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KHULIP'S MENTAL
ENHANCEMENTS

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Khulip's Nasal Enhancement

Charm Person

Detect Magic

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Spell of Macrold Castigation

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KHULIP'S NASAL ENHANCEMENT

Level: 1 Range: Varies Duration Varies Casting time: 1 action Save: See below

General Khulip is a mystery among magicians, known for his utilitarian *Nasal Enhancement* and little else. There are some who theorize that he was slain amid the flexuous disruptions of the Nineteenth Aeon, which brusquely terminated the careers of many a fledgling magician. Others have proposed that his only known spell is useful, but hardly domineering, and thus he may have been unceremoniously dispatched by more capable peers.

The last significant school of thought speculates that Khulip was not a magician at all, but an unusually fortunate wayfarer who stumbled upon a most convenient dweomer and then gave his name to it. If this be the case, doubtless many magicians have enhanced and improved the spell over the centuries, and, in fact, Khulip is perhaps the one who refined it to its current practicality.

Despite this speculation, the *Nasal Enhancement* is an eminently pragmatic spell; consequently, a caster may desire a less powerful result than their final spell check. In order to choose a lesser result, the ensorceler must have successfully modified or created a spell themself.

To use the spell, the caster's face (or at least nose) must be uncovered and relatively clear. Very strong odors, gases, smokes, vapors, or severe congestion may preclude or curtail the efficacy of the spell, and those spells which entail an assault on the olfactory senses force the caster to roll a save vs. those spells at a -1d penalty during the span of this spell's effects.

Manifestation Roll 1d4: (1) caster's nose elongates precipitously 1d4 inches; (2) caster's nose twitches for a duration of the spell; (3) caster's nostrils dilate profusely, causing a great whistling sound with every olfactory inhalation; (4) thick black nose hairs sprout from the nostrils of the caster, waving with frond-like motions.

Corruption Roll 1d7: (1-3) minor corruption; (4-5) major corruption; (6) greater corruption; (7) roll a random manifestation as above, which thereafter becomes permanent.

Misfire Roll 1d4: (1) caster loses their sense of smell and taste for a number of turns equal to caster's level; (2) caster is stunned by an onrushing wave of olfactory sensations, stumbling and senseless for 1d4 rounds; (3) caster's nose grows to a rubbery length of 1d6 feet and remains for a number of rounds equal to caster's level, imparting a -1d penalty to all actions for the duration; (4) casting is reversed for 1d4 rounds! Roll another spell check, re-rolling any result lower than 12. Caster is afflicted by the reverse of the nasal enhancement. For example, a result of 13 causes the caster to lose their sense of smell; on 15, they may not distinguish the properties of any magical item whatsoever, etc.

1 Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + misfire + wizardly objurgation; (1-2) corruption; (3) wizardly objurgation; (4+) misfire.

2-11 Lost. Failure.

12-13 The caster is endowed with an extraordinarily keen olfactory sense for 1d4+CL rounds. During this time they can smell all creatures within 50' and, if a creature is not directly visible, can attempt a DC 7 Intelligence check to identify the type of creature or the type of substance. Note that if the substance is unknown to the caster, this does not magically make them aware of what it is.

14-17 The caster may inhale a whiff of any substance within 20' and discern whether it is poisonous (or venomous). If the substance is inherently dangerous just by virtue of inhaling its vapors or gas, the caster receives a prodigious bonus to their saving throw equal to their caster level. The caster may understand the nature of the poison: how it acts upon a victim, how quickly, the general nature of its harm, and with a DC 14 Intelligence check, whether an antidote exists and what that antidote might be. The olfactory enhancement lasts for 1d6 turns.

18-19 The caster's nose is able to detect falsehoods, deceits, and forgeries. The caster's nose will twitch if anyone should utter a falsehood within 50', so long as this lie is audible to and in a language understood by the caster. This sense extends to writing: if reading and presented with a written untruth of some kind, the caster's nose will also twitch. Intelligent creatures who are aware of the caster's lie-detecting prowess may receive a Will save vs. the spell check at the judge's discretion. The redolent truth-sniffer lasts for 2d6+CL rounds.

