

Table of Spell Results

Level 1 Wizard Spells

| Check | Animal summoning |
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| Level | 1 |
| Range | 20' |
| Duration | Varies |
| Casting time | 1 round |
| Save | None |
| Manifestation | Roll 1d6: (1) an egg shimmers into existence, then hatches into the animal summoned; (2) a flash of dark clouds and the animal appears; (3) the animal's skeleton appears first, then organs appear, then muscles knit them together, then skin grows, and the animal appears; (4) animal erupts from the ground fully formed. |
| General | You invoke animal spirits to summon forth a mundane animal. You must be familiar with the animal type and have some material remnant to expend in casting the spell (e.g., hair, fur, paw, tooth, skull, etc.). |
| Corruption | Roll 1d8: (1) wizard takes on minor facial trait of the animal he attempted to summon, such as whiskers, longer ears, cat eyes, etc.; (2) wizard emits an odor which humans find strange but animals find irresistibly tempting; (3-5) minor corruption; (6-7) major corruption; (8) greater corruption. |
| Misfire | Roll 1d4: (1) caster inadvertently summons a swarm of aggravating insects, such as bees, wasps, or locusts; (2) instead of summoning an animal, caster inadvertently sends one away – his familiar or the next-closest mundane animal vanishes for 1d4 rounds only to return dirty, wet, and angry; (3) caster summons only part of an animal, causing a pile of bloody rabbit ears, severed goat horns, dislocated wolf legs, or other bloody eviscera to appear; (4) caster correctly summons an animal but incorrectly places it <i>inside</i> a nearby building or terrain feature, or the floor/ground if no other nearby feature – the animal dies instantly and its body is difficult to recover now that it is fused with the object. |
| 1 | Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + misfire + patron taint, (1-2) corruption, (3) patron taint (or corruption if no patron), (4+) misfire. |
| 2-11 | Lost. Failure. |
| 12-13 | You summon one mundane animal of 1 HD or less. Animal will remain for up to 1 hour, though it hungers, thirsts, and rests as normal. Animal will obey your commands within normal bounds; suicidal commands or those contrary to its nature (e.g., ordering a rabbit to consume meat) have a 50% chance of releasing the animal from service, in which case it returns to whence it came. Due to the nature of the summoning, you cannot directly harm the creature summoned. |
| 14-17 | You summon one mundane animal of up to 2 HD, or two animals of 1 HD or less. Animals will remain for up to 1 hour, though they hunger, thirst, and rest as normal. Animals will obey your commands within normal bounds; suicidal commands or those contrary to its nature (e.g., ordering a rabbit to consume meat) have a 50% chance of releasing the animal from service, in which case it returns to whence it came. Due to the nature of the summoning, you cannot directly harm the creature summoned. |
| 18-19 | You summon one mundane animal of up to 2 HD, or two animals of 1 HD or less. Animals will remain for up to 2 hours, though they hunger, thirst, and rest as normal. Animals will obey your commands within normal bounds; suicidal commands or those contrary to their nature (e.g., ordering a rabbit to consume meat) have a 50% chance of releasing the animals from service, in which case they return to whence they came. Due to the nature of the summoning, you cannot directly harm the animals summoned. |
| 20-23 | You summon one mundane animal of up to 4 HD, or two animals of 2 HD, or up to four |

