unique magic weapon of +5 enchantment. He inspires the caster's party's retainers and henchmen with an extra +2 morale bonus. In addition, the warrior brings with him ten retainers who themselves have statistics as level 3 warriors with normal ability scores and mundane equipment.

Make Potion

Level: 3 **Range: Self** **Duration: Permanent** **Casting Time: 1d6+1 hours + harvest/brewing (min 1 wk)** **Save: None**

The caster creates mystical brews that grant supernormal powers to those who consume them. The result of the spell check determines which kind of potion can be created, as indicated below; each casting allows the caster to choose one potion from the eligible results at his spell check or less. This portion of the spell requires 1d6+1 hours to cast. Once a potion is decided upon, the caster must spend money equal to half the potion's spell check number (rounded down) — 25 gp to procure the necessary equipment and base ingredients for the potion. In addition, each brew requires a special substance that must be harvested by the caster himself and then brewed, which takes roughly one week after the spell is cast. See below for suggested special ingredients and more details on potion effects. Unlike other spells, the judge, not the caster, makes the spell check roll to determine the caster's success. (Reference page 224 of the DCC Rulebook for a description of the various potions.)

Misfire: Roll 1d4: (1) The potion explodes, resulting in 1d10 points of damage (Fort save against a DC equal to the intended potion's spell check number is allowed for half damage); (2) the potion seems fine, but in truth has no magical properties; (3) re-roll a normal result, and potion has the opposite intended effect as deemed appropriate by the judge; (4) re-roll a normal result, and potion functions as intended but for half the usual duration.

Corruption: Roll 1d4: (1) caster's flesh takes on a permanent acrid smell; (2) caster's hand are mottled and stained by strange essences; (3) liquids writhe snake-like within any container handled by the caster; (4) liquids boil away in the caster's presence.

Mercurial Magic: Terrible to behold. The wizard becomes fearsome when casting the spell. Roll 1d6: (1) he appears to grow in size; (2) he takes on a horrid expression; (3) he glows a fiery red; (4) his body is shadowed while his face is brightly lit; (5) the aspect of his patron towers above him; (6) the wind whirls around him.

Spell Results

1: Lost, failure, and worse: Misfire and corruption!

2-11: Lost. Failure.

12-15: Failure, but spell is not lost.

16-17: Love potion, poison.

18-21: Animal control, gaseous form, healing.

22-23: Shrinking, growth, levitation, water-breathing.

24-26: Polymorph, speed, heroism.

27-31: Invisibility, human control, fire resistance.

32-33: Un-dead control, extraordinary healing, flying.

34-35: Super-heroism, giant strength.

36+: Longevity, invulnerability.

Control Fire

Level: 4 Range: 15' Duration: Varies Casting Time: 1 action Save: Fort partial (sometimes)

The caster creates and manipulates fire to bar passage, immolate his opponents, and protect himself from damage. On a successful casting, the caster may choose to invoke any effect of equal to or less than his spell check, allowing a range of options with every successful casting to produce a weaker but potentially more useful result.

Misfire: Roll 1d4: (1) all creatures within 15' of the caster [including the caster] must make a Fort save equal to 5+CL or catch fire [1d6 damage each round until extinguished]; (2) all fire sources within a 15' radius of the caster produces thick, obscuring smoke that fill a 10' cube around it each round for 1d4 rounds; (3) spell takes effect but in a random area or on a random creature within 30' of the caster [reroll spell check to determine effect and strength as if the caster were casting the spell again]; (4) caster burns off all his own body hair.

Corruption: Roll 1d6: (1) caster's hair turns to flickering flames that produce no heat; (2) caster leaves a trail of scorched footprints wherever he goes; (3) caster's clothes constantly smolder and must be replaced daily; (4) the odor of smoke permanently accompanies the caster; (5) caster's body becomes covered in burn scars; (6) caster must light a fire of campfire-size or greater each day and bask in its heat for at least 10 minutes or suffer a -1 penalty to all spell checks.

Mercurial Magic: Material magic. The spell requires the caster to possess an uncommon substance or item to power its magic, beyond the normal components. This material component is determined by the judge and its rarity should be indicative of the spell's power. The object or item is consumed by a successful casting.

Spell Results

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.

12-17: Failure, but spell is not lost.

18-19: The caster is wreathed in magical fire. Any creature attacking the caster in melee suffers damage equal to 1d6+CL. In addition, the caster suffers only half damage from cold-based attacks. This effect lasts 1 turn per caster level.

20-23: The spell caster produces spear-like manifestations of magical fire that he may hurl up to 25' feet + 5' per CL. The spears strike without fail (although magic shield and other similar effects deflect the spears as if they were magic missiles), inflicting damage equal to 1d8 points plus 2 additional point per caster level. The caster creates 1 spear per level of experience and may throw up to two per action die, beginning on his next action die. The spears remain in existence for one hour or until thrown.

24-25: Caster creates a wall of fire up to 60' away. The wall is 20' high and 15' long per caster level or ringshaped with a radius of 10' plus 5' per caster level. Creatures within 10' of the wall suffer damage equal to 1d6+CL. Creatures passing through the wall suffer damage equal to 4d6+CL. The wall stands for as long as the caster concentrates or 1 round per level if the caster chooses not to maintain the barrier.

26-28: The caster can create any single effect listed above, and all damage done is increased by 1 die (e.g., fire spears inflict 2d8 + 2 points per CL).

29-33: The caster can create any two of the effects listed above, and all damage done is increased by 1 die.

34-35: The caster can create all three of the effects noted above, and all damage is increased by 1 die.

36-37: The caster creates a conflagration that affects an area 50' in diameter. The range is any location within sight of the caster (including magical scrying). All creatures caught in the inferno suffer damage equal to 10d10 + 2 points per CL (Fort save for half damage). The fire ignites any naturally flammable substances and can be used to create a forest fire, burn down a town, etc. The magical flame remains in existence for 1 hour per caster level, though the mundane flames it creates will continue to burn as long as they have fuel.

