

Chaos Mage Player Game Aid

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Table A: High Weirdness (D100)

<p>1–2: If you have access to the <i>13th Age Bestiary</i>, you accidentally summon 1d3 wibbles (page 222) that either attack you or drift off to wreak a small amount of havoc elsewhere in the battle. If the GM is bored with that, or you don't have the <i>Bestiary</i>, enormous air bubbles pop out of your skin (once) and deal damage to you equal to 1d3 x your level.</p>	<p>12: You must speak in what you think could be the voice of the last creature your chaos mage attacked. If it doesn't seem to have a voice, invent one with your mad roleplaying skillz.</p>	<p>19: All creatures leave colored trails behind them as they move, turning the battle scene into a strange glowing artwork. Images fade every ten seconds or so.</p>
<p>3–4: You're hit by a pulsing wrinkle in time. You move and speak ever-so-slightly slower than you should until you catch up. There's no effect this turn, but at the end of your turn, decrease your initiative 2d6 points, to a minimum of 1.</p>	<p>13: Small squeaking rodents erupt from any plausible cover that you go near. There's no real effect except they're somewhat noisy and rodents suddenly pop up in unexpected places.</p>	<p>20: Some minor detail of your appearance changes: hair color, gaps between teeth, handedness, and so on. Change is, y'know, permanent-ish.</p>
<p>5–6: Each creature in the battle with temporary hit points loses half of them.</p>	<p>14: Your (the PC) favorite song begins playing around you magically, getting louder and louder (tell the table what type of song it is, or maybe hum it). It might or might not interfere with bardic songs or monsters that need to be heard properly to get their dirty work done.</p>	<p>21–22: Grit, explosive dust, or other debris explodes into the air around you, dealing 1d4 damage per tier to each nearby creature.</p>
<p>7–8: You can only speak by asking questions. If you or your character violates this requirement, your character takes 1 damage the first time, 2 damage the second time, and so on. (Have another player keep track.)</p>	<p>15: Your gender changes. At your discretion, the shift could be permanent when the weirdness ends. Or as permanent as things get for you.</p>	<p>23–24: There's tension in the air, or the rumble of distant thunder, or a sense of impending disaster, and the next creature that misses with an attack this battle takes damage equal your Charisma modifier (double your Charisma modifier at 5th level; triple it at 8th level).</p>
<p>9–10: Your magic items' quirks take over. If you aren't doing a good enough job of roleplaying this personality fiasco, the GM and the rest of the players are authorized to suggest (in)appropriate behavior.</p>	<p>16: You grow horns or other spikes all over. If you already have horns, then you lose them. Some of the horns, or lack thereof, persist after the weirdness ends.</p>	<p>25–26: Quickly passing auras blur and shake across the battlefield, or cold winds whip through and grow warmer as they pass, or the lights flicker...and the creature that has taken the most damage in the battle gains temporary hit points equal to 10% of its maximum hit points.</p>
<p>11: You leech personality traits from surrounding spirits, whatever those happen to be. Improv acting challenge—go! Happily for your allies, these are only traits, not personality overrides.</p>	<p>17: One of your arms becomes a functional tentacle. It has no mechanical effects, but unless you're special or lucky it's probably not a very pretty tentacle. Your option on whether or not it remains after the weirdness ends.</p>	<p>27–28: One random creature in the battle other than you teleports next to and is engaged by one of its random enemies other than you.</p> <p>29–30: (Global effect) Space seriously twists, affecting the spells and ranged attacks of each creature in the battle: creatures that are nearby count as if they were far away, and creatures that are far away count as if they are nearby.</p>

