

# Chromatic Orb



## Alteration, Illusion

Level: 1

Range: 0

Components: V, S, M

Casting Time: 1

Duration: Special

Area of Effect: Creates 1 orb

Saving Throw: Neg.

This spell causes a 4-inch-diameter sphere to appear in the caster's hand. Within the limits described below, the sphere appears in a variety of colors; each color indicates a different special power. The caster can hurl the sphere at an opponent up to 30 yards away, providing there are no barriers between the caster and the target. If the target is no more than 10 yards away, the caster's attack roll is made with a +3 bonus. If the target is 11-20 yards away, the caster's roll is made with a +2 bonus. If the target is 21-30 yards away, the caster's roll is made with a -1 bonus.

If the chromatic orb misses its target, it dissipates without effect. If the target creature makes a successful saving throw, the chromatic orb is also ineffective. Otherwise, the color of the orb determines the amount of damage inflicted and its special power, as summarized on the table; details of the special powers are listed below. The caster can create a single orb of any color listed for his level or lower; for instance, a 3rd-level wizard can create an orange, red, or white orb.

The material component for this spell is a gem of the appropriate hue or any diamond. The gem must have a value of at least 50 gp.

**Light (pearly white):** Light from the orb causes the victim to become surrounded by light to a radius of 20 feet, as if affected by a light spell. The effect lasts for 1 round, during which time the creature attacks and saves at a -4 penalty, and its AC is penalized by 4.

**Heat (ruby red):** Heat from the orb is intense enough to melt 1 cubic yard of ice. The creature loses 1 point of Strength and 1 point of Dexterity (if no ability scores are given, attacks are 1 to hit and AC is penalized by 1) for 1 round.

**Fire (flame orange):** Fire from the orb ignites all combustible materials within 3 feet of the target.

**Blindness (amber yellow):** The orb causes blindness (-4 to attacks and saving throws, AC worse by 4) for 1 round per level of the caster.

**Stinking Cloud (emerald green):** Gas from the orb in a 5-foot-radius noxious cloud forces save vs. poison or the creature is reeling and unable to attack for 2-5 rounds.

**Magnetism (turquoise blue):** Magnetism from the orb has an effect only if the victim is wearing ferrous armor. The armor becomes magically magnetized for 3-12 (3d4) rounds. Other iron objects within 3 feet of the caster will stick tightly to the magnetized armor; only dispel magic or a similar spell can release the stuck items before the duration expires.

**Paralysis (sapphire blue):** The creature must save vs. paralyzation or be paralyzed for 6-20 (2d8+4) rounds.

**Petrifaction (amethyst violet):** Petrification from the orb turns the victim to stone. A successful saving throw vs. petrification still paralyzes a creature of half the caster's level or less for 2-5 (1d4+1) rounds.

**Death (ebony black):** The creature dies unless a successful saving throw vs. death magic is made. Success slows the creature (as the 3rd-level spell) for 2-8 (2d4) rounds.

#### Chromatic Orb Effects

<b>Level of Caster</b>	<b>Color of Orb Generated</b>	<b>Points of Damage</b>	<b>Special Power</b>
1st	White	1-4	Light
2nd	Red	1-6	Heat
3rd	Orange	1-8	Fire
4th	Yellow	1-10	Blindness
5th	Green	1-12	Stinking Cloud
6th	Turquoise	2-8	Magnetism
7th	Blue	2-16	Paralysis
10th	Violet	paralysis	Petrification
12th	Black	slow	Death

Notes: Uncommon for illusionists; otherwise rare.