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| | animals of 1 HD or less. Animals will remain for up to 2 hours, though they hunger, thirst, and rest as normal. Animals will obey your commands within normal bounds; suicidal commands or those contrary to their nature (e.g., ordering a rabbit to consume meat) have a 25% chance of releasing the animals from service, in which case they return to whence they came. Due to the nature of the summoning, you cannot directly harm the animals summoned. |
| 24-27 | You summon one mundane animal of up to 8 HD, or two animals of 4 HD, or four animals of 2 HD, or up to eight animals of 1 HD or less. Animals will remain for up to 2 hours, though they hunger, thirst, and rest as normal. Animals will obey your commands within normal bounds; suicidal commands or those contrary to their nature (e.g., ordering a rabbit to consume meat) have a 25% chance of releasing the animals from service, in which case they return to whence they came. Due to the nature of the summoning, you cannot directly harm the animals summoned. |
| 28-29 | You summon one mundane animal of up to 8 HD, or two animals of 4 HD, or four animals of 2 HD, or up to eight animals of 1 HD or less. Animals will remain for up to a day, though they hunger, thirst, and rest as normal. Animals will obey your commands within normal bounds; suicidal commands or those contrary to their nature (e.g., ordering a rabbit to consume meat) have a 10% chance of releasing the animals from service, in which case they return to whence they came. Due to the nature of the summoning, you cannot directly harm the animals summoned. |
| 30-31 | You summon one mundane animal of up to 16 HD, or two animals of up to 8 HD, or four animals of up to 4 HD, or up to eight animals of 2 HD or less. Animals will remain for up to a day, though they hunger, thirst, and rest as normal. Animals will obey your commands within normal bounds; suicidal commands or those contrary to their nature (e.g., ordering a rabbit to consume meat) have a 10% chance of releasing the animals from service, in which case they return to whence they came. Due to the nature of the summoning, you cannot directly harm the animals summoned. |
| 32+ | You summon a large group of mundane animals. This could be a herd of cattle, a pride of lions, a flock of geese, or a pack of wolves. All animals must be of the same type, and the total hit dice must be 100 HD or less. The herd will remain for up to a week, though they hunger, thirst, and rest as normal. The animals will obey your commands within normal bounds, and will even undertake suicidal commands or those contrary to their nature (e.g., ordering a rabbit to consume meat). Due to the nature of the summoning, you cannot directly harm the animals summoned. |

| Check | Cantrip |
|---------------|---|
| Level | 1 |
| Range | Varies |
| Duration | Varies |
| Casting time | 1 action |
| Save | Will vs. spell check as applicable |
| Manifestation | Varies |
| General | As wizards learn their craft, they practice many minor incantations that produce simple visual or auditory effects. This spell can be used to apply magical energy to many minor tasks. With the inherent risks that come from spellcasting, few wizards are so bold as to frequently invoke <i>cantrips</i> , but their availability is sometimes valuable. The <i>cantrip</i> spell can be used to enact any effect the caster pronounces at casting, within the limits of the spell, as outlined on the spell check table below. |
| Corruption | N/A |
| Misfire | Roll 1d4: (1) caster accidentally summons a large bee that proceeds to chase him; (2) caster generates a patch of glue that attaches his boot to the floor until it is broken with a DC 20 Strength check; (3) caster changes color of his hair (at judge's discretion); (4) caster's eyes change color. |
| 1 | Lost, failure, and misfire. |
| 2-11 | Lost. Failure. |
| 12-13 | You can create a simple visual effect at a distance of up to 20' per caster level. For example, a flash of light, dancing lights, a ray of moonlight, or a patch of darkness. |
| 14-17 | As above, <i>or</i> you can create a simple auditory effect at similar range. For example, a whispered sentence, enhancing his voice to a booming shout, a fake dog bark, or basic ventriloquism. |
| 18-19 | As above, <i>or</i> you can create a simple kinetic effect at similar range. For example, shove a mug off a table, tear the buttons off a dress, twist a knob, or cause a deck of cards to shuffle itself. |
| 20+ | As above, <i>or</i> you can generate a dangerous fluid or energy of some kind, that does up to 1d3 damage. For example, a dollop of acid or a freezing chill. |

