

# Distort Life I



## Necromancy

Distort Life I  
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Level: 4  
Range: 2 yds.  
Components: V, S, M  
Casting Time: 1 hour  
Duration: instantaneous  
Area of Effect: 1 creature  
Saving Throw: None

This spell alters one aspect of an unborn creature according to the wizard's will. Only external features can be changed with this spell. Its operation is very uncertain; the base chance of success depends on the aspect and the manner in which the wizard wants to affect it. Some changes require two or more generations to manifest themselves fully (these are abbreviated to "G;" for example, G3 is the 3rd generation). Each generation might produce defects. The DM should arbitrate success chances as required. Typical chances include:

- **Coloring:** base or spots, stripes, etc.-80%
- **Covering:** hide (G0), fur (G2), scales (G6), feathers (G9).-40%  
The number of generations to go from one to another is the difference in rating (scales to feathers takes three generations).
- **Toughening:** Two generations required per AC shift, to about S above base.-20%, plus current AC x 5% (e.g., ACS to AC 4 is 45%).  
Non-magical resistance to fire, cold, acid, etc. can be bred, but not invulnerability.
- **Limb Endings:** These affect either a pair of limbs, or a tail: enlarged claws, spiked tail, manipulative digits.-40%
- **Limbs, Whole:** Add or modify a pair of limbs or a tail, minimum two generations: wings, prehensile tail, increase speed (by 1 MV).-30%
- **Senses:** More acute hearing, vision, smell, touch, or taste.-50%  
Infravision or ultravision can be increased 30 feet per generation to 120 feet maximum.
- **Mouth:** Teeth size, hollow incisors, these take two generations.-40%
- **Noise (larynx):** Alters pitch, volume, etc.- 70%.

Failure means an aspect might change in a way other than that intended, a different aspect may change, nothing may happen, the chance of defects may arise, or a combination of these possibilities may occur (see table). In these cases if there is a successful alteration in an early generation and a failure in the subsequent generation, the partially altered strain is still useful as advanced breeding stock since it carries one generation's worth of change. However, a partial alteration will tend to disappear entirely in three generations.

### d% Distortion I Failure

01-30	Right aspect, wrong way
31-70	Nothing happens
71-80	Wrong aspect affected

- 81-90 Raise defect chance 10%
- 91-00 Roll twice, ignoring rolls above 90.

The material component is a silver model of the creature in question (worth 200 gp x the creature's Hit Dice) which must be hammered flat during the casting.

Notes: Very rare. (Updated from IMAGINE Magazine.)

### Defects in Breeding

These tables are used for changes in magical breeding stock due to straight crossbreeding or use of the distort life spells. The DM decides if crossbreeding combinations will create viable offspring.

**Base chance of defect: 20%**

Siblings used	+40%
Cousins used	+20%
distort II used	+10%
distort III used	+20%

Upon reaching mature age, there is also a chance of a new defect occurring.

**Base chance of defect at maturity 10%**

- Age spell, per 10% of mature age +5%
- Hasten growth spells, per month aged 1%

When a defect occurs check to see the defect type and suitable to be used. If both crossbreeding and distort spells are employed, use the distortion column.

<b>Distort.</b>	<b>Cross.</b>	<b>Defect</b>	<b>Table</b>
01-40	01-20	Physical	I
41-60	21-50	Psychol.	II
61-90	51-97	Genetic	III
91-00	98-00	Magical	IV

### Table I: Physical Defects

- 01-40 External or internal flaw (DM choice).
- 41-50 Nasty smelling, periodic or continuous.
- 51-80 Susceptible to disease (1d6 x 5% when exposed).
- 81-00 Environmental problem (aversion to light; heat, etc.; allergies possible).

### Table II: Psychological Defects

- 01-25 Violent, rabid, or crazed.
- 26-70 Listless. death-wish.
- 71-80 Positively suicidal.
- 81-00 Manic depressive or other type of insanity.

### **Table III: Genetic Defects**

01-30	Sterile
31-55	Weak genes, 25% to pass aspects on.
56-70	Crippled genes, 0% to pass aspects on.
71-80	Unstable genes, different defect in each generation.
81-90	Roll again, defect appears in next generation.
91-00	Roll again, defect appears 1d4 generations later.

### **Table IV: Magical Defects**

01-40	Random magical aspect in warped or uncontrollable form.
41-70	Creature terrified of magic and spellcasters.
71-90	Hatred and violence toward anything magical.
91-00	DM choice, possibly involving the experimenting wizard as well.