38+: Caster creates a wildfire that ravages the landscape, destroys buildings, causes lakes to boil, and otherwise reduces the land to cinders. Fire is 100 square yards in size for each level the caster possesses and moves in a random direction for a distance equal to 1 mile per caster level. All creatures caught in the fire must make a Fort save or die. The magical flame remains in existence for 1 hour per caster level, though the mundane flames it creates will continue to burn as long as they have fuel.

Polymorph

Level: 4 Range: 30' Duration: Varies Casting Time: 1 round Save: Will vs. Spell check DC

The caster transforms himself or another into a different creature.

Misfire: Roll 1d4: (1) target is transformed into inoffensive animal or pest; (2) partial transformation leaves the target with a changed head but a normal body; (3) target's skin changes but that is all; (4) spell attracts 1d4 specimens of the intended transformation type to the caster's position unless completely inappropriate for type, climate, or terrain; creatures arrive in 1d100 minutes, angry and hungry.

Corruption: Roll 1d6: (1) one of the caster's appendages transforms into that of another creature; (2) caster's eyes become slitted like a serpent's; (3) caster gains a scaly tail; (4) caster's tongue becomes forked; (5) caster's hair is replaced by feathers; (6) caster's speech takes on an animalistic tone.

Mercurial Magic: Worms of the earth. Pale white worms crawl forth from the earth whenever the wizard casts this spell, writhing in fiery agony (or unholy delight) before expiring on the open ground. Easily crushed underfoot, the worms disintegrate into greasy ash after 1d6 rounds.

Spell Results

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.

12-17: Failure, but spell is not lost.

18-19: The caster can transform himself into a creature with Hit Dice less than or equal to his own. He assumes the creature's form and manner of locomotion, as well as the ability to survive in the creature's normal habitat but gains no other powers. The transformation lasts 1 minute per caster level.

20-23: The caster can transform himself or another target into a creature with Hit Dice less than or equal to his own. The target is allowed a Will save to negate the transformation if unwilling. The changed character assumes the creature's form and manner of locomotion, as well as the ability to survive in the creature's normal habitat but gains no other powers. The transformation lasts 1 minute per caster level.

24-25: The caster can transform himself or another target into a creature with Hit Dice less than or equal to his own. The target is allowed a Will save to negate the transformation if unwilling. The changed character assumes the creature's form and manner of locomotion, as well as the ability to survive in the creature's normal habitat but gains no other powers. The transformation lasts 1 hour per caster level.

26-28: The caster transforms himself into a creature with Hit Dice less than or equal to one and a half times his level. In addition, the caster can use one of the creature's racial powers or abilities. The change lasts 1 hour per level.

29-33: The caster transforms himself or another target into a creature with Hit Dice less than or equal to one and a half times his level. The target is allowed a Will save to negate the transformation if unwilling. The target can use one of the creature's racial powers or abilities. The change lasts 1 hour per level.

34-35: The caster changes himself completely into a new creature, gaining all of that creature's powers and abilities. This could include class abilities if appropriate. The creature cannot have more Hit Dice than twice the caster's level. The transformation lasts until the caster chooses to return to his normal form or 24 hours have passed.

36-37: The caster changes himself or another target completely into a new creature, with all of that creature's powers and abilities. This could include class abilities if appropriate. The target is allowed a Will save to negate the transformation if unwilling. The creature cannot have more Hit Dice than twice the caster's level. The transformation lasts until the caster chooses to end the effect or 24 hours have passed.

38+: The caster transforms himself or another target into a creature with HD up to the target's level and the caster's CL combined. The transformed creature possesses all the racial abilities and powers of the new form. The change is permanent and no saving throw is allowed.

Wizard Sense

Level: 4 **Range: 60' or more (see below)** **Duration: 1 round per caster level** **Casting Time: 1 round** **Save: None**

The caster extends his senses beyond the normal human range to observe distant events or glimpse the truth.

Misfire: Roll 1d4: (1) caster observes false events, believing them to be true; (2) caster struck blind and deaf for 1d4 hours; (3) caster broadcasts embarrassing or dangerous secrets to those under observation; (4) caster's eyes literally fall out of his head and roll away, blinding him until they are placed back in their sockets.

Corruption: Roll 1d6: (1) caster's eyes permanently vanish [sight is unaffected]; (2) caster gains a permanent third eye; (3) caster's ears become bat-like; (4) caster's eyes never close, even in sleep; (5) caster sees meaningless visions from time to time that may interrupt his concentration - judge's discretion -; (6) strange events from distant lands can be seen in the caster's eyes.

Mercurial Magic: Joe Average. Instead of a d20, the caster rolls 2d10 for spell checks on this spell. If his check die is another type, he rolls two "half-dice" instead (i.e., 2d7 instead of 1d14, 2d8 instead of 1d16, etc.).

Spell Results

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.

12-17: Failure, but spell is not lost.

18-19: The caster can see magical auras, invisible creatures, and pierce illusions of all types to see creatures and objects in their true forms. This mystical sight also reveals secret doors and traps if they are present. The enhanced vision has a limit of 60'.

20-23: As above, but the caster also gains x-ray vision, allowing him to see through up to 30' of stone and 60' of wood or other less-dense material. Lead or gold foils x-ray vision.

24-25: The caster extends his hearing to detect sound and conversation at a distance. The caster must choose a location either well known to him (his own home, for instance) or within sight of his current position (beyond a closed door, a copse of trees, the roof of a nearby tower, etc.). The caster clearly hears any normal noises occurring within a 60' radius of that designated locale.

26-28: Similar to the above, but the caster extends his vision to observe whatever is in seeing distance from his designated location. Illumination is a factor, and the caster can only observe an area in a 10' radius from his chosen point if the space is dark. The caster's sight is considered normal for this effect and does not gain the additional spectrums of vision noted above.

29-33: The caster creates an invisible eye that he can send out to reconnoiter or spy for him. The eye moves at 30' per round and is incorporeal, so it can pass through solid matter. It "sees" up to 10' in darkness and up to 60' in brightly lit conditions. The eye can see magical auras, invisible creatures, and discern illusions. It sees traps if they are present. There is no limit on how far the eye may travel from the caster, but it vanishes when the spell expires regardless of position.