| Check | Charm person |
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| Level | 1 |
| Range | 120' |
| Duration | Varies |
| Casting time | 1 round |
| Save | Will vs. check |
| Manifestation | Roll 1d6: (1) flash of light' (2) lulling harmony; (3) black cloud; (4) glittering pixie dust; (5) black beam; (6) moonbeam from above |
| General | You charm an enemy to become your friend! Any mundane living humanoid can be affected normally. Druids can also use this spell on animals. Wizards can attempt this spell on monsters and un-dead with a -2 check penalty and attempt to affect outsiders and demons with a -4 check penalty. |
| Corruption | Roll 1d6: (1-3) minor corruption; (4-5) major corruption; (6) greater corruption. |
| Misfire | Roll 1d4: (1) caster falls in love with intended target; (2) 1d4 randomly determined nearby creatures fall in love with each other; (3) caster inadvertently puts intended target to sleep (Will save to resist); (4) target is not charmed but instead repulsed and angered by caster. |
| 1 | Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + misfire + patron taint, (1-2) corruption, (3) patron taint (or corruption if no patron), (4+) misfire. |
| 2-11 | Lost. Failure. |
| 12-13 | A single target must make a Will save or be dazed for 1d4 rounds. Dazed targets can move at half speed but can perform no other actions. |
| 14-17 | A single target must make a Will save or fall under your complete control, as if it were your friend. However, the target will not perform actions that are suicidal or which a devoted friend would not otherwise perform. Unfortunately, the target's willpower must be forcibly subverted for you to exercise control, so it is but a shell of its former self, operating at a -2 penalty to all rolls, saves, checks, and ability scores while under your control. The target receives another save to break the charm according to its original Intelligence, as follows: Int 3-6 = one month; Int 7-9 = three weeks; Int 10-11 = two weeks; Int 12-15 = one week; Int 16-17 = three days; Int 18+ = next day. While affected by the spell, the target is marked by a sign of your control. Roll 1d4: (1) odd facial tic; (2) deep bags under eyes; (3) posture and facial expressions resemble caster; (4) hair stands straight up. |
| 18-19 | A single target must make a Will save or fall under your complete control, as if it were your friend. However, the target will not perform actions that are suicidal or which a devoted friend would not otherwise perform. The target is able to operate at full normal functionality while charmed. The target receives another save to break the charm according to its original Intelligence, as follows: Int 3-6 = one month; Int 7-9 = three weeks; Int 10-11 = two weeks; Int 12-15 = one week; Int 16-17 = three days; Int 18+ = next day. While affected by the spell, the target is marked by a sign of your control, and its posture and facial expressions subtly change to resemble the caster. |
| 20-23 | You can target a number of creatures equal to your caster level. Each target must make a Will save or fall under your complete control, as if it were your friend. However, the target will not perform actions that are suicidal or which a devoted friend would not otherwise perform. The target is able to operate at full normal functionality while charmed. The target receives another save to break the charm according to its original Intelligence, as follows: Int 3-6 = one month; Int 7-9 = three weeks; Int 10-11 = two weeks; Int 12-15 = one week; Int 16-17 = three days; Int 18+ = next day. |
| 24-27 | You can target a number of creatures equal to 1d6 + caster level. Each target must make a Will save or fall under your complete control, as if it were your friend. However, the target will not perform actions that are suicidal or which a devoted friend would not otherwise perform. The target is able to operate at full normal functionality while charmed. The target receives another save to break the charm according to its original |

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| | Intelligence, as follows: Int 3-6 = one month; Int 7-9 = three weeks; Int 10-11 = two weeks; Int 12-15= one week; Int 16-17 = three days; Int 18+ = next day. |
| 28-29 | You can target a number of creatures equal to 2d6 + your caster level. Each target must make a Will save or fall under your complete control, as if it were your friend. However, the target will not perform actions that are suicidal or which a devoted friend would not otherwise perform. The target is able to operate at full normal functionality while charmed. The target receives another save to break the charm according to its original Intelligence, as follows: Int 3-6 = one month; Int 7-9 = three weeks; Int 10-11 = two weeks; Int 12-15= one week; Int 16-17 = three days; Int 18+ = next day. |
| 30-31 | You can target a number of creatures equal to 3d6 + your caster level. Targets of equal to or less HD than you do not receive a save; those with greater HD must make a Will save or fall under your complete control, as if it were your friend. However, the target will not perform actions that are suicidal or which a devoted friend would not otherwise perform. The target is able to operate at full normal functionality while charmed. The target receives another save to break the charm according to its original Intelligence, as follows: Int 3-6 = one month; Int 7-9 = three weeks; Int 10-11 = two weeks; Int 12-15= one week; Int 16-17 = three days; Int 18+ = next day. |
| 32+ | You are able to influence the emotions of large groups of people, including crowds of public spectators or armies of angry warriors. You can attempt to charm up to 100 people at once, as long as they are within your line of sight – there is no effective range limit, and the targets need not be grouped together (e.g., if you are using scrying means to observe multiple armies, you can target 20 people from each army). Targets of equal to or less HD than you do not receive a save; those with greater HD receive a Will save. Failure indicates the targets fall under your complete control and consider you their close friend. The targets receive another save to break the charm according to their original Intelligence, as follows: Int 3-6 = one month; Int 7-9 = three weeks; Int 10-11 = two weeks; Int 12-15= one week; Int 16-17 = three days; Int 18+ = next day. |