<p>31–32: The first spell you cast this battle has effects (not damage) like a spell two levels higher than it, if possible.</p>	<p>43–44: (Global effect) Each creature that makes an attack targeting PD targets MD instead. Attacks against MD target PD instead.</p>	<p>61–65: You and your allies gain small halos, or celestial light pours in, or a subtle glow illuminates each countenance. When one of your allies casts a divine spell this battle, it gains a small bonus effect chosen by the GM, something that suits the spell and the story.</p>
<p>33–34: (Global effect) All normal saves made by creatures in the battle are actually easy saves (6+).</p>	<p>45–46: Your shadow detaches and flits around you. Until the weirdness ends, you gain a +2 attack bonus but take a –2 penalty to saves. Your personality may or may not be affected. It’s up to you.</p>	<p>66–70: Your features shift and settle into a temporary new pattern. You gain a random racial ability until the end of your next turn. Ignore results that duplicate a racial ability you already have. Roll a d8. 1: dwarf’s <i>that’s your best shot</i>; 2: dark elf’s <i>cruel</i>; 3: high elf’s <i>highblood teleport</i>; 4: gnome’s <i>confounding</i>; 5: half-elf’s <i>surprising</i>; 6: halfling’s <i>evasive</i>; 7: holy one’s <i>halo</i>; 8: tieflings’s <i>curse of chaos</i>. (See chapter 3 of the <i>13th Age</i> core rulebook for racial powers.)</p>
<p>35–36: (Global effect) There’s a blurring at the edge of all things. No creature can intercept another. Disengage attempts automatically succeed.</p>	<p>47–48: Choose yourself or one ally with temporary hit points and double those temporary hit points. No temp hp, so sorry!</p>	<p>71–75: If one of your allies is at 0 hit points or below, that ally can roll a free death save that won’t count against their missed death save total.</p>
<p>37–38: (Global effect) The champions shall inherit the dirt! Until the end of your next turn, saves that fail count as if they succeed, and saves that succeed count as if they fail!</p>	<p>49–50: There’s a large magical special effect of your choice (nonmechanical), and each creature in the battle ignores all resistances.</p>	<p>76–80: Choose one creature (including you) that has already rallied this battle. It can rally again this battle (using the same action it normally would) as if it hadn’t already rallied (no roll if the first use).</p>
<p>39–40: Roll the escalation die and use the new result.</p>	<p>51–55: You gain an additional quick action during each of your turns while this weirdness is in effect.</p>	<p>81–85: Your presence blurs through space, spirit, and time, and you can fight in spirit on your turn (<i>13th Age</i> core rulebook, page 166) in addition to taking your normal turn.</p>
<p>41–42: (Global effect) Each creature in the battle taking ongoing damage immediately takes that damage. Then all ongoing damage effects end.</p>	<p>56–60: When one of your allies casts an arcane spell this battle, that spell gains a small bonus effect chosen by the GM (something that suits the spell and the story).</p>	<p>86–90: You shift, you waver, or you go transparent. You don’t take any miss damage while this weirdness is affecting you.</p>

91–95: The magic items in the area all start talking at once. You or one ally of your choice can roll to recharge one magic item (affected creature’s choice).	98: If you and your allies flee RIGHT NOW (<i>13th Age</i> core rulebook, page 166), you don’t take a campaign loss for your discretion. This may take some explaining. It’s all about the chaos magic.	100: You gain an extra standard action during the next turn after this weirdness goes into effect.
96–97: Something related to your one unique thing goes very right for you. This is on you and the GM to work out together. The GM has the final say, though.	99: Roll twice more on this table. If you wish you can ignore one of the rolled results but must stick with the other. If you roll the same result twice, you get that weirdness just once.	

Table B: Attacking Warp (D6)

1:	Air: You gain <i>flight</i> until the end of your next turn.
2:	Earth: Until the end of your next turn, each enemy that misses you with a melee attack is stuck until the end of its next turn.
3:	Fire: Until the end of your next turn, you can pop free from staggered enemies as a quick action.
4:	Water: You gain a bonus to disengage checks until the end of your next turn equal to your Dexterity modifier.
5:	Metal: Until the end of your next turn, when an enemy disengages from you, it takes damage equal to your Dexterity modifier (double your Dexterity modifier at 5th level; triple it at 8th level).
6:	Void: During your next turn, you can use a move action to teleport to a nearby location you can see.

