

chaos



CHAOS BOON

Duration 1 minute

For the duration, you roll a chaos die (a d6) whenever you make an attack roll or a challenge roll. You apply an odd number as a penalty to the d20 roll and an even number as a bonus to the roll.

SHADOW 120

UTILITY 0

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ERATIC BOLT

Target One creature or object within medium range

A sparkling, fizzing blob of color flies from your hand. Make a Will attack roll against the target's Agility. On a success, the target takes 1d6 damage. After the attack roll, roll a d6. On a 6, repeat the attack against a different target, friend or foe, within medium range of the previous target. You choose the target if more than one is possible.

Attack Roll 20+ The target takes 1d6 extra damage.

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CAPRICIOUS DEVASTATION

Target One creature or object within medium range

A flickering ball of energy leaps from your hand. Make a Will attack roll against the target's Agility and roll a d6. You apply an odd number as a penalty to the attack roll and an even number as a bonus to the roll. On a success, the target takes 2d6 damage, plus 2d6 extra damage if you had a penalty on the attack roll from this spell.

Attack Roll 20+ The target also teleports 1d6 yards to an open space in a direction you choose.

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FOLD SPACE

Roll 2d6. You teleport to an open space of your choice within a number of yards equal to the total of the roll.

Triggered You can use a triggered action to cast this spell on your turn. If you do so, you roll 1d6 instead of 2d6 to determine the distance teleported.

SHADOW 120

UTILITY 1

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IRIDESCENT SHIELD

Duration 1 hour; see the effect

A shimmering, colorful field springs into existence around you. Roll a d6 and add the number as a bonus to your Defense. Each time a creature makes an attack against your Defense, reduce this bonus by 1 (to a minimum of 0, which ends the effect).

SHADOW 120

UTILITY 1

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COLOR OF MAGIC

Target A point in space within medium range

A colorful globe speeds from your hand toward the target. When it reaches that point, or if it encounters a solid creature or object before then, it explodes. Chaotic, colorful energy spreads through a 1-yard-radius sphere centered on the target or on a point in the creature's or object's space. Everything in the area takes 1d6 + 1 damage. If you rolled an odd number on the damage die, everything in the area takes 3d6 extra damage.

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ATTACK 2

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FLICKER

Duration 1d6 minutes

You pop in and out of existence. At the end of each round for the duration, roll a d6. You teleport to an open space within a number of yards equal to the number rolled. If the number was odd, the GM chooses where you appear. If even, you choose.

SHADOW 120

UTILITY 2

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CHAOTIC LANCE

Area A shapeable line, 15 yards long and 2 yards wide, originating from a point you can reach

A stream of colorful energy spreads through the area. Each creature in the area must make a Will challenge roll. It takes $5d6 + 5$ damage on a failure, or heals $2d6 + 5$ damage on a success.

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WILD MAGIC

Area A sphere with a radius of 1d6 yards centered on a point you can reach

Weird lights, strange sounds, and other oddness spreads out through the area. Roll a d20 to see what happens.

WILD MAGIC

d20 Roll	Effect
1	1d6 small demons appear in open spaces within the area. They are not friendly.
2-3	Each creature in the area gains 1 Insanity.
4-5	Each creature in the area makes attack rolls and challenge rolls with 1 bane for 1 round.
6-8	Each creature in the area takes 3d6 + 5 damage, or half the damage with a success on a Strength challenge roll.
9-13	You regain the casting of this spell.
14-15	Each creature in the area heals 3d6 + 5 damage.
16-17	Each creature in the area makes attack rolls and challenge rolls with 1 boon for 1 round.
18-19	Each creature in the area can take one extra turn before the end of the next round.
20	You regain the casting of one rank 3 or lower spell.

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MIRROR FIELD

Area A shapeable line, 10 yards long, 5 yards tall, and 1 yard wide, originating from a point within medium range

Duration 1 minute

A mirror-like barrier fills the area for the duration, totally obscuring the area behind it. When a creature enters its space, roll a d6. An even number causes the creature to move 1 yard through the barrier to an open space on the other side (it chooses the direction). An odd number teleports the creature to an open space of your choice on a solid horizontal surface within a number of yards equal to the number rolled.

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SINGULARITY

Area A sphere with a 10-yard radius centered on a point in space within long range

Duration 1 round

A roiling clot of color appears at the origin point and remains for the duration. When you cast the spell, unsecured objects in the area are moved 2d6 yards toward the origin point.

Each creature within the area when you cast the spell or that enters the area must make a Strength challenge roll with 1 bane. On a failure, the creature is moved 2d6 yards toward the origin point and cannot move away from it for the duration. Any creature or object that reaches that point takes 10d6 damage. If it becomes incapacitated by this damage, it is erased utterly from existence, its body and soul vanishing forever.

When the effect ends, the clot explodes, dealing 4d6 damage to everything in the spell's area. Each creature in the area must make a Strength challenge roll. It falls prone on a failure, or just takes half the damage on a success.

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ATTACK 5

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