| Check | Chill touch |
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| Level | 1 |
| Range | Touch |
| Duration | Varies |
| Casting time | 1 action |
| Save | Will vs. check |
| Manifestation | Roll 1d4: (1) your hands glow blue; (2) your hands turn black; (3) you emit a strong odor of corruption; (4) your hands appear skeletal. |
| General | This necromantic spell delivers the chill touch of the dead. You must spellburn at least 1 point when casting this spell. |
| Corruption | Roll 1d8: (1) skin on caster's face withers and dries out to give him a skull-like appearance; (2) skin on caster's hands falls away to give him skeletal hands; (3) caster permanently glows with a sickly blue aura; (4) un-dead are attracted to caster and flock to him like moths; (5-6) minor corruption; (7) major corruption; (8) greater corruption. |
| Misfire | Roll 1d3: (1) caster shocks himself with necromantic energy for 1d4 damage; (2) caster shocks one randomly determined nearby ally for 1d4 damage; (3) caster sends a blast of necromantic energy into the nearest corpse, animating it as an un-dead zombie with 1d6 hit points (if no nearby corpse, no effect). |
| 1 | Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + misfire + patron taint, (1-2) corruption, (3) patron taint (or corruption if no patron), (4+) misfire. |
| 2-11 | Lost. Failure. |
| 12-13 | Your hands are charged with necromancy. On the next round, the next creature you attack takes an additional 1d6 damage. Un-dead creatures take an additional +2 points of damage. |
| 14-17 | Your hands are charged with necromancy. On the next round, you receive a +2 to attack rolls, and the next creature you attack takes an additional 1d6 damage. Un-dead creatures take an additional +2 points of damage. |
| 18-19 | Your hands are charged with negative energy! For the next turn, you receive a +2 to attack rolls, and every creature you attack takes an additional 1d6 damage. Un-dead creatures take an additional +2 points of damage. |
| 20-23 | Your hands are charged with negative energy! For the next turn, you receive a +2 to attack rolls, and every creature you attack takes an additional 2d6 damage. Un-dead creatures take an additional +2 points of damage. |
| 24-27 | Your hands are charged with negative energy! For the next turn, you receive a +4 to attack rolls, and every creature you attack takes an additional 2d6 damage as well as 1d4 points of Strength loss. Un-dead creatures take an additional +4 points of damage. |
| 28-29 | Your hands are charged with negative energy! For the next <i>hour</i> , you receive a +4 to attack rolls, and every creature you attack takes an additional 2d6 damage as well as 1d4 points of Strength loss. Un-dead creatures take an additional +4 points of damage. |
| 30-31 | Your hands are charged with negative energy! For the next <i>hour</i> , you receive a +6 to attack rolls, and every creature you attack takes an additional 3d6 damage as well as 1d4 points of Strength loss. Un-dead creatures take an additional +6 points of damage. |
| 32+ | Your body glows a sickly blue light as you crackle with withering necromantic energy. Any creature to approach within 10' of you takes 1d6 damage each round they stay within the field, and un-dead creatures take 1d6+2 damage. Until the next sunrise, every creature you attack takes an additional 3d6 damage (with un-dead suffering an extra +8), and you receive a +8 bonus to all attack rolls. |

