

Distort Life II



Necromancy

Level: 5

Range: 2 yds.

Components: V, S, M

Casting Time: 2 hours

Duration: Instantaneous

Area of Effect: 1 creature

Saving Throw: None

This spell resembles distort life I, but can be used to alter internal and fundamental aspects of the offspring. 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:

- **Lungs:** Breathing or tolerance of different gases, add or remove gills; three generations.- 50%
- **Glands:** Produce venom, acid, fire, or remove these; two generations.-30%
- **Eating Habits:** Carnivore, omnivore, herbivore; two generations per step.-50%
Unusual eating habits (wood, iron, etc.); five generations. -40%
- **Size:** Per 5% increase or decrease in size. Each 10% shift changes the creature's hit points by I. For example, a 3 Hit Die creature bred to +20% size would have 3d8+2, (between S and 26 hp). At +4, the creature's base HD increases by 1. Decreases work similarly.-50%
- **Age of Maturity:** Per 10%, up to 10% per generation possible, up to 50%.-base 60%

d% Distortion II Failure

01-15 Right aspect, wrong way

16-50 Nothing happens

51-75 Wrong aspect affected

76-90 Raise defect chance 10%

91-00 Roll twice, ignoring rolls above 90.

Failure means an aspect can change in a way other than that intended, a different aspect can change, nothing can happen, the chance of defects can arise, or a combination of these possibilities can 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.

A small gold model of the creature (worth 600 gp x the creature's Hit Dice) is 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.

Distort.	Cross.	Defect	Table
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.