20-23	The caster's enchanted proboscis can identify the properties of magical items, including the general function, limitations, school of magic, and the name of the individual who enchanted it. This includes any item that is blessed, cursed, enchanted, or has some supernatural property. This will extend up to 1 turn, during which time the caster must be close enough to smell the item from a distance of no more than 1'. The examination takes one full round and no other actions may be undertaken in this round. The caster may undertake this examination upon a number of items up to the caster's level, and they must be completed in the space of 1 turn, after which the spell ends.
24-27	For the next hour, the caster may smell danger up to 50' away. Any trap, hidden creature, or being of malicious or hurtful intent toward the caster, generally or specifically, will be detected as an intense smoky odor similar to that of sulfur. The dangerous object or creature is understood, but the exact nature of the danger may not be obvious. The danger sensed could be something intended beyond the spell's duration; the intensity of the smell indicates whether the danger is imminent (chokingly acerbic smell) or far-off (faint aroma of wood-smoke).
28-29	The caster's olfactory sense develops exponentially into a faculty almost equivalent to vision. The magician's capability of scent is now so strong that they may actually navigate an area without sight, being able to smell pitfalls, objects, etc., without penalty. General details that could be discerned by touch are comprehensible, and the composition of objects (and the type of creature) is obvious from their odor, but color is not observable under this expression of the spell. This capability persists for 2d6+CL turns. This permutation of the spell also allows the caster to track any scent unfailingly for the duration of the spell.
30-31	The caster's sense of scent grows so precise that they may determine the weakness of a creature or object by smelling it at a distance of no more than 10'. This could include determining a creature's vulnerability (such as a were-vole's sensitivity to sunlight), the gap in a suit of armor, or the weakest point in a structure. If the weakness sensed is a structural or material deficiency that can be directly attacked, such as a failing in a suit of armor or a gap in a dragon's scales, knowing and exploiting the weakness confers a bonus equal to the caster's level to attack rolls by the caster against the target. The spell persists for 1d6+CL turns. Detecting a creature's weakness requires one full round of concentration during which no movement or other action is permissible.
32+	The caster is blessed with an adenoid of true bellipotence. For the next 1d7+CL turns, the caster may use any or all of the spell results listed above, choosing any of the olfactory effectuations. Only one effect may be used at a time. In addition, the nose, and its attendant olfactory prowess, can be sent anywhere the caster has seen directly or remotely (such as by scrying), and may use any of the abilities outlined above per the constraints already delineated. During such nasal projection, the caster may take no other actions and their true body retains no sense of smell.

CHARM PERSON

Level: 1	Range: 120'	Duration: Varies	Casting time: 1 round	Save: Will vs. check
General	The caster charms an enemy to become a 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.			
Manifestation	Roll 1d6: (1) flash of light; (2) lulling harmony; (3) black cloud; (4) glittering pixie dust; (5) black beam; (6) moonbeam from above.			
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 the caster's complete control, as if it were their 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 the caster 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 the wizard's 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 the caster's 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 the caster's complete control, as if it were their 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 the caster's control, and its posture and facial expressions subtly change to resemble the caster's.
- 20-23 The wizard can target a number of creatures equal to their caster level. Each target must make a Will save or fall under the caster's complete control, as if it were their 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 The caster can target a number of creatures equal to 1d6 + caster level. Each target must make a Will save or fall under the caster's complete control, as if it were their 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.
- 28-29 The caster can target a number of creatures equal to 2d6 + caster level. Each target must make a Will save or fall under the caster's complete control, as if it were their 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 The caster can target a number of creatures equal to 3d6 + caster level. Targets of equal to or less HD than the caster do not receive a save. Those with greater HD than the caster must make a Will save or fall under the wizard's complete control, as if it were their 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+ The caster can influence the emotions of large groups of people, including crowds of public spectators or armies of angry warriors. The caster can attempt to charm up to 100 people at once, as long as they are within their line of sight - there is no effective range limit, and the targets need not be grouped together (e.g., if the wizard is using scrying means to observe multiple armies, they can target 20 people from each army). Targets of equal to or less HD than the caster do not receive a save. Those with greater HD than the caster receive a Will save. Failure indicates the targets fall under the caster's complete control and consider him 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.

