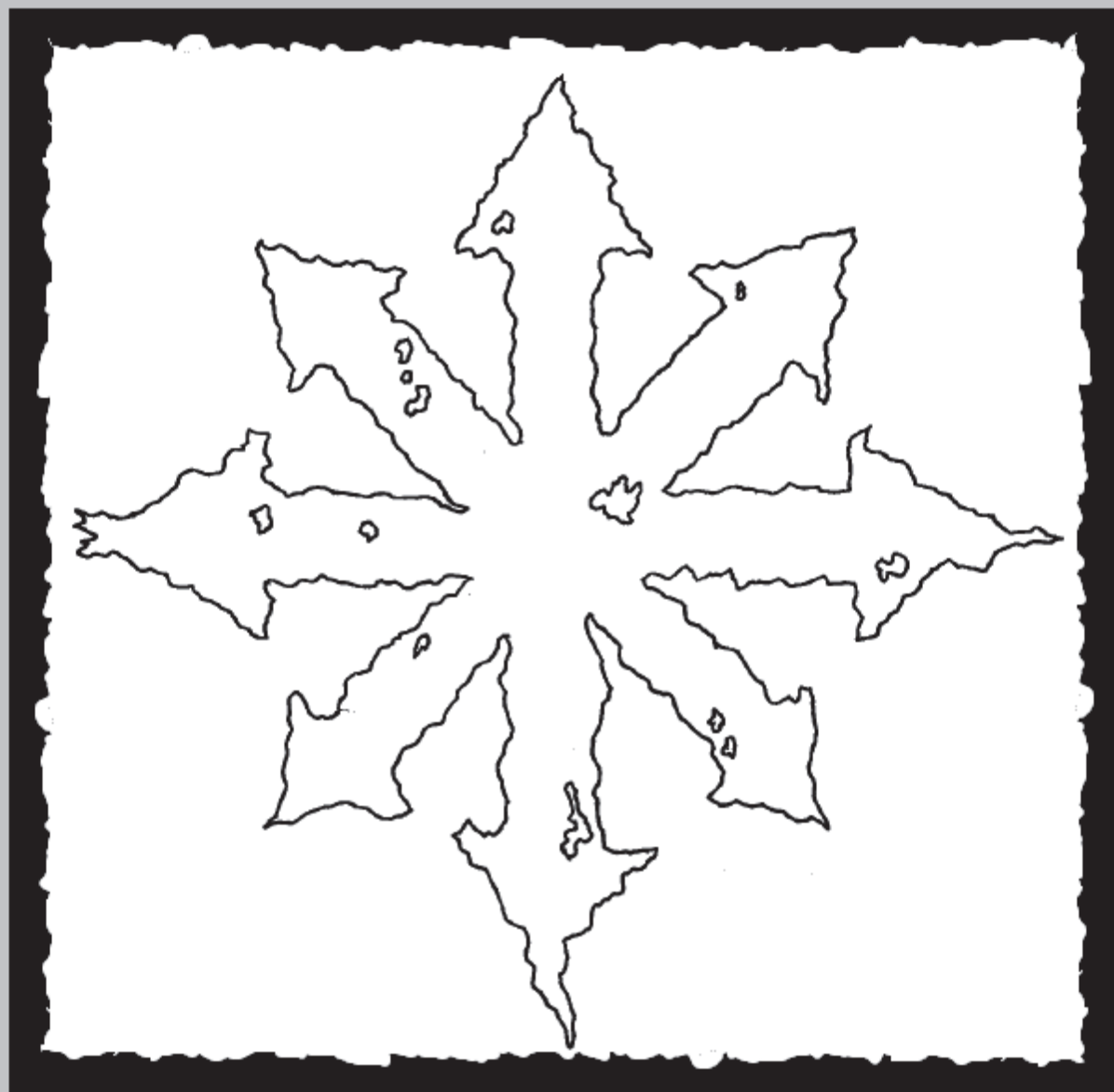


The Magic Of Chaos



Labyrinth Lord
Compatible Product

The Magic Of Chaos

Credits

Written By	Matthew Evans
Artwork	Matthew Evans
Maps	Matthew Evans
Production	Mithgarthr Entertainment
Special Thanks	Michelle Evans, Colin Evans, Becky Williams, Brad Hand, Raymond Weaver, James Brand, Glen Hallstrom, Eric Miller, Jason Steiner, Devon Bebber, Jeff Hines, and of course thank you to Gary, Dave, and Frank.



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The Magic Of Chaos

Introduction

The power of Chaos is ever-present in Mithgarthr, and as of late its tendrils have been wrapping themselves around anything they can. With the evil mage Morkar emboldening the goblinoid tribes and increasing the amount of worship the vile god Orcus receives, it is becoming more common for beasts encountered being shamans.

Rules For Chaos Shamans

In general, the creatures most likely to be found using Chaotic magic are goblins, orcs, lizardmen, ogres, and ratten. However, any monsters in Mithgarthr who have aligned with either Morkar or with Orcus directly have a possibility to being a Chaos Shaman.

When designing an adventure, the Labyrinth Lord™ (LL) should determine which monsters are shamans when it makes sense for one to be. For example, in an average dungeon that has 10-15 orcs, there might be one shaman among the group. However if the adventure is raiding a known site of unholy Chaos rituals, there may be handfuls of shaman present.

When a monster is decided to be a shaman, their hit dice should be raised by one, and their XP calculated to reflect the higher HD and casting ability. A shaman

monster has 2 spells for each HD they have. They can have more than one of the same spell ready to cast, if the LL so desires. Of course, once a spell is cast it is unusable until the shaman has a chance to rememorize it.