34-35: The caster can see and hear events occurring at a location up to 10 miles away for each level of experience he possesses. The location need not be familiar to him, but if it is not familiar, he must possess an object from the location he wishes to see (e. g., a leaf from a tree at that place, or a stone from a tower at that location, etc.). He is otherwise free to choose his target. Lead and gold shielding do not protect the site from observation, but certain rare, mystic materials might at the judge's discretion. The caster has normal sight and hearing to a range of 60' from the chosen location and can also see invisible creatures, magic auras, traps, and the truth behind illusions.

36-37: The caster can see and hear events occurring at a location up to 100 miles away for each level of experience he possesses. The location need not be familiar to him, but if it is not familiar, he must possess an object from the location he wishes to see (e. g., a leaf from a tree at that place, or a stone from a tower at that location, etc.). He is otherwise free to choose his target. Lead and gold shielding do not protect the site from observation, but certain rare, mystic materials might at the judge's discretion. The caster has normal sight and hearing to a range of 60' from the chosen location and can also see invisible creatures, magic auras, traps, and the truth behind illusions.

38+: The caster witnesses events occurring on other planes of existence, with almost unlimited range. He can spy on the happenings in the Halls of Hell, in the palaces of the gods, in the realm of the dead, or into the cold depths of space to watch alien forms at play. The caster can see invisible or concealed creatures in these places. The judge has the final word on what is observed and where and whether those being watched detect the caster's prying eyes.

Loquerimon's Unerring Hunter

Level: 5 **Range:** Varies **Duration:** Varies **Casting Time:** 10 minutes **Save:** None

The caster conjures a magical hunter to kill or capture his quarry. This spell creates either a lesser or greater unerring hunter, whose statistics are as follows: U nerring Hunter, Lesser: Init +3, Atk bite +6 melee (dmg 3d10+3) or paralyzing touch (Fort DC 12 or duration 1d5 days); AC 17; HD 8d8+3; MV 40'; Act 1d20; SP half-damage from normal weapons, camouflage, see invisible, SV Fort +5, Ref +3, Will +2; AL N. U nerring Hunter, Greater: Init +5, Atk bite +8 melee (dmg 4d10+4) or paralyzing touch (Fort DC 15 or duration 2d4 days); AC 21; HD 10d8+8; MV 50'; Act 2d20; SP half-damage from normal weapons, camouflage, see invisible, SV Fort +7, Ref +5, Will +4; AL N. Unerring hunters attack to either kill or capture, never both, and use their paralysis attack to incapacitate quarry to return to their master. Unerring hunters can carry a single man-sized or smaller creature without difficulty. They suffer normal damage from weapons of a +1 enchantment or greater and half-damage from normal weapons. They can occlude their forms with shadows to hide themselves and gain a +10 bonus to avoid detection. They can see invisible creatures. Hunters track their victims through magic; mundane means by the prey to hide its trail are never successful. Hunters cannot cross magical barriers but will wait patiently for wards to expire or for prey to leave the protected area. Slaying a hunter causes the spell to end and a new hunter cannot be sent against the target until 1 month has passed.

Misfire: Roll 1d5: (1) a lesser unerring hunter appears and attacks the caster; (2) the caster offends the hunter race and cannot attempt to cast this spell again until either 1 year has passed or he undertakes steps to make amends -judge's discretion-; (3) target becomes aware it is being sought and knows who is attempting find it; (4) target's possession is destroyed in the attempt and the caster must find a new item to replace it; (5) caster is targeted by a lesser unerring hunter that attempts to capture him and bring him to his intended target.

Corruption: Roll 1d4: (1) caster gains a mania about where his allies or enemies are at any given moment; (2) caster begins to eat like a hound, eschewing silverware to eat and drink with his mouth alone; (3) caster takes on a doglike appearance; (4) caster has horrible nightmares of being chased that might cause temporary Stamina loss at the judge's discretion.

Mercurial Magic: Plague of rats. Thousands of rats, mice, moles and voles pour from the caster's sleeves, robes and pockets, scattering in every direction. Physical attacks against the caster are softened by 1d4 points of damage, the blow cushioned by the squealing tide of rodents.

Spell Results

1: Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + patron taint + misfire; (1-3) corruption; (4) patron taint (or corruption if no patron); (5+) misfire.

2-11: Lost. Failure.

12-17: Failure, but spell is not lost.

18-19: The caster conjures a lesser unerring hunter to locate, capture, or kill his enemies. It can take nearly any twisted form the caster desires so long as it is man-sized or smaller. The caster must have an object belonging to the target in order for the hunter to lock on to its victim. Without such an item, the spell fails. If given the wrong item (an object belonging to someone other than the intended quarry), the hunter carries out its mission on the owner of the item regardless of the caster's wishes. The hunter can track down a single target up to 10 miles away and pursues its prey for up to 24 hours before fading out of existence.

20-23: The caster conjures a lesser unerring hunter to locate, capture, or kill his enemies. It can take nearly any twisted form the caster desires so long as it is man-sized or smaller. The caster must have an object belonging to the target in order for the hunter to lock on to its victim. Without such an item, the spell fails. If given the wrong item (an object belonging to someone other than the intended quarry), the hunter carries out its mission on the owner of the item regardless of the caster's wishes. The lesser hunter can track its target up to 50 miles away or until 48 hours have passed.

24-25: The caster conjures a lesser unerring hunter to locate, capture, or kill his enemies. It can take nearly any twisted form the caster desires so long as it is man-sized or smaller. The caster does not need an object belonging to the target, but without it there is a possibility that the hunter fails to "find the scent" of its intended prey. If the caster lacks an object but has seen the target personally, the hunter has a 90% chance of successfully tracking the victim. If the caster has seen an image of the intended target, the hunter has a 75% chance of finding its victim. If the caster has only a verbal description of the intended target, the hunter has just a 50% chance of locating its quarry. A hunter that fails to find the scent of its prey dissipates after an hour and the spell cannot be cast again until 24 hours have passed. The unerring hunter can track its target up to 100 miles away or until 7 days have passed.