Table C: Defensive Warp (D6)

1:	Air: Once before the end of your next turn, you can heal using a recovery as a quick action.
2:	Earth: You gain temporary hit points equal to your Wisdom modifier (double your Wisdom modifier at 5th level; triple it at 8th level).
3:	Fire: Until the end of your next turn, when an enemy moves to engage you, it takes fire damage equal to your Wisdom modifier (double your Wisdom modifier at 5th level; triple it at 8th level).
4:	Water: Until the end of your next turn, when you heal using a recovery, add hit points equal to your Wisdom modifier to that healing (double your Wisdom modifier at 5th level; triple it at 8th level).
5:	Metal: Until the end of your next turn, you gain a +2 bonus to AC.
6:	Void: Until the end of your next turn, the first time an attack hits you, as a free action you can choose to lose hit points equal to your level to force the attacker to reroll the attack.

Table D: Iconic Warp (D6)

1:	Air: Randomly determine two icon associations for the spell you'll cast instead of one. Choose one of those associations to use for that spell.
2:	Earth: Until the end of your next turn, you gain a bonus to PD and MD equal to your Intelligence modifier.
3:	Fire: Until the end of your next turn, you gain the once-per-battle racial power of a random nearby ally; ignore this benefit if it duplicates your own racial power or if it doesn't make sense during the battle (human, for example).
4:	Water: Until the end of your next turn, you gain a bonus to saves equal to your Intelligence modifier.
5:	Metal: Until the end of your next turn, critical hits scored against you only count as normal hits.
6:	Void: Until the end of your next turn, when you cast a daily iconic spell, roll a hard save (16+). If you succeed, you don't expend that use of a daily spell slot, but you still can't cast that specific daily iconic spell again until you take a full heal-up.

Table E: Determining Iconic Spell Category (D12)

1:	Archmage
2:	Crusader
3:	Diabolist
4:	Dwarf King
5:	Elf Queen
6:	Great Gold Wurm
7:	High Druid
8:	Lich King
9:	Orc Lord
10:	Priestess
11:	Prince of Shadows
12:	The Three

Table F: Optional: Dice Not Stones (D6)

1-2:	Attack
3-4:	Defense
5-6:	Iconic

Note: For the next three tables, write in the name of the class that corresponds to your multiclass talents in the space provided. The order is not important.

Table G: Optional: Dice Not Stones: 1 Multiclass Talent (D8)

1-2:	Attack
3-4:	Defense
5-6:	_____
7-8:	Iconic

Table H: Optional: Dice Not Stones: 2 Multiclass Talents (D10)

1-2:	Attack
3-4:	_____
5-6:	Defense
7-8:	_____
9-10:	Iconic

Table I: Optional: Dice Not Stones: 3 Multiclass Talents (D12)

1-2:	Attack
3-4:	_____
5-6:	Defense
7-8:	_____
9-10:	Iconic
11-12:	_____

Table J: Chaos Mage Attack Spells (1st Level+)

<p>Force Tentacle Ranged spell ♦ At-Will Target: One random nearby enemy Attack: Charisma + Level vs. PD Hit: 1d10 + Charisma force damage. Miss: Damage equal to your level.</p> <p>3rd level spell 3d10 damage. 5th level spell 5d10 damage. 7th level spell 7d10 damage. 9th level spell 9d10 damage.</p> <p>Adventurer Feat: You can now also target far away enemies. Champion Feat: This spell's damage dice increase by one size to d12s. Epic Feat: One battle per day, you can deal half damage on a natural even miss with this spell.</p>	<p>Chaos Ray Ranged spell ♦ Once per battle Target: One nearby or far away enemy Attack: Charisma + Level vs. PD Hit: 1d8 + Charisma damage. Natural Even Hit: As a hit, plus another nearby enemy takes half damage. Miss: 1d6 damage to a different nearby enemy.</p> <p>3rd level spell 4d6 damage; 1d10 damage on a miss.</p> <p>5th level spell 6d6 damage; 2d12 damage on a miss.</p> <p>7th level spell 6d10 damage; 3d12 damage on a miss.</p> <p>9th level spell 8d10 damage; 5d12 damage on a miss.</p>	<p>Blarrrrrgh! Ranged spell ♦ Daily Targets: 1d6 nearby enemies Attack: Charisma + Level vs. PD Hit: 3d6 + Charisma damage, and roll a d4 for the effect (same damage for all targets but a separate effect for each one). 1: The target is dazed (save ends). 2: The target is weakened (save ends). 3: The target is hampered until the end of your next turn. 4: The target is confused until the end of your next turn. Miss: Damage equal to your level.</p> <p>3rd level spell 6d6 damage. 5th level spell 6d10 damage. 7th level spell 10d10 damage. 9th level spell 2d8 x 10 damage.</p>
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Table K: Chaos Mage Defense Spells (1st Level+)

