

Chill Touch

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Level: 1 **Range: Touch** **Duration: Varies** **Casting Time: 1 action** **Save: Will vs. check**

This necromantic spell delivers the chill touch of the dead. The caster must spellburn at least 1 point when casting this spell.

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].

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.

Mercurial Magic: Gender bender. Casting the spell causes the wizard to temporarily transform into the opposite gender. This sex change remains in effect for one hour per level of the spell. Recasting the spell shifts the caster back into his original sex, but a failure on the spell check causes the wizard to remain as the shifted gender until a full 24 hours have passed.

Spell Results

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: The caster's hands are charged with negative energy! On the next round, the next creature the caster attacks takes an additional 1d6 damage. Un-dead creatures take an additional +2 points of damage.

14-17: The caster's hands are charged with negative energy! On the next round, the caster receives a +2 to attack rolls, and the next creature the caster attacks takes an additional 1d6 damage. Un-dead creatures take an additional +2 points of damage.

18-19: The caster's hands are charged with negative energy! For the next turn, the caster receives a +2 to attack rolls, and every creature the caster attacks takes an additional 1d6 damage. Un-dead creatures take an additional +2 points of damage.

20-23: The caster's hands are charged with negative energy! For the next turn, the caster receives a +2 to attack rolls, and every creature the caster attacks takes an additional 2d6 damage. Un-dead creatures take an additional +2 points of damage.

24-27: The caster's hands are charged with negative energy! For the next turn, the caster receives a +4 to attack rolls, and every creature the caster attacks 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: The caster's hands are charged with negative energy! For the next hour, the caster receives a +4 to attack rolls, and every creature the caster attacks 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: The caster's hands are charged with negative energy! For the next hour, the caster receive a +6 to attack rolls, and every creature the caster attacks takes an additional 3d6 damage as well as 1d4 points of Strength loss. Un-dead creatures take an additional +6 points of damage.

32+: The caster's body glows a sickly blue light as he crackles with withering necromantic energy. Any creature within 10' of the caster takes 1d6 damage each round it stays within the field, and un-dead creatures take 1d6+2 damage. Until the next sunrise, every creature the caster attacks takes an additional 3d6 damage (with un-dead suffering an extra +8), and the caster receive a +8 bonus to all attack rolls.