26-28: The caster conjures a lesser unerring hunter to locate, capture, or kill his enemies. It can take nearly any twisted form the caster desires so long as it is man-sized or smaller. The caster does not need an object belonging to the target, but without it there is a possibility that the hunter fails to "find the scent" of its intended prey. If the caster lacks an object but has seen the target personally, the hunter has a 90% chance of successfully tracking the victim. If the caster has seen an image of the intended target, the hunter has a 75% chance of finding its victim. If the caster has only a verbal description of the intended target, the hunter has just a 50% chance of locating its quarry. A hunter that fails to find the scent of its prey dissipates after an hour and the spell cannot be cast again until 24 hours have passed. The lesser unerring hunter can track prey up to 250 miles away or until two weeks have passed.

29-33: The caster conjures a greater unerring hunter to locate, capture, or kill his enemies. It can take nearly any twisted form the caster desires so long as it is man-sized or smaller. It tracks its target up to 500 miles away or until 1 month has passed. It always finds the trail of its target regardless of whether the caster has an object belonging to its victim or not.

34-35: The caster can either summon forth a lesser unerring hunter that pursues its target regardless of distance/ time until it is either successful or destroyed, or the caster can set a greater unerring hunter against a foe that is up to 1,000 miles away or for up to 3 month's time. He does not need an object belonging to the target.

36-37: The caster can either summon up to three unerring hunters to pursue multiple targets or a single greater hunter that relentlessly tracks its target until successful or destroyed. Multiple lesser unerring hunters can be sent against a single target and all three must be destroyed to prevent the spell from being renewed against the target for one month's time. Regardless of whether multiple lesser hunters or a single greater hunter are summoned, there is no limit to time or distance on the hunt, and an object relating to the target is not required.

38+: The caster conjures up three greater unerring hunters to track down his target. These hunters can track their quarry across any distance and into other planes of existence if necessary. They hunt until successful or destroyed. An object belonging to the target is not required.

Magic Bulwark

Level: 5 **Range: 10' radius centered on caster** **Duration: 10 minutes per CL** **Casting Time: 1 round** **Save: None**

The caster surrounds himself with a field that disrupts magic, provides him with a bonus to counterspell, and grants him immunity from low-power spells.

Misfire: Roll 1d5: (1) the caster suffers a -2 penalty to any spell checks performed for the rest of the day; (2) magic is attracted to the caster and any spell cast at a target with 25' of him has a 50% chance of targeting him instead, but the effect fades after 1d4 hours; (3) caster cannot cast spells for the normal duration of magic bulwark and can only use magical items or counterspells during that time; (4) all spells cast within 15' of the caster [including his own] suffer a -2 penalty to spell checks; (5) caster loses one random spell for the day.

Corruption: Roll 1d4: (1) caster gains a new, violent red scar whenever he suffers damage from a magic attack; (2) caster becomes addicted to casting, temporarily losing 1 point of Stamina any day he does not perform a spell, and needing progressively more spells to avoid the Stamina loss in the form of 2 spells/day after 2 months, 3 spells/day after 3 months, 4 spells/day after 4 months, etc.; (3) caster permanently glows a soft blue color; (4) caster's eyes suffer magical trauma rendering him completely color-blind.

Mercurial Magic: Vermin attractor. The spell attracts a swarm of bothersome insects to the caster's location that arrive 1d4 rounds after the spell is completed. These insects mill about the caster, biting for 1 point of damage and causing the caster to suffer a -1 penalty to all saving throws, initiative rolls, and spell checks for 1d10 rounds or until he takes adequate measures to disperse or escape the swarm.

Spell Results

1: Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + patron taint + misfire; (1-4) corruption; (5) patron taint (or corruption if no patron); (6+) misfire.

2-11: Lost. Failure.

12-17: Failure, but spell is not lost.

18-19: The magic field causes all spell checks made against the caster to suffer a -1 penalty. This adjustment requires no action on the part of the caster, and it does not apply to spell duel rolls or counterspell efforts. This protection remains in effect for the duration of the spell.

20-23: The magic field causes all spell checks made against the caster to suffer a -2 penalty. This adjustment requires no action on the part of the caster, and it does not apply to spell duel rolls or counterspell efforts. This protection remains in effect for the duration of the spell.

24-25: The magic field causes all spell checks made against the caster to suffer a -3 penalty. This adjustment requires no action on the part of the caster, and it does not apply to spell duel rolls or counterspell efforts. This protection remains in effect for the duration of the spell.

26-28: The magic field causes all spell checks made against the caster to suffer a -4 penalty. This adjustment requires no action on the part of the caster, and it does not apply to spell duel rolls or counterspell efforts. This protection remains in effect for the duration of the spell.

29-33: The magic field causes all spell checks made against the caster to suffer a -5 penalty. This adjustment requires no action on the part of the caster, and it does not apply to spell duel rolls or counterspell efforts. This protection remains in effect for the duration of the spell. In addition, the caster gains a +1 bonus to any attempt he makes to counterspell.

34-35: The magic field causes all spell checks made against the caster to suffer a -5 penalty. This adjustment requires no action on the part of the caster, and it does not apply to spell duel rolls or counterspell efforts. This protection remains in effect for the duration of the spell. In addition, the caster gains a +2 bonus to any attempt he makes to counterspell.

36-37: The magic field grants the caster immunity to all level 1 spells. It causes all other spell checks made against the caster to suffer a -5 penalty. This adjustment requires no action on the part of the caster, and it does not apply to spell duel rolls or counterspell efforts. This protection remains in effect for the duration of the spell. In addition, the caster gains a +3 bonus to any attempt he makes to counterspell.

38+: The magic field grants the caster immunity to all level 1 and 2 spells. It causes all spell checks made against the caster to suffer a -5 penalty. This adjustment requires no action on the part of the caster, and it does not apply to spell duel rolls or counterspell efforts. This protection remains in effect for the duration of the spell. In addition, the caster gains a +4 bonus to any attempt he makes to counterspell.

Mind Purge

Level: 5 **Range: 20' plus 10' per level** **Duration: Varies** **Casting Time: 1 round** **Save: Will vs. Spell check DC**

The caster blasts his victim's mind with magical amnesia, causing the target to temporarily or even permanently forget everything about itself.