| Check | Choking cloud |
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| Level | 1 |
| Range | 50' or more |
| Duration | Varies |
| Casting time | 1 action |
| Save | None |
| Manifestation | Roll 1d8: (1) black cloud; (2) translucent mist; (3) explosion of ash; (4) geyser that erupts from the ground below the target; (5) yellow-green cloud; (6) red mist; (7) thick, oily fog; (8) blue cloud. |
| General | You summon forth a cloud of caustic, acidic mist that chokes your target. |
| Corruption | Roll 1d8: (1) caster's breath is now a toxic gas; whenever he exhales, anyone immediately adjacent must make a DC 12 Fort save or be ill for 1d4 hours (-1 to all rolls while sickened); (2) caster is surrounded at all times by a toxic cloud which automatically sickens everyone within 5' for 1d4 hours unless they make a DC 12 Fort save (-1 to all rolls while sickened); (3) caster's eyes change to translucent orbs which reveal a whirling cloud of gas; (4) certain kinds of creatures are able to detect the caster automatically if he is within half a mile, and are attracted to him, notably incorporeal and ethereal creatures, as well as any monster from the elemental plane of air; (5-8) minor corruption. |
| Misfire | Roll 1d4: (1) cloud of toxic gas explodes at a point centered on the caster (1d4x10' radius, 1d4 damage to all within plus DC 12 Fort save or blinded for 1d4 rounds); (2) caster creates cloud successfully but it is a <i>healing</i> cloud, which heals 1d4 damage to all within 20' of intended target; (3) cloud of toxic gas inadvertently catches fire, sparked by some nearby torch or lantern, and explodes as it emerges from caster's hand, causing 1d8 fire damage to caster and everyone within 10' of him; (4) caster successfully creates cloud but it is entirely useless, serving only to create a vague, misty cloud that has no other impact. |
| 1 | Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + misfire + patron taint, (1) corruption, (2) patron taint (or corruption if no patron), (3+) misfire. |
| 2-11 | Lost. Failure. |
| 12-13 | One designated target is engulfed in a caustic, stinking cloud for 1d4 rounds, suffering a -1 penalty to rolls (including attacks, damage, skills, and saves). The cloud follows the target; it cannot escape. |
| 14-17 | Up to 1d4 small individual clouds of toxic gas appear around selected multiple targets, all of which must be within range. Each cloud inflicts a -1 penalty to all rolls (including attacks, damage, skills, and saves) for 1d4 rounds. The clouds follow their targets, who cannot escape them. |
| 18-19 | A single acidic, poisonous cloud appears with a radius of 20', centered on a target of the caster's choosing. For 1d4+2 rounds, targets in the cloud suffer a -2 penalty to all rolls (attacks, damage, skills, and saves), <i>and</i> take 1 point of damage each round. The caster can direct the cloud by concentrating; it moves up to 50' per round at his command. |
| 20-23 | A single acidic, poisonous cloud appears with a radius of 20', centered on a target of the caster's choosing. For 2d4+4 rounds, targets in the cloud suffer a -2 penalty to all rolls (attacks, damage, skills, and saves), take 2 points of damage each round, and must make a Fort save when first exposed or be poisoned (-1d4 Agility, duration 1 day). The caster can direct the cloud by concentrating; it moves up to 50' per round at his command. |
| 24-27 | A single acidic, poisonous cloud appears with a radius of 20', centered on a target of the caster's choosing within a 100' range. For 2d4+4 rounds, targets in the cloud suffer a -4 penalty to all rolls (attacks, damage, skills, and saves), take 4 points of damage each round, and must make a Fort save when first exposed or be poisoned (-2d4 Agility, duration 1 day). The caster can direct the cloud by concentrating; it moves up to 50' per round at his command. |

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| 28-29 | A single acidic, poisonous cloud appears with a radius of 30', centered on a target of the caster's choosing within a 200' range. For 3d4+6 rounds, targets in the cloud suffer a -4 penalty to all rolls (attacks, damage, skills, and saves), take 8 points of damage each round, and must make a Fort save when first exposed or be poisoned (-3d4 Agility, duration 1d4 days). The caster can direct the cloud by concentrating; it moves up to 50' per round at his command. |
| 30-31 | The caster can create <i>two</i> acidic, poisonous clouds. Each appears with a radius of 30', centered on a target of the caster's choosing within a 200' range. For 3d4+6 rounds, targets in the clouds suffer a -4 penalty to all rolls (attacks, damage, skills, and saves), take 8 points of damage each round, and must make a Fort save when first exposed or be poisoned (-3d4 Agility, duration 1d4 days). The caster can direct the clouds at will, without concentrating; they move up to 50' per round at his command. |
| 32+ | The caster calls down three toxic clouds of unmatched lethality. For each cloud, he can choose a size ranging from a single target to up to a 30' radius. The clouds can be targeted anywhere within 500'. The clouds settle into existence instantly, and remain for 1d4 turns. Each target within the clouds must make a Fort save or be killed immediately. Those that survive suffer a -6 penalty to all rolls (attacks, damage, skills, and saves) and take 10 points of damage each round from the toxic gases. The caster can direct the clouds at will, without concentrating; they move up to 50' per round at his command. |