DETECT MAGIC

Level: 1 Range: 30' or more Duration: 2 turns Casting time: 2 actions Save: Will vs. spell check DC (sometimes)

General The cleric knows if there has been an enchantment laid upon a person, place or thing within range. The range is a cone, 30' long and 30' wide at its end, emanating from the cleric's holy symbol.

Manifestation See below.

1-11 Failure.

12-13 The cleric is aware of magical enchantment on any object or creature within range. This includes weapons or armor worn by a creature, as well as spells. The cleric cannot distinguish which portions of the targets are magical. For example, a creature enchanted by a spell or carrying a magical weapon or item registers simply as "magical," so the true extent and nature of the magic is not always evident. The cleric does not receive any information on the nature of the magical enchantment, only its existence. Intelligent magic creatures and creations that wish to hide their magical nature can do so with a Will save. Objects behind 3' of wood, 1" of solid metal, or 1' of stone are not detected.



14-17 The cleric is aware of magical enchantment on any object or creature within range. This includes weapons or armor worn by a creature, as well as spells. The cleric cannot distinguish which portions of the targets are magical. For example, a creature enchanted by a spell or carrying a magical weapon or item registers simply as "magical," so the true extent and nature of the magic is not always evident. The cleric does not receive any information on the nature of the magical enchantment, only its existence. Objects behind 3' of wood, 1" of solid metal, or 1' of stone are not detected.

18-19 The cleric can determine exactly which objects or creatures are magically enchanted within range. they can tell if different weapons or items of equipment on a creature are enchanted and whether a creature that registers as "magical" overall does so because of its cloak (for example) or because of something inherent in its blood. Further, the cleric receives a rough gauge of the magic's strength, revealed as the approximate level of a spell, the general range of bonus (or plus) for weapons or armor, and so on. Objects behind 3' of wood, 1" of solid metal, or 1' of stone are not detected.

20-23 The cleric can determine exactly which objects or creatures are magically enchanted within range. In addition, the spell reveals creatures of non-mortal origin (e.g., extraplanar creatures, demons, devils, celestials, un-dead, etc.). The cleric can distinguish between magical creatures and non-mortal creatures. they can tell if different weapons or items of equipment on a creature are enchanted and whether a creature that registers as "magical" overall does so because of its cloak (for example) or because of something inherent in its blood. Further, the cleric receives a rough gauge of the magic's strength, revealed as the approximately level of a spell, the general range of bonus (or plus) for weapons or armor, and so on. Objects behind 3' of wood, 1" of solid metal, or 1' of stone are not detected.

24-27 The cleric can determine exactly which objects or creatures are magically enchanted within range. In addition, the spell reveals creatures of non-mortal origin (e.g., extraplanar creatures, demons, devils, celestials, un-dead, etc.). The cleric can distinguish between magical creatures and non-mortal creatures.

they can tell if different weapons or items of equipment on a creature are enchanted and whether a creature that registers as “magical” overall does so because of its cloak (for example) or because of something inherent in its blood. Further, the cleric receives a very precise understanding of the magic’s strength and nature: they knows an item is a +2 *sword* or that a door is guarded by a level 3 *ward portal* spell. Finally, the spell functions through any sort of impeding material (stone, wood, or iron, at any distance within range).