Misfire: Roll 1d5: (1) caster forgets who he is for 1d3 rounds [no spellcasting and stands befuddled trying to recall who he is and what he is doing]; (2) all within 15' radius must make a DC 10 Will save or forget 1 random memory; (3) universe forgets where the caster was and misplaces him [caster is randomly moved 1d1010' away from currently location and must re-roll initiative if in combat]; (4) any allies [including caster] within a 15' radius of the caster must make a DC 10 Will save or believe themselves to be another randomly determined ally for 1d3 rounds; (5) caster must make a spell check for his most powerful spell or forget it for the day.

Corruption: Roll 1d4: (1) caster becomes absent-minded and must make a DC 7 Luck check each morning or misplace a randomly determined, useful object; (2) caster lacks name-recognition (he may be physically memorable, but nobody can ever place his name); (3) one person at random completely forgets the caster; (4) caster takes on habits or physical tics possessed by another (typically someone he has cast this or other mind control spells on in the past); habit/tic is determined randomly or chosen by the judge.

Mercurial Magic: Psychic focus. Casting this spell clears the caster's mind and prepares him to channel further energy. For 1d4 rounds after the spell is cast, the wizard receives a +4 bonus to other spell checks. This effect does not stack with itself.

Spell Results

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.

12-17: Failure, but spell is not lost.

18-19: The caster causes a spellcasting target to immediately make a spell check for every spell it has memorized for the day. Any result of "lost" or "failure" on the spell check indicates the target loses the ability to cast that spell for the day. Corruption, misfires, or disapproval is never invoked as a result of these enforced spell checks.

20-23: The caster causes a spellcasting target to immediately make a spell check for every spell it has memorized for the day. The target suffers a penalty to spell checks equal to the caster's Intelligence or Luck modifier (whichever is greater). Any result of "lost" or "failure" on the spell check indicates the target loses the ability to cast that spell for the day. Corruption, misfires, or disapproval is never invoked as a result of these enforced spell checks.

24-25: Target is afflicted with amnesia and completely forgets its identity. Victims of this spell lose their spellcasting abilities if they possess them. They remain in the amnesic state until a remove curse is cast upon them or until they make a successful Will save at the start of the next day (a new save is allowed each day).

26-28: The caster reduces the target's Personality and Intelligence to 3 if the victim fails a Will save. Targets that use spells suffer a -2 penalty to their saving throws. This effect is permanent until a remove curse or other powerful restorative magic is cast on the victim.

29-33: The caster can choose 1 target per level of experience and reduce the target's Personality and Intelligence to 3 if the victim fails a Will save. Targets who use spells suffer a -2 penalty to their saving throws. This effect is permanent until a remove curse or other powerful restorative magic is cast on the victim.

34-35: The caster purges knowledge of his target's identity from those around him, making the target a complete stranger to them for all intents and purposes. All friends, allies, and enemies (not including the spellcaster) within 100' per CL must make a Will save or completely forget the victim's identity and any relationship they may have with it. The forgetfulness is permanent unless negated via dispel magic, remove curse, or similar great magic.

36-37: The caster purges knowledge of his target's identity from all who have ever met the target, making the target a complete stranger to them for all intents and purposes. All friends, allies, and enemies, including everyone the target has ever met regardless of distance from the target at the time the spell is cast, must make a Will save or completely forget the victim's identity and any relationship they may have with it. The forgetfulness is permanent unless negated via dispel magic, remove curse, or similar great magic.

38+: The caster removes the target's identity from the multiverse. Not only does the target lose all his mental facilities, but anyone who had ever heard of the target forgets it exists. Books mentioning the target's name become blank, songs written about the target are forgotten, and even stone carvings depicting the target become featureless. It is as if the target had never existed. Only the intervention of divine power can restore the target's identity to the cosmos.

Replication

Level: 5 **Range: 100' +10' per CL or touch** **Duration: Varies** **Casting Time: Varies** **Save: None**

The caster creates a magical double of himself to carry out actions, observe distant events, and possibly cheat death. On a successful casting, the caster may choose to invoke any effect of equal to or less than his spell check, allowing a range of options with every successful casting to produce a weaker but potentially more useful result.

Misfire: Roll 1d5: (1) duplicate is created, but it is hostile towards the caster; (2) duplicate is flawed and cannot perform its normal tasks or possess typical abilities; (3) caster's body becomes semi-solid for 1d10 minutes [cannot move or perform any action other than speech until duration ends]; (4) caster must make a DC 15 Will check or forget a random spell for the day; (5) caster becomes confused and believes himself to be an artificial creation. Nothing can convince him otherwise, and this mania can manifest itself as overconfidence [he's not real so what difference does his safety make?] to paranoia [his creator is after him and will destroy him] to constant fear [he could revert to base materials at any moment]. This derangement lasts for 24 hours.

Corruption: Roll 1d4: (1) caster's flesh becomes sentient and moves about his body uncontrollably; (2) caster's face becomes featureless and his body loses all distinctive marks; (3) caster is stalked by a homunculus, a twisted parody of himself standing 3' tall and harboring ill will towards its creator; (4) caster's soul fragments from the casting and he loses a point of Personality permanently.

Mercurial Magic: Stolen knowledge. The formula for the spell was stolen from a powerful extraplanar being. Each time the spell is cast there is a 1% chance per spell level that the being emerges to take back its occult knowledge the hard way. Roll 1d7: (1) Grand Sultan of the Efreet; (2) the great Cthulhu; (3) a Grand Prince of Hell; (4) an elephant-faced godling of the Outer Dark; (5) the spirit of a long dead archmage; (6) a mechanized brain from the distant future; (7) an elemental prince.

Spell Results

1: Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + patron taint + misfire; (1-4) corruption; (5) patron taint (or corruption if no patron); (6+) misfire.

2-11: Lost. Failure.

12-17: Failure, but spell is not lost.

18-19: The caster creates a semi-solid illusion of himself that he can see, speak, and hear through. This projected duplicate can be placed anywhere within view of the caster up to 100' +10' per CL. If line of sight is ever broken, the image vanishes. This duplicate image reproduces the caster's movements and action, but these motions are illusionary and will only physically affect or injure a target who fails to make a Will save. The duration is one hour.