| Check | Color spray |
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| Level | 1 |
| Range | 40' |
| Duration | Instantaneous |
| Casting time | 1 action |
| Save | Will vs. check |
| Manifestation | Roll 1d8: (1) spray of colored arrows; (2) rainbow from above; (3) flash of variegated hues; (4) spotlight of rotating colors from the sky; (5) cloud of many colors or a single color; (6) shadow of subdued, washed-out colors; (7) inversion of colors in the affected area; (8) rope-like coils of light that emanate from the caster's fingertips. |
| General | You summon forth a spray of brilliant colors that blind and dazzle your target. |
| Corruption | Roll 1d8, noting additional color change table at end of this one: (1) caster's skin permanently changes to a rainbow pattern; (2) caster's eyes each change to a new, different color; (3) caster's hair changes color; (4) caster's skin changes color; (5-7) minor corruption; (8) major corruption. Roll another 1d10 for color changes: (1) blue, (2) green, (3) yellow, (4) orange, (5) red, (6) purple, (7) silver, (8) gold, (9) white, (10) black. |
| Misfire | Roll 1d3: (1) color energy blasts back on caster, blinding him for 1d4 rounds; (2) <i>color spray</i> is delayed uncontrollably; judge secretly rolls a die type of his choice; spell is discharged that many rounds later, on new re-rolled spell check result; (3) color sprays arc in different random directions rather than together in a cohesive rainbow; roll 1d12 for direction (clockface with 12:00 ahead of caster); 1d4+1 color hues blast out, each in a different direction, causing blindness (1d4 rounds, DC 12 Will save to resist) to first creature in that direction, whether friend or foe. |
| 1 | Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + misfire + patron taint, (1) corruption, (2) patron taint (or corruption if no patron), (3+) misfire. |
| 2-11 | Lost. Failure. |
| 12-13 | One target within range must make a Will save or be blinded for 1d4 rounds. Sightless creatures are immune. |
| 14-17 | Up to two individual targets within range must make a Will save or be blinded for 1d4 rounds. Sightless creatures are immune. |
| 18-19 | Up to three targets within range can be targeted. Each target must make two Will saves or be affected. Targets that fail one save are blinded; targets that fail both saves are blinded <i>and</i> knocked unconscious. Duration is 2d4+1 rounds. Sightless creatures are immune. |
| 20-23 | Up to three targets within range can be targeted. Each target of 2 or less HD is automatically affected; targets of more than 2 HD must make two Will saves or be affected. Targets that fail one save are blinded; targets that fail both saves are blinded <i>and</i> knocked unconscious. Duration is 2d4+1 rounds. Sightless creatures are immune. |
| 24-27 | A blast of colored chaos affects all targets in a cone 40' long and from 10' to 30' wide (attacker can decide). All targets, including your allies, within the cone take 1d4 damage, are knocked unconscious for 3d4+1 rounds, and awake blinded for another 1d4+1 rounds. Creatures of 2 HD or less receive no save; others can attempt a Will save to resist. Sightless creatures are immune. |
| 28-29 | A blast of colored chaos affects all targets in a cone 40' long and from 10' to 30' wide (attacker can decide). All targets, including your allies, within the cone take 1d6 damage, are knocked unconscious for 3d4+3 rounds, and awake blinded for another 2d4+1 rounds. Creatures of 3 HD or less receive no save; others can attempt a Will save to resist. Sightless creatures are immune. |
| 30-31 | A blast of colored chaos affects all targets in a cone 100' long and from 10' to 40' wide (attacker can decide). You may specify whether the cone affects all targets or only your enemies. Impacted creatures within the cone take 1d8 damage, are knocked unconscious for 3d4+3 rounds, and awake blinded for another 2d4+1 rounds. Creatures of 4 HD or |

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| | less receive no save; others can attempt a Will save to resist. Sightless creatures are immune. |
| 32+ | An incredible surge of rainbow light blasts forth from your fingertips. It launches in an arcing pattern all around you, to form a powerful rainbow shining down from the heavens toward your fingers. The display of light is visible for several miles. All enemies within 200' of your location are potentially affected: creatures of 5 HD or less automatically, and others with a failed save. Affected creatures take 2d6 damage, are knocked unconscious for 1d4+1 turns, and awake blinded for another turn. Moreover, <i>allies</i> who see the display are awed and inspired, and receive a +1 morale bonus to all rolls (attack, damage, saves, skills, etc.) for the next 1d4 rounds. |