<p>Chaos Blessing Close-quarters spell ♦ At-Will Effect: Roll a d20 to determine which effect the blessing grants. Higher-level versions of the spell improve the first three blessings, but you still get only the blessing you roll. 1–4: Gift—You or one of your nearby allies gains 7 temporary hit points. 5–8: Resilience—You gain 7 temporary hit points. 9–12: Aura/tentacles—The next enemy that moves to engage you this battle takes 2d6 damage. 13–16: Defense bonus—You gain a +2 bonus to the defense of your choice (AC, PD, or MD) until an attack against that defense misses you or until the end of the battle. 17–20: Healing—You or your nearby ally with the fewest hit points can heal using a recovery. (If you’re the one with the fewest hit points among you and your nearby allies, it’s you.)</p> <p>3rd level spell <i>gift</i> and <i>resilience</i> now grant 12 temporary hit points; <i>aura/tentacles</i> damage is 2d10.</p> <p>5th level spell <i>gift</i> and <i>resilience</i> now grant 20 temporary hit points; <i>aura/tentacles</i> damage is 4d10.</p> <p>7th level spell <i>gift</i> and <i>resilience</i> now grant 35 temporary hit points; <i>aura/tentacles</i> damage is 6d8.</p> <p>9th level spell <i>gift</i> and <i>resilience</i> now grant 60 temporary hit points; <i>aura/tentacles</i> damage is 10d8.</p> <p>Adventurer Feat: The <i>defense bonus</i> effect now applies to all the target’s defenses (and therefore ends as soon as the target is missed by an attack). Champion Feat: A number of times per day equal to your highest non-Charisma modifier, you can roll twice when you cast <i>chaos blessing</i> and gain both effects (reroll a duplicate result). Epic Feat: The damage dice for the <i>aura/tentacles</i> effect increase by one size (for example, d8s to d10s).</p>	<p>Warped Healing Close-quarters spell ♦ Once per battle Targets: Two nearby allies, or you and one nearby ally Effect: Randomly choose one of the targets. That target can heal using a recovery. The other target gains 10 temporary hit points and grows a strange eye, limb, or other physical feature that lasts as long as the temporary hit points do.</p> <p>3rd level spell 20 temporary hit points. 5th level spell 30 temporary hit points. 7th level spell 45 temporary hit points. 9th level spell 70 temporary hit points.</p>
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Table L: Iconic Spells

Archmage (<i>Light of the High Ones</i>)	
<p>Silver Arrows (1st level+) Ranged spell ♦ At-Will Targets: 1d3 nearby enemies Effect: The target takes 4 force damage.</p> <p>3rd level spell 7 damage. 5th level spell 10 damage. 7th level spell 14 damage. 9th level spell 27 damage.</p> <p>Adventurer Feat: This spell now targets 1d4 nearby or far away enemies. Champion Feat: This spell now targets 1d6 nearby or far away enemies. Epic Feat: This spell now targets a number of nearby or far away enemies equal to the escalation die.</p>	<p>Cascading Power (5th level+) Ranged spell ♦ Daily Targets: A number of random nearby creatures equal to the escalation die Effect: The targets are embroiled in silver fire! Each targeted ally can roll an immediate easy save (6+); if that ally succeeds, they regain one daily or recharge power of their choice. Then each targeted enemy takes damage equal to 1d10 x the escalation die. After the damage, roll the escalation die and use the new result.</p> <p>7th level spell Damage equal to 2d6 x the escalation die. 9th level spell Damage equal to 2d12 x the escalation die.</p>