The Chaos Spells outlined herein are different in that they don't have traditional spell levels. However, they're all malleable enough that if the LL feels they need more "oomph," they're easily modified on the fly to make more powerful versions of each spell. For example, the spell Conjure Goblinoids for a party of low level adventures should have a few goblins show up. Some spells give examples of how it will be altered depending on the situation. The LL should feel free to expand upon this if he so desires.

Note that these spells are meant only for monsters that have some sort of tie to Chaos or Orcus. PCs CAN NOT LEARN THESE!

The Spells

Ball Of Flame: This spell is cast at a single target for 2d4 points of damage. The target may save for half damage.

Berserker: The target of this spell will attack twice in the round the spell is cast, and will gain a +1 to hit and +1 to damage.

Chaotic Fog: All non-chaotic creatures within a 50' radius will become frozen in fear and will be unable to move or attack (no save) the first round the spell is cast. Each round thereafter, a PC may attempt to make a WIS check to break free of the spell. PCs under the effect of this spell must roll initiative as normal, and attempt their WIS check when their turn comes. The spell itself lasts for 1d4 rounds per HD of the shaman.

Chaotic Protection: All chaotic creatures in the same room as the shaman gain a +1 to their AC for 1d4 rounds per level of the shaman. For every three HD of the shaman, the bonus is increased by 1. A 1HD shaman grants a +1, a 3HD grants a +2, a 6HD grants a +3, etc.

Chaotic Raise: During combat, the shaman may bring back a fallen comrade. The target rises the round after the spell is cast as an undead version of its previous self (meaning a cleric may attempt to turn), with max hit points.

Command: The target of this spell immediately comes under control of the shaman with no save. However, each round thereafter the target may attempt to break the spell with a successful WIS check. A PC affected by this spell must roll initiative as normal, and at the beginning of their turn they can roll to

break free of the spell, otherwise their actions that round are up to the shaman.

Conjure Undead: This spell conjures up 1d6 of a level-appropriate undead. They start rising out of the ground the round the spell is cast, but cannot take action until the next combat round.

Conjure Goblinoids: This spell conjures up 1d6 of a level-appropriate goblinoids (goblins, orcs, bugbears, hobgoblins). They appear out of nowhere in a blast of chaotic energy the round the spell is cast, but cannot take action until the next combat round.

Death Bolt: A beam of chaotic energy blasts forth from the shaman's hand towards a single target, unerringly striking for 1d4+1 points of damage per HD of the shaman.

Dread: This spell causes a single target to become full of terror. While under the effects of the spell, the target suffers a -2 to hit. Each round after being effected, the target may attempt to break the spell by making a successful WIS check with a penalty equal to the shaman's HD.

Escape: This spell allows the shaman to disappear and instantly teleport with 100% success to a destination known only to the LL.

Mirror Magic: This spell allows the shaman, regardless of initiative, instantly reflect a spell back at its caster, with full effects. Once cast, the shaman's turn for that round is over.

Rain Of Fire: This spell creates a downpour of flames that causes damage in a 50' diameter centered on the shaman to everyone, both PCs and monsters, who

are in the area of effect, except the shaman. Damage is 3d4 plus the shaman's HD. For example, a 5HD shaman would cause 3d4+5 points of damage. There is no save to reduce the damage of this spell.

Rain Of Ice: This spell creates a downpour of ice that causes damage in a 20' diameter to everyone, both PCs and monsters, who are within the area of effect. Unlike the Rain Of Fire spell, Rain Of Ice can be cast in an area up to 50' away from the caster. Damage is 2d4 plus the shaman's HD. There is no save to reduce the damage of this spell.

Rust: This spell must be targeted at a specific item made of metal. It instantly causes the item to rust and crumble into nothingness. If the item targeted is magic, it gets a save based on the level of the shaman:

Shaman's HD	Saving Throw
1-2	10
3-4	12
5-6	14
7-8	16
9+	18

Shocking Bolt: Similar to a lightning bolt, this spell causes a bolt of electricity to shoot forth from the shaman's hand. It causes 2d4 plus the shaman's HD in damage, with no save to reduce. Unlike a traditional lightning bolt, a shocking bolt will NOT set fire to combustibles nor will it melt metal. It also cannot break through barriers; the spell will dissipate if it strikes a wall or door or something similar.

Snooze: This spell puts the target into a deep sleep with no save. Each round after the spell takes effect, the target may attempt to awaken by making a successful

WIS check. A penalty equal to the shaman's HD should be applied to the ability check

Vengeance: Similar to the spell unseen servant, this spell allows the shaman to summon forth an invisible entity. However, unlike an unseen servant, this chaotic being can be used to attack a foe of the shaman's choosing. The round after this spell is cast the invisible devil will attack as a creature with the same amount of HD as its target, and will have a +2 bonus to hit. A successful blow will cause 2d4 plus the shaman's HD points of damage. For example, if an invisible creature summoned by a 3HD shaman is attacking a sixth level fighter, he uses the attack roll table for a 6HD monster, and causes 2d4+3 points of damage on a successful hit.

Whirlwind: This spell causes a whirlwind to rise up and surround the target. If cast before the target has had a chance to act in the round the spell is cast, the target loses their action that round. If the target has already gone the round the spell is cast, they lose their action next round instead.

Wall Of Flame: This spell creates a 10' tall wall of flame that surrounds the shaman with a 3' radius. It lasts for an amount of rounds equal to the shaman's HD. Although the shaman can continue to cast spells at foes from within the safety of the flames, spells cast at him will dissipate when they hit the flame walls. Anyone attempting a missile or melee hit on the shaman while the wall is up will suffer a -4 to hit. Anyone attempting to move through the wall will suffer 1d6 points of damage per HD of the shaman.

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