- 28-29 To an extended range of 120’, the cleric can determine exactly which objects or creatures are magically enchanted. In addition, the spell reveals creatures of non-mortal origin (e.g., extraplanar creatures, demons, devils, celestials, un-dead, etc.). The cleric can distinguish between magical creatures and non-mortal creatures. they can tell if different weapons or items of equipment on a creature are enchanted and whether a creature that registers as “magical” overall does so because of its cloak (for example) or because of something inherent in its blood. Further, the cleric receives a very precise understanding of the magic’s strength and nature: they knows an item is a +2 *sword* or that a door is guarded by a level 3 *ward portal* spell. Finally, the spell functions through any sort of impeding material (stone, wood, or iron, at any distance within range).
- 30-31 To an extended range of 120’ and for an extended duration of 4 turns, the cleric can determine exactly which objects or creatures are magically enchanted. In addition, the spell reveals creatures of non-mortal origin (e.g., extraplanar creatures, demons, devils, celestials, un-dead, etc.). The cleric can distinguish between magical creatures and non-mortal creatures. they can tell if different weapons or items of equipment on a creature are enchanted and whether a creature that registers as “magical” overall does so because of its cloak (for example) or because of something inherent in its blood. Further, the cleric receives a very precise understanding of the magic’s strength and nature: they knows an item is a +2 *sword* or that a door is guarded by a level 3 *ward portal* spell. Finally, the spell functions through any sort of impeding material (stone, wood, or iron, at any distance within range).
- 32+ To an extended range of line-of-sight and for an extended duration of a full hour, the cleric can determine exactly which objects or creatures are magically enchanted. In addition, the spell reveals creatures of non-mortal origin (e.g., extraplanar creatures, demons, devils, celestials, un-dead, etc.). The cleric can distinguish between magical creatures and non-mortal creatures. they can tell if different weapons or items of equipment on a creature are enchanted and whether a creature that registers as “magical” overall does so because of its cloak (for example) or because of something inherent in its blood. Further, the cleric receives a very precise understanding of the magic’s strength and nature: they knows an item is a +2 *sword* or that a door is guarded by a level 3 *ward portal* spell. Finally, the spell functions through any sort of impeding material (stone, wood, or iron, at any distance within range).

FLAMING HANDS

Level: 1	Range: 15’	Duration: Instantaneous	Casting time: 1 action	Save: None
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General	The caster produces goutts of fire from their bare hands to burn their enemies.
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Manifestation	Roll 1d4: (1) caster’s hands burst into flames; (2) fires spring from the wizard’s fingertips; (3) caster’s hands turn into roiling, smoking flame; (4) skin blackens and peels away to reveal skeletal hands dripping lava.
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Corruption	Roll 1d4: (1) hands permanently blackened; (2) bare touch causes paper to ignite 25% of the time; (3) body hair burned away permanently; (4) caster suffers a permanent -2 penalty on spell checks to cold-based magics.
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Misfire	Roll 1d4: (1) flame jets from random appendage, spoiling aim; randomly determine where and in what direction the flame goutts; jet causes 1d3 damage to everything within 15’ range in that direction; (2) caster’s hands ignite causing him 1d3 damage; (3) 1d4 random possessions of the caster catch fire and burn to char; (4) all fire within a 15’ radius of the caster is immediately snuffed out.
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1	Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + patron taint + misfire; (1-2) corruption; (3) patron taint (or corruption if no patron); (4+) misfire.
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2-11	Lost. Failure.
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12-13	A single blast of fire strikes one target within range for 1d3 points of damage.
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14-17	Spell produces a blast of fire that burns a single target within range for 1d6 points of damage.
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- 18-19 Spell produces a blast of fire that burns a single target within range for 1d6+CL points of damage.
- 20-23 Spell produces a blast of fire that burns up to three targets within range for 1d6+CL points of damage. All targets must be within 10' of one another.
- 24-27 Spell produces a blast of fire that burns up to three targets within range for 2d6+CL points of damage. All targets must be within 10' of one another.
- 28-29 Caster creates a single blast of fire 10' wide and 30' long that does damage equal to 3d6+CL to all caught in the blast.
- 30-31 Caster creates two blasts of fire 10' wide and 30' long. Each can be directed within a 180° arc of their position, doing damage equal to 3d6+CL to all caught in the blast.
- 32+ Caster can blast fire in a 360° arc outward from their body. Within that complete radius they can pick one "wedge" of 0-180° where fire does not blast (i.e., to protect allies in that position). All creatures within the affected arc, out to a range of 40', are immolated, taking damage equal to 4d10+CL.



MENDING

Level: 1 Range: 5' Duration: Varies Casting time: 1 round Save: None

General The caster can repair damaged objects, generally of a simple and mundane nature. The reverse spell, *tear*, can cause minor defects and offers a Fort save to the affected object.

Corruption Always minor.

Misfire Roll 1d6: (1) caster's clothes unravel and fall into a pile of threads at their feet; (2) all straps, laces, buckles, and fasteners within 20' of caster come undone, causing pants to fall off, shields to fall to the ground, sacks to spill their contents, boots to come unlaced, backpacks to slip from shoulders, etc.; (3) deep gouges of rust appear on all metal weapons within 10', imposing a permanent -1 penalty to damage; (4) a greenish patina tarnishes all precious metals on the caster's person, reducing their value (and making their metal content suspect) until they are polished; (5) the most complicated mechanical object within 20' (probably a crossbow but review character sheets to be sure) breaks in a manner that is very difficult to repair; (6) caster suffers a minor but aggravating wound, such as a stubbed toe or bad hangnail, which causes no damage but inflicts a -1 penalty to all rolls for 10 minutes.