Crusader (<i>Blood of Warriors</i>)	
<p>Castigation (1st level+) Close-quarters spell ♦ At-Will Target: One enemy you are engaged with if possible; if not, then one nearby enemy Attack: Charisma + Level vs. MD Hit: 1d8 + Charisma psychic damage Hit vs. a Staggered Target: As a hit, except there is no damage roll; the target takes maximum damage. Miss: Damage equal to your level.</p> <p>3rd level spell 3d6 damage. 5th level spell 5d6 damage. 7th level spell 5d8 damage. 9th level spell 6d10 damage.</p> <p>Adventurer Feat: When you hit a demon with this spell, it's also hampered (save ends). Champion Feat: The damage dice for the spell increase by one size (for example, d6s to d8s). Epic Feat: The spell now deals half damage on a miss.</p>	<p>Terribly Spiky Armor (3rd level+) Ranged spell ♦ Daily Effect: Until the end of the battle, you gain a +3 bonus to AC and when an enemy engaged with you misses you with an attack, it takes 3d6 + Charisma damage.</p> <p>5th level spell 5d6 damage. 7th level spell 5d8 damage. 9th level spell 7d10 damage.</p>

Diabolist *(Twisted Path)*

Tortured Scream (1st level+)

Ranged spell ♦ **At-Will**

Target: One nearby enemy

Special: When you cast the spell, you or a willing nearby ally of your choice loses 1d6 hit points.

Attack: Charisma + Level vs. MD

Hit: 3d6 + Charisma psychic damage.

Miss: Damage equal to your level.

3rd level spell 6d6 damage; you or ally loses 2d6 hit points.

5th level spell 6d10 damage; you or ally loses 4d6 hit points.

7th level spell 10d10 damage; you or ally loses 6d6 hit points.

9th level spell 2d8 x 10 damage; you or ally loses 8d6 hit points.

Adventurer Feat: The spell now deals half damage on a miss.

Champion Feat: You or an ally now lose one less die of hit points (for example, 3d6 instead of 4d6).

Epic Feat: The first time each battle you miss with this spell, if the escalation die is 3+, you can reroll the attack by having you or your ally lose the same amount of hit points again.

Trace of Corruption (1st level+)

Ranged spell ♦ **Daily**

Target: You or one nearby ally; the target must have a positive or conflicted relationship with a villainous icon

Effect: The target rolls a save against each save ends effect affecting it. Then the target can heal using a recovery from a nearby ally (target's choice, even if that ally isn't willing).

Dwarf King *(Blood of Warriors)*

Yours! (1st level+)

Ranged spell ♦ **At-Will**

Target: You or one ally in the battle, chosen randomly

Effect: Roll a d20.

1–10: The target can heal using a recovery.

11–20: The target can make a basic attack as a free action.

Adventurer Feat: When this spell allows a target to attack, the attack deals half damage on a miss instead of normal miss damage.

Champion Feat: The target can move as a free action before using a recovery or attacking.

Epic Feat: When the target heals using a recovery, it adds hit points equal to 1d10 x the escalation die to that healing.

Ours! (1st level+)

Ranged spell ♦ **Daily**

Target: One nearby ally

Effect: The target can heal using a free recovery, adding hit points equal to 1d6 x the escalation die to that healing. Unless you or the target is a dwarf, randomly choose one of the target's true magic items. You actively gain that item's quirk until the end of the day.