20-23: The caster creates a semi-solid illusion of himself that he can see, speak, and hear through. This projected duplicate can be placed anywhere within view of the caster up to 100' +10' per CL. If line of sight is ever broken, the image vanishes. The duration is four hours. This duplicate image reproduces the caster's movements and action. Physical motions are illusionary and will only physically affect or injure a target who fails to make a Will save, but the caster can cast spells through the duplicate image as if he were standing at its location. To do so, he must extend his concentration to the image's position, rendering him unaware of events occurring around his physical form for the duration of the spellcasting.

24-25: The caster creates an artificial duplicate of another creature out of base materials such as mud, clay, snow, ice, or dung. He must have a piece of the creature's body, such as hair, fingernail, or blood, to do so. The creation is physically identical to the original creature but possesses only half of the original's Hit Dice or levels (and a similarly reduce number of hit points, skills, and other abilities). The duplicate possesses none of the original's memories, and while it can learn, it can never increase in level or ability. It is permanent until reduced to zero hit points, at which point it collapses into a lump of the base material it was crafted from. The duplicate is under the caster's complete control, but commands must be given verbally or written, as no form of magical communication is granted by the spell. When the duplicate is killed, the original creature must make a DC 20 Fort save or take 1d4 damage. Only one such duplicate of a creature can exist at any time.

26-28: The caster can replicate himself in a physical form by creating a duplicate of himself from base materials such as mud, clay, snow, ice, or dung. The duplicate possesses half his hit points and levels and can never advance in power. The duplicate can cast spells at half its creator's level, but can never participate in a patron bond or summon a familiar as it is itself a servile creature. It has some degree of decision-making ability but is not sentient; it can handle open-ended directives but is completely under its creator's control and performs commands without hesitation. It lasts until reduced to zero hit points, at which point it collapses into a heap of the base material it was crafted from. When the duplicate is killed, the caster must make a DC 20 Fort save or take 1d4 damage. Only one such duplicate of the caster can exist at any one time.

29-33: The caster creates a duplicate body to harbor the soul of a dead creature. Creating the clone requires 1 week's time, 1,000 gold pieces per level or Hit Die of the creature, and a portion of the dead creature's flesh. Once complete, if the soul of the intended creature is still free and not restrained by magical means or returned to life, it inhabits the duplicate form and effectively lives again. This cloned body possesses all the ability, levels, and knowledge the creature had at the time of its death. If the soul is bound, resurrected, or otherwise prevented from occupying its new form, the spell fails and the soul can never be cloned via replication again.

34-35: The caster creates a duplicate of his own body to harbor his soul in case of his sudden demise. The process involves 1 week's time, 1,000 gold pieces per caster level and a permanent sacrifice of the caster's hit points. At least one hit point must be given up by transfusing part of the caster's essence into the inert form. For each hit point transferred, there is a cumulative 20% chance that the caster's spirit will be drawn to this cloned body upon his death, allowing the caster to continue existence in a new form. The cloned caster retains all levels, abilities, and spells he possessed at the time of his death, but only has hit points equal to the amount poured into the duplicate body at the time the spell was cast. He can heal back to his full amount of health he possessed prior to casting replication (including the sacrificed points) with time or magical restoratives.

36-37: The caster can temporarily restore to life any creature of which he possesses a physical fragment. The creature must have died a physical death for this effect to work, but there is no time limit for the spell to be effective. Once cast, the creature immediately returns to life with all the levels, powers, spells, and other abilities it possessed in life. It is under the complete command of the caster. The replicated creature remains in this state until reduced to zero hit points or for 10 minutes per caster level, after which time it collapses back into fragments and cannot be revived with replication ever again.

38+: The caster can replicate up to 10 + CL dead creatures who return to life with all their levels, abilities, and powers they possessed in life. These duplicate creatures obey the caster unquestionably and remain intact for 1 hour per CL. When reduced to zero hit points or when the spell expires, they collapse back into fragments and cannot be revived with replication ever again.

Gelos the God of Madness

Gelos is the god of laughter and madness; his followers are the insane and those who find humor in dark deeds. Gelos feeds on the emotional energy from laughter of all types, from the laughter of a child playing with a new pet to the twisted cackle of a murderer who finds sadistic glee in practicing his murderous art. The Laughing God often reach-es out to those forgotten in dank dungeons and sanitariums, finding their chaos-filled souls a delicious feast for the taking through twisted bargains.

Patron Taint

When patron taint is indicated for a follower of Gelos roll 1d6 on the table below. When a caster has acquired all six taints there is no need to roll anymore.

1: The casters skin loses normal color and he develops a clownish alabaster skin. Caster also develops a strange body odor smelling like candy apple and other carnival fare. The affects makes it hard for the caster and those within 15' of him to use stealth related skills. A -4 penalty applies to anyone in range of the caster trying to use such skills. If this result is rolled again strange markings will appear making the PC appear more clownish and the odor range of effect extends an additional 15'. If the result is rolled a third time, caster's eyes develop a strange pink glow. He gains infravision at 60' (Or if the caster already has infravision, add 20' to the total range) permanently and suffers -2 to all rolls involving sight in areas of a typical sunny day.

2: The caster develops a bone-chilling cackle and laughs at unfortu-nate things that happen to friends and enemies alike. The caster also feels compelled to learn and tell jokes, often at the worst time (During combat or important diplomatic talks). The caster's hair also changes color turning a bright pink, or other suitable color. Rolling this result a second time will result in the caster having to pass a DC 13 Will save to avoid trying to tell a joke at the beginning of every combat or crucial encounter. Failure results in the loss of his first round action/move and enemies gaining +2 to attack rolls against him (He gets caught up in his own joke laughing uncontrollably). However, if the player can actually tell a joke and the judge/party finds it humorous, instead make saves for all of the caster's enemies that can hear the joke. Those that fail a DC 12 Will save will laugh uncontrollably, even in the heat of combat suffering a -3 to all action rolls the first round after the joke is told. Friends of the caster gain +3 to hit those who are laughing.