Manifestation Roll 1d4: (1) object glows; (2) object disappears then reappears mended; (3) swarm of tiny gnomes crawl out from under nooks and crannies to repair object with hammer and anvil, then they run away; (4) object melts and then reforms mended.

1 Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + misfire; (1) corruption; (2+) misfire.

2-11 Lost. Failure.

12-13	The caster repairs a minor defect in a simple object of non-magical, non-living nature. The repair lasts for 24 hours. The defect to be repaired must be of a single material, be no more than 1 cubic foot in volume, and contain no moving parts or complex mechanisms. Once repaired, the object is as good as new. Examples: mend a torn shirt, repair a dent in a helmet, connect the two halves of a broken sword, or restring a broken bow.
14-17	The caster repairs a minor defect in a simple object of non-magical, non-living nature. The repair lasts for one week. The defect to be repaired must be of a single material, be no more than 1 cubic foot in volume, and contain no moving parts or complex mechanisms. Once repaired, the object is as good as new. Examples: mend a torn shirt, repair a dent in a helmet, connect the two halves of a broken sword, or restring a broken bow.
18-19	The caster <i>permanently</i> repairs a minor defect in a simple object of non-magical, non-living nature. The defect to be repaired must be of a single material, be no more than 1 cubic foot in volume, and contain no moving parts or complex mechanisms. Once repaired, the object is as good as new. Examples: mend a torn shirt, repair a dent in a helmet, connect the two halves of a broken sword, or restring a broken bow. There is a 50% chance that the repaired object is actually substituted for a similar whole object. For example, instead of mending a torn tunic, an intact but different tunic appears. Somewhere, someone's intact tunic was replaced by a torn one!
20-23	The caster permanently repairs one normal, complex object with moving parts and multiple elements. For example, they could repair a crossbow or a lock. The size of the object can be up to the caster's weight or volume. There is no chance of substitution.
24-27	The caster permanently repairs a <i>large</i> , complex object of mundane origin, with moving parts and multiple elements, at a range of up to 100'. For example, they could restore a crumbled statue to its original form or rebuild a collapsed wagon. The object can have a weight or volume up to four times the caster's own.
28-29	The caster permanently repairs a <i>very large</i> , complex object of mundane origin, even if it has moving parts and multiple elements, at a range of up to 100'. For example, they could reform the broken battlements of a tower with this spell. Larger objects take longer to mend, typically requiring concentration of one round per ton of weight.
30-31	The caster permanently repairs very large objects of great complexity at a range of 100', even if they are magical in nature. Note that the specific object in question may require additional components beyond the scope of the normal casting of this spell. For example, a chinked magic sword could be mended normally, but mending a broken wizard's staff may require the same elemental energies that were present when it was created.
32+	The caster permanently repairs very large objects, even if they are complex or magical in nature, at a range of 100'. Optionally, the caster can cast this spell on a living creature to mend its wounds. Casting this spell on a living creature heals one debility per casting (e.g., blindness, deafness, a severed limb, etc.) or the equivalent of 2d6 hit points of damage.

SPELL OF MACROID CASTIGATION

(A.K.A. "SPELL OF THE MACROID TOE")