Elf Queen *(Light of the High Ones)*

Shards of Magic (1st level+)

Ranged spell ♦ **At-Will**

Target: One nearby or far away enemy

Attack: Charisma + Level vs. PD

Natural Even Hit: 1d6 + Charisma force damage, and you can roll a hard save (16+). If you succeed, you get an extra standard action this turn.

Natural Odd Hit: 7 ongoing damage.

Natural Even Miss: You can teleport to a nearby location you can see as a free action.

3rd level spell; Even hit: 3d6 damage; Odd hit: 10 ongoing damage.

5th level spell; Even hit: 5d6 damage; Odd hit: 18 ongoing damage.

7th level spell; Even hit: 5d8 damage; Odd hit: 28 ongoing damage.

9th level spell; Even hit: 7d10 damage; Odd hit: 40 ongoing damage.

Adventurer Feat: A natural odd miss now deals damage equal to your level.

Champion Feat: A natural odd miss now deals half the force damage an even hit would have dealt.

Epic Feat: A natural even miss now allows you to teleport to a far away location you can see as a free action.

Coronation (3rdlevel+)

Close-quarters spell ♦ **Daily**

Effect: Until the end of the battle, when a staggered enemy hits you with an attack, you can make the following attack against that enemy as a free action after the attack.

Attack: Charisma + Level vs. MD

Hit: The target is confused until the end of its next turn.

Champion Feat: Once per battle when a staggered enemy misses you with an attack while this spell's effect is active, you can make the attack against that enemy.

Epic Feat: When you make a natural even roll with a *coronation* attack, you can have the target become confused (save ends) instead of taking damage.

Great Gold Wyrm *(Blood of Warriors)*

Fiery Claw (1st level+)

Ranged spell ♦ **At-Will**

Special: This spell attack ignores all the target's resistances.

Target: One nearby enemy

Attack: Charisma + Level vs. PD

Hit: 1d8 + Charisma fire damage, and the target loses its *resist damage* abilities, if any (hard save ends, 16+).

Miss: Damage equal to your level.

3rd level spell 3d8 damage.

5th level spell 5d8 damage.

7th level spell 7d8 damage.

9th level spell 9d8 damage.

Adventurer Feat: This spell can now deal holy damage instead of fire damage.

Champion Feat: The damage dice for this spell increase from d8s to d10s.

Epic Feat: This spell now deals half damage on a miss.

Final Wrath (5th level+)

Ranged spell ♦ **Daily**

Targets: 1d4 nearby enemies in a group

Attack: Charisma + Level vs. PD

Hit: 7d6 + Charisma fire damage.

Natural Even Hit: As a hit, plus if the target is staggered after the attack, it's also stunned until the end of its next turn.

Miss: Damage equal to your level.

7th level spell 9d10 damage.

9th level spell 2d6 x 10 damage.

Champion Feat: This spell now deals half damage on a miss.

Epic Feat: This spell now targets 2d3 enemies in a group.

High Druid *(Light of the High Ones)*

Bolt and Thunder (1st level+)

Ranged spell ♦ **At-Will**

Target: One nearby enemy

Attack: Charisma + Level vs. PD

Hit: 1d4 + Charisma lightning damage, and a different random nearby enemy takes the same amount of thunder damage.

3rd level spell 2d6 damage.

5th level spell 3d6 damage.

7th level spell 5d6 damage.

9th level spell 5d8 damage.

Adventurer Feat: This spell now deals damage equal to your level on a miss.

Champion Feat: The damage dice for this spell increase by one size (for example, from 3d6 to 3d8).

Epic Feat: This spell now deals half damage on a miss.

The Final Surge (3rd level+)

Ranged spell ♦ **Daily**

Effect: You and each of your nearby allies each heal hit points equal to 1d6 x the number of recoveries that character has expended this day. (And no, free recoveries don't count; this spell only counts the resources you've expended.)

5th level spell 1d10 x the number of recoveries.

7th level spell 2d6 x the number of recoveries.

9th level spell 2d10 x the number of recoveries.