3: The caster's appearance grows emaciated while his mouth becomes wider and longer forming a grotesque grin. Caster always wears the un-nerving smile, even when in pain and it takes a DC 12 Will save to stop smiling through an encounter. The change unnerves all who encounter the caster resulting in a -3 to Personality checks when social skills come into play. Rolling this result again will result in the caster's limbs grow-ing longer, imposing a -5 to MV illustrated by a comical gate. Rolling a third time will cause the caster's grin to become completely frozen rigid and his teeth to grow very large. Talking with the caster is unnerving and results in a -4 reaction adjustment as the caster loses the ability to communicate well. Spell casting is modified permanently by +1.

4: Caster sees demonic clowns out of the corner of his eyes at all times. This can result in distractions during crucial moments. A DC 12 Will save will force the visions away; failure amounting to a -2 to the cast-er's next roll. Rolling this taint a second time will result in the clowns actually talking to the caster and make insane suggestions, whispering false statements to propagate confusion. The newly gifted caster will have to make a DC 10 Will save to avoid seeing the clown logic as sound during moments of decision. This normally amounts in a wasted action and the Judge is encouraged to come up with outlandish sugges-tions ("If you tickle the dragon under his chin he'll give you his largest gem!").

5: The caster suffers a mental breakdown after being visited by the Laughing God directly. He takes the caster to the depths of his own soul showing him the ultimate futility of existence and the wonders of allowing the mind to escape to the taint of chaos. Madness and pan-demonium are injected into the caster as a sure-cure for all that in-fects his fragile psyche. The caster must make a DC 12 Will save at the start of each day for six consecutive days. Failure results in a loss of -1 from his Personality stat as he slips further down the rabbit hole. For every consecutive Will save made the caster will regain a point of Personality (Up to his original stat rating) until the end of the six days have passed. Rolling this taint again results in a second visitation and a -2 loss to Personality per failed check over the course of six days. Only one point will come back for the consecutive saves that are made during this time. A permanent mental disorder will forever remain with the caster. Rolling for a third time will take the personality loss to -3 per failed save over the span of six days, and be left with two men-tal disorders (Judge and player should come up with appropriate and playable quirks).

6: Caster acquires a small clown doll. The doll will begin whispering to the caster during restful moments, telling him things that build his ego and confidence resulting in an addiction to have the doll around. The doll can be destroyed, but will be found the following morning restored and watching over the caster as he sleeps. The caster will begin to love the doll putting it above all others, and even the caster himself. As a plus the caster can draw a +1 bonus to a spell check from the doll on any round, but on the following round all PCs suffer a -1 to their rolls due to "bad luck". If allies try and separate the doll from the caster, the caster will suffer 1 point of personality loss per day that cannot be healed. Reuniting the doll and caster will restore all lost Personality instantly. Rolling this result twice will give the doll a voice and person-ality (Generally annoying!). The caster can also draw +2 to spell at will, but allies will suffer a -2 to all rolls after every use of the ability on their next action requiring a roll. Rolling this taint for a third time will allow the doll to animate, able to walk and talk, effectively becoming the wizard's new familiar and granting all the benefits of a standard cha-os familiar. (The doll bullies the wizard's old familiar to mysteriously depart on "vacation"). The caster will begin to dote over the doll as if it is an actual child. The animated doll is mischievous by nature and will constantly try to pull pranks on the caster's party. Judges are encouraged to come up with small mishaps, such as items being misplaced, boot straps tied together, etc. The ability to alter spell checks goes to +3 and allies will suffer -3 to all rolls the round after it is used. Clown Doll (Construct): Init +1; Atk claw +2 melee (1d2) ;AC 12; HD 1d8+5 ;hit points 6; MV20'; Act 1d20; regenerate-doll will rematerialize 24 hours after it is destroyed; SV Re-flex: +2, Will +2, Fort -1.

SpellBurn

1: The caster thinks of something dark, twisted and funny. The vision pulls a violent chuckle from the caster. The laughter is so hard, the cast-er's ribs crack and vessels in his brain slightly rupture causing blood to escape from the nose and ears.

2: The caster falls to his knees laughing insanely just before vomiting swarms of black moths with skull markings on their wings. The physi-cal trauma of vomiting the swarm results in the spellburn expenditure and the cloud of mouths cause a -1d penalty to all physical rolls to all within a 20x20 square. This effect lasts for one round.

3: A tear in reality forms and two clowns step out behind the caster. They're holding stitched leather chickens filled with steel balls. As the caster casts the spell, the clowns begin to beat him violently. The pain sparks off the dark humor of the act, and the caster laughs while literal-ly hearing his own bones crack and tasting blood from the wounds.

4: A pink mist materializes and immediately forces itself into the cast-er's ears, and nose. The mist is the essence of Gelos and infects the cast-er with visions of madness. The caster literally has his mind drowned in the depths of lunacy. The caster is granted a single DC 15 Will save; on a successful save the caster shakes it off while laughing uncontrolla-bly. Failing the save twists reality and the caster cannot distinguish the difference between friend and foe as they all look like demonic clowns. The caster that fails the roll also gains a +5 to all spell checks for 1d8 rounds.

Invoke Patron

Level: 1 Range: Self Duration: Varies Casting Time: 1 round; limited x per bond. Save: None

In order to learn this spell, the caster must first cast patron bond. The particulars of this spell vary according to the terms of the patron. In casting this spell, the wizard invokes the name of a supernatural patron to request aid. This spell requires at least 1 point of spellburn. The patron responds by sending aid according to the nature of its followers; the judge will provide specifics. Note that continued casting of this spell may taint the wizard spiritually and physically.

Corruption: Roll 1d8: (1-4) minor; (5-7) major; (8) greater.

Spell Results

1: Lost, failure, and worse! Roll 1d6 modified by Luck: (3 or less) corruption + patron taint; (4-5) corruption; (6+) patron taint.

2-11: Failure. Unlike other spells, invoke patron may not be lost for the day. Depending on the results of patron bond, the wizard may still be able to cast it.

12-13: Gelos is off tending more important matters in the grand scheme of chaos, however he does see the potential for something twisted with you. The area around the caster becomes unnaturally dark while pink rolling clouds form in the sky. Everything takes on a shade of pink except for the caster's face which becomes a pale alabaster white. All enemies within 20' are drawn to the tightly stretched grin that forms on the caster's face. The grin is unsettling and all who oppose the caster are chilled by the sardonic mockery of the smile sensing imminent doom. Enemies in the area of affect must make a DC 12 Will save, or suffer a -4 to all attacks vs. the caster and comrades for 1d6 rounds.