Level: 1	Range: 10' per CL	Duration: 1 turn per CL	Casting time: 1 action	Save: Fort vs. spell check
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General	By means of the spell, the magician unleashes transmogrifying energies focused upon a single point of their target's physiognomy. The results can be anywhere from benignly cosmetic and superficial to dangerously grotesque and horrifically painful. While a magician can target any of a number of small anatomical areas (such as a lip, finger, eyelid, or even a nostril), there are many adherents to the magical arts who learn variations, selecting specific physical attributes and focusing on them to the exclusion of all others (the <i>Spell of the Macroid Toe</i> is one such variant). In these cases, the magician is treated as being one caster level <i>higher</i> for purposes of the spell effects.
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Manifestation	Roll 1d4: (1) targeted appendage visibly enlarges to the stated proportion; (2) targeted point liquefies, elongating and expanding to the greater size; (3) the flesh of the targeted area blackens, swells, and ruptures as a new appendage appears in a burst of neoplastic growth; (4) the appendage is obscured by a flash and puff of smoke, emerging in its enlarged state.
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Corruption	Roll 1d8: (1) caster's eyebrows are permanently enlarged to double normal size; (2) caster's eyes are reduced to half normal size, causing a -1d penalty to all vision-related checks; (3) caster suffers asymmetrical growth of their foot to double its normal size, inflicting a -1d penalty to attempts to sneak silently; (4) caster's fingers extend by 1d8", determined randomly per digit, making it difficult to grasp objects and resulting in a loss of 1 point of Agility; (5) caster's toes each grow by 1d4", determined randomly per toe, painfully bursting through footwear, affecting caster's speed by -5'; (6) minor corruption; (7) major corruption; (8) greater corruption.
Misfire	Roll 1d4: (1) re-roll the spell check: nearest ally is affected by the spell (if no nearby ally, caster suffers spell result); (2) all allies within 20' suffer the re-rolled spell's effects, with appendages determined at random; (3) targeted area is reduced instead of enlarged; (4) caster's tongue becomes engorged for 1d6 rounds, preventing all speech and spellcasting.
1	Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + misfire + patron taint (or wizardly objurgation if no patron); (1-2) corruption; (3) patron taint (or corruption if no patron); (4+) misfire.
2-11	Lost. Failure.
12-13	The targeted feature increases in size and mass, becoming 10% larger and causing slight discomfort and distraction. Actions taken that are directly impacted by the growth suffer a -1 penalty.
14-17	The targeted feature grotesquely swells to 50% larger and becomes a discomfiting deformity. Actions taken that are directly impacted by the growth suffer a -2 penalty.
18-19	The selected physical detail doubles in size and mass. Any actions taken that are directly impacted by the afflicted phalange suffer a -2 penalty while all other actions suffer a -1 penalty from the distraction caused by the sudden transmutation.
20-23	The targeted anatomical feature suffers from an increase in size of 200%. Any actions taken that are directly impacted by the enlarged area suffer a -1d penalty while all other actions suffer a -1 penalty from the distraction caused by the sudden transmutation.
24-27	A five-fold increase in mass strains the physical form beyond any semblance of normal or human. A finger becomes akin to a misshapen overripe banana, facial features distort in horrific fashion, toes swell to a half-pound of useless meat and gristle, and pain wracks the body of the victim. The victim suffers a -2d penalty to any actions associated with the afflicted area and -2 to all other actions.
28-29	The targeted area increases in mass by ten-fold. A two-pound finger makes spellcasting impossible, an elephantine toe severely curtails movement, an engorged nose pulls the victim's face toward the ground, etc., at the judge's discretion. Actions requiring the use of the distorted flesh require a DC 10 Strength check to perform and even then suffer a -2d penalty, while unrelated actions suffer from a -1d penalty inflicted by the cumbersome nature of the change.
30-31	The targeted area increases in size by a factor of 100, becoming a colossal and painful tumor attached to its unwilling host. Victim suffers a loss of 1d3+CL points of Stamina and Agility while being tortured by the unbearable agonies caused by the physical transformation. The victim must make a DC 10 Strength check to perform any action and even then incurs a penalty of -2d to all actions for the duration.
32+	Taking place over a period of 5 rounds, the signalized member rapidly and horrifically increases in size to that of a house, covering an area of over 1,000 square feet and weighing over 40 tons. The power of this transformation is so great that unprepared individuals within 10' of the target must make a DC 15 Reflex save to avoid being crushed to death by the first round of growth. Those unable to move at a minimum speed of 20' cannot escape the expansive growth. The fleshy mass is not powerful enough to overcome obstacles such as stone walls but will form elongated protrusions through windows and other openings until it has reached its full size. The targeted victim of the spell is rendered helpless by the transformation, reducing both their Stamina and Agility to 3, and can no longer take any actions requiring even the slightest physical effort. Due to the massive trauma inflicted, the lost attribute points recover at the rate of 1 point per week.

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