Lich King *(Twisted Path)*

Evil Touch (1st level+)

Close-quarters spell ♦ **At-Will**

Target: One enemy engaged with you

Attack: Charisma + Level vs. PD

Hit: 1d10 + Charisma negative energy damage.

Natural Even Hit: As a hit, plus you gain 5 temporary hit points

if the target drops to 0 hp during the battle.

Miss: Damage equal to your level.

3rd level spell 3d10 damage 8 temporary hit points.

5th level spell 5d10 damage 10 temporary hit points.

7th level spell 7d10 damage 15 temporary hit points.

9th level spell 9d10 damage 25 temporary hit points.

Adventurer Feat: This spell now deals half damage on a miss.

Champion Feat: When the target drops to 0 hp, instead of gaining temporary hit points, you can choose to deal that amount of negative energy damage to one nearby enemy as a free action.

Epic Feat: This spell can now target a nearby enemy.

Unsummoning (7th level+)

Ranged spell ♦ **Daily**

Target: One nearby non-undead enemy that the GM hasn't given a proper name, or that doesn't play a key role in the current storyline

Attack: Charisma + Level vs. MD

Hit: The target is sent elsewhere, possibly to a location that's close enough for the PCs to have to deal with it in a subsequent battle. It might also go somewhere "interesting." See the sidebar below if you feel like rolling for it, GM.

Replace the target with the GM's choice of an undamaged and hostile undead creature that is one level lower than the original target. If the target was a large or double-strength creature, the replacement must be large or double-strength, or perhaps two normal undead instead of one show up. Ditto for huge/triple-strength targets. Therefore you're only slightly reducing the raw power of the opposition; the advantage of using the spell is that you're getting rid of an enemy you match up badly against and dropping the level of the opposition by one. The disadvantage, of course, is that you'll probably have to face that enemy again.

Miss: 7d10 + Charisma psychic damage.

9th level spell 8d10 + Charisma psychic damage on a miss.

Champion Feat: This spell can now also target an entire mob of mooks. If the attack hits, replace them with a mob of undead mooks that is one level lower.

Epic Feat: You don't expend the spell when you miss with it.

Table M: Sidebar: Managing Unsummoning (D20) (GM rolls in secret)

1: Somewhere the PCs care about that doesn't want monsters popping in.

2–5: Somewhere a few minutes away, so that the PCs may encounter the monster again soon as it tries to get back to where it belongs, or join its allies, or get revenge.

6–17: Far enough away that the monster is not going to be an issue until the PCs have done a good bit of traveling, or until they're in another adventure all together, if ever.

18–20: Somewhere the PCs would LOVE to drop an enraged and mostly unharmed monster, the opposite of a place they care about.

Orc Lord *(Blood of Warriors)*

War Drums (1st level+)

Ranged spell ♦ **At-Will**

Effect: The next natural odd attack roll you or one of your allies makes this battle that hits an enemy deals 13 extra damage.

3rd level spell 23 extra damage.

5th level spell 33 extra damage.

7th level spell 53 extra damage.

9th level spell 83 extra damage.

Adventurer Feat: Add your Charisma modifier to the extra damage (double your Charisma modifier at 5th level; triple it at 8th level).

Champion Feat: When you cast this spell, each nearby enemy that's staggered also takes 2d6 thunder damage (4d6 thunder damage at 8th level).

Epic Feat: When this spell's effect deals the extra damage, you can roll a hard save (16+). If you succeed, the *war drums* keep beating and the effect extends to the next natural odd hit this battle! (And so on if you keep succeeding.)

Savage Endings (3rd level+)

Ranged spell ♦ **Daily**

Targets: Each nearby creature that's staggered (yes, including allies, even those who are dying)

Effect: Each target takes 5d6 + Charisma damage.

5th level spell 5d8 damage.

7th level spell 7d10 damage.

9th level spell 10d10 damage.

Adventurer Feat: The spell no longer targets your allies.

Champion Feat: The spell's damage dice increase by one size (for example, d10s to d12s).