14-17: A sudden rip in space and time appears allowing a swarm of skeletal monkeys to escape out of the rift hysterically chattering and intent on poo-throwing violence. They swarm enemies of the caster for 1d6 rounds.

Skeletal monkey swarm (Un-dead): Init +2; Atk bite +4 melee against all in 15'x15' area (dmg 1d4 and must save vs cackle see special); AC 10; HP 35; MV 15'; Act 1; SP Cackle (with a successful bite, victim must make a DC 12 Will save or break down into hysterical laughter for 1d3 rounds effectively becoming dazed); SV Fort +2, Ref +2, Will +0; AL C.

18-19: A crack of pink-hued lightning strikes the ground and smells of sulfur-laced candy apple fill the air. A giant construct in the form of a chimpanzee dressed in striped overalls and holding two deadly cym-bals in its hands rises from where the earth was struck. In addition, a twisted version of a giant clown appears behind the chimp long enough to wind it up by a crank handle in its back. The clown then disappears in a wisp of pink mist leaving the construct to attack the enemies of the caster. Wind-up chimp: Init -1; Atk cymbal smash +2 melee (2d6 dmg plus deafening); HD 3d10; hit points 20; MV 20'; Act 1d20; SP deafening (Victim must make a DC 13 Fort save, or be deafened for 1d10 rounds. This will hinder communications, and spell casters will suffer a -1d to their checks unable to hear themselves speak); immune to mind alter-ing spells; SV Fort +4, Reflex +0, Will +1.

20-23: Rainbow colored mists rise from the ground and engulf a 30'x30' area. All enemies of the caster begin to suffer from delusions and laughing maniacally. Each round an attacking enemy is in the area of effect he/she must make a Will save vs. the spell check result. Failure means the attacker brings harm upon himself instead and takes dam-age from their weapon of attack. The damage will not be as severe, thus reduce damage die of the weapon by -1d (A long sword normally does 1d8, but in this case it would be 1d6) and do not add any additional bonuses. The effect will last for 2d7 rounds.

24-27: Caster takes on the visage of his enemies' worst fears. Anyone attacking or being attacked by the caster will have to pass a Will save vs. casters spell check result. Those failing must roll randomly on the table below, suffering the results for 1d10 rounds. Roll 1d6:

1: Enemy immediately withdraws in fear from the PC and will move away at his full MV for 1d6 rounds.

2: Enemy grows violently ill, throwing up his last campfire meal. In game terms this means they will forfeit their action to do nothing but heave rainbow colored vomit. Affected enemy suffers a -4 to AC against all attacks. This affect lasts for 2d4 rounds.

3: Enemy begins to hallucinate seeing all of his allies as twisted and demented clowns trying to kill him. The affected enemy will attack his own allies at random each round and if he has no allies he will attack himself suffering damage equal to the attack with no additional bonuses to damage

4: Enemy will see the caster as the living embodiment of the Laughing God and feel compelled to do his bidding. Caster may command the controlled target to do anything, however a suicidal command will allow an additional Will save vs. casters spell check to shrug off the effect. This affect lasts for 2d4 rounds

5: The target suddenly breaks out with thousands of tiny mouths all over his body. The mouths all whisper secrets and truths of the Laughing God simultaneously. These secrets aren't meant to be heard by mortal ears and it drives the target insane. Only the caster and affected target can see the mouths. The target is unable to do anything to defend himself and will become a babbling idiot succumbing to the revelations of chaos. A Will save vs. the spell check can be made once a week to try and recover and after two such saves are made, the affected enemy will withdraw from the mouth of madness with one randomly determined phobia (Judge is encouraged to find something related to the encounter) left as an emotional scar.

6: The enemy must make DC 17 Will save or die from cardiac arrest while experiencing a horrific and forbidden vision of the Laughing God manifesting and ripping him limb from limb, cackling wildly the entire time. This attack is illusion based and anyone immune to illusion effects will not be affected.

28-29: Caster transforms into a giant demonic clown. Head, hands and feet grow to grotesque dimensions. The caster gains a +6 bonus to attacks and damage rolls. The caster also receives a +4 bonus to AC, and a temporary bonus of +10 hit points. A two handed mallet also materializes made from the purest essence of chaos and can be used by the caster as a weapon. Anyone other than the caster who touches the mallet will have his soul sucked into the weapon unless a DC 12 Will save is made. The mallet is two handed, thus 1d16 is rolled for initiative and damage is 1d14. The effects last the entire duration of the encounter that invoke patron is cast. Caster will be unable to cast spells during the effect.

30-31: An avatar of the Laughing God will appear in the form of a death jester. The avatar will serve the caster for 1d6 turns, until killed or dis-missed by the caster. The death jester is garbed from head to toe in black and white leather armor and silver bells hanging from various buckles. His boots stand knee high and the toes are curled in whimsical fashions. The death jester never speaks, for his rictus grin makes it impossible. He glares at all, his frozen grin contorted and stretched.

Death Jester: Init +4; Atk bone mace +5 melee (1d8 +cackle, see SP); AC 15; HD 5d8+5; hit points 34; MV30'; Act 1d20; SP PC hit by the bone mace must make a DC 12 Will save or begin to laugh violently tak-ing +1d4 damage per round for 1d8 rounds, and suffer -1d to all actions; SV Fort: +1, Reflex: +3, Will +3

32+: Gelos manifests in one of his many nightmarish costumes (Usually clownish, or something taken from a child's mind, only turned night-marish) and causes time to stop. All enemies are paralyzed and unable to move. The Laughing God then tells one of his ancient maddening jokes to all enemies within 100'. The joke is told in different languages simultaneously, sparing no one the treat of the pun. Once the joke is delivered Gelos vanishes cackling as he leaves in an explosion of glitter confetti. Immediately after, enemies will all begin laughing violently on their next round of action suffering 1d8 damage per round until a successful DC 17 Will save is made at the beginning of each round. The caster and all allies receive +1d to hit any enemy affected by the joke.