

## Distort Life III



### Necromancy

Level: 6

Range: 2 yds.

Components: V, S, M

Casting Time: 3 hrs.

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. This spell can bestow special and magical powers. The chance of inducing defects is 20% or higher if this spell is used. 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, 03 is the 3rd generation). Each generation can produce defects. The DM should arbitrate success chances as required. Multiple generation requirements are secretly rolled by the DM: e.g. 'Gd3' is 1 to 3 generations.

If the wizard confers innate spell abilities or magic resistance, then the offspring will be a magical (enchanted) monster, and subject to any special bonus or penalties that affect this type of creature. Typical alterations include:

- **Intelligence:** Per point of intelligence, creature average can be raised once per generation.- 30% minus the current Intelligence as a %
- **Speech (minimum 5 Intelligence and larynx required):** Base Gd4.-40%
- **Shape Changing:** Base Gd3+ 1.- 50%
- **Touch Attack (paralyze, petrification, Strength drain):** Base Gd3.-40%
- **Gaze Attack (petrification):** Base Gd4.-30%
- **Minor Breath Weapon (1 hp/HD):** Base Gd3.- 40%
- **Major Breath Weapon (1 die/HD):** Base G3d3.-30%
- **Vision (detect invisibility):** Base Gd3.-60%
- **Vision (into other planes):** Base Gd3.-50%
- **Invisibility:** At will; Gd4.- 30%
- **Regeneration:** 1 point per round; Gd4.-30%, minus 10% per point over 1.
- **+1 or Better Weapons to Hit:** Base Gd4.-20%

#### d% Distortion III Failure

01-10 Right aspect, wrong way

11-60 Nothing happens

61-70 Wrong aspect affected

71-90 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 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.

A small platinum model of the creature (worth 1,200 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	Psycho	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.