Epic Feat: When you drop one or more non-mook creatures to 0 hp with this spell, you can heal using a free recovery.

Priestess *(Light of the High Ones)*

Holy Spark (1st level+)

Ranged spell ♦ **At-Will**

Target: One nearby enemy

Attack: Charisma + Level vs. PD

Hit: 1d8 + Charisma holy damage, and one nearby ally gains 3 temporary hit points.

Miss: Damage equal to your level.

3rd level spell; 3d8 damage; 5 temporary hit points.

5th level spell; 5d8 damage; 8 temporary hit points.

7th level spell; 7d8 damage; 10 temporary hit points.

9th level spell; 9d8 damage; 15 temporary hit points.

Adventurer Feat: When you miss with the spell, one of your nearby allies now gains the temporary hit points.

Champion Feat: This spell now deals half damage on a miss.

Epic Feat: You can now target a far away enemy with this spell. In addition, the spell's damage dice increase by one size from d8s to d10s.

Temple Bells (1st level+)

Ranged spell ♦ **Daily**

Targets: You and each nearby ally that has 10 hp or fewer

Effect: The target can heal using a recovery.

3rd level spell Target with 20 hp or fewer.

5th level spell Target with 40 hp or fewer.

7th level spell Target with 60 hp or fewer.

9th level spell Target with 100 hp or fewer.

Adventurer Feat: One target that heals can also roll a save against a save ends effect.

Champion Feat: The recovery is now free.

Epic Feat: Add 50 hp to the hit point threshold for targets that can be affected.

Prince of Shadows *(Twisted Path)*

Shadow Dance (1st level+)

Ranged spell ♦ **At-Will**

Targets: Two nearby creatures, enemies or allies (including you)

Effect: The targets teleport and swap places. Each teleported enemy takes 1d6 damage. You and your allies don't take damage from teleporting.

3rd level spell	2d6 damage.
5th level spell	2d10 damage.
7th level spell	3d12 damage.
9th level spell	4d12 damage.

Adventurer Feat: Once per day, one or more targets of the spell can be far away.

Champion Feat: The damage increases by one die (for example, 2d10 becomes 3d10).

Epic Feat: The spell can now target up to three nearby creatures.

Step into Shadow (3rd level+)

Close-quarters spell ♦ **Once per battle**

Effect: Remove yourself from the battle (you can't be targeted by attacks or effects while in the shadows). At the start of your next turn, return to the battle nearby your previous location and roll a d6 to determine a random benefit you gain from coming out of the shadows.

1–4: You can heal using a recovery.

5+: You deal double damage to the first target you hit with a chaos mage spell this turn.

Champion Feat: You can choose to add +1 to the d6 roll after seeing it.

Epic Feat: If you roll 6+, you gain both effects.

The Three *(Twisted Path)*

Twisted beam (1st level+)

Ranged spell ♦ **At-Will**

Target: One nearby enemy

Attack: Charisma + Level vs. PD

Natural Even Hit: 1d6 + Charisma fire damage.

Natural Odd Hit: Lightning damage equal to half the damage from a natural even hit, and you can roll another *twisted beam* attack against an enemy you haven't targeted with it this turn.

Natural Even Miss: 3 ongoing acid damage.

3rd level spell; 3d6 damage; 6 ongoing damage.
5th level spell; 5d6 damage; 9 ongoing damage.
7th level spell; 7d8 damage; 12 ongoing damage.
9th level spell; 9d8 damage; 18 ongoing damage.

Adventurer Feat: This spell can now target far away enemies.

Champion Feat: A natural odd miss now deals half natural even hit damage.

Epic Feat: The first save against the ongoing damage from a natural even miss is a hard save (16+). The second and subsequent saves are normal.

Ancient Scales (3rd level+)

Ranged spell ♦ **Daily**

Effect: Until the end of the battle, you have *flight* while the escalation die is even. While the escalation die is odd, you can cast *twisted beam* once during your turn as a quick action.