

Xu's Carrion Calamity

Level: 1 Range: 30' Duration: Varies Casting Time: 1 round Save: None

General The caster agitates the spirits of the violently deceased taunting them for their failures and causing a spectacular detonation. For this spell to have the desired effect it must be cast of the corpse of a creature kill violently, it must be mostly flesh (Judge's discretion). Corpses of mostly liquid, bone, or energy cannot be cast upon.

Manifestation Roll 1d3: (1) The affected corpse bubbles and bloats for a few seconds before erupting in a wash of blood and bone chips. (2) The affected corpse rapidly inflates before bursting like a balloon. (3) The affected corpse spins at high speeds ripping it to bloody ribbons and ejecting bone and bits in all directions.

Corruption Roll 1d4: (1) Flies are attracted to the caster such that any amount of time outside gathers a small swarm of them buzzing around him; (2) the caster permanently smells of rotting flesh and grave soil; (3) minor; (4) major.

Misfire Roll 1d4: (1) Caster detonates one of his own fingers at random for 1d4 damage. (2) Caster implodes the target corpse causing it to shrivel into a tiny dense ball. (3) The target corpse is disrupted and begins spewing out toxic gas in the local area. (4) Rats spew forth in great numbers from the corpse and attack the caster for 2 rounds.

1 Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + patron taint + misfire; (1-3) corruption; (4) patron taint (or corruption if no patron); (5+) misfire.

2-11 Lost. Failure.

12-13 The caster partially detonates a target corpse within 30 feet causing 1d8 damage to any creature within 5 feet of it.

- 14-17 The caster detonates a target corpse within 30 feet causing 2d8 damage to any creature within 5 feet of it.
- 18-19 The caster detonates two target corpses within 30 feet causing 2d8 damage to any creature within 5 feet of it.
- 20-23 The caster detonates two target corpses within 60 feet causing 2d6 damage to any creature within 5 feet of it. Additionally the caster can choose to not have them detonate right away and instead delay it for up to 5 minutes. Caster must have line of sight to detonate corpses.
- 24-27 The caster detonates a number of corpses equal to his caster level +2 within 100 feet. Each corpse explodes dealing 3d8 damage to all creatures within 10 feet. Additionally the caster can chose to not have them detonate right away and instead delay it for up to 5 minutes. Caster must have line of sight to detonate corpses.
- 28-29 The caster detonates a number of corpses equal to his caster level +2 within 100 feet. Each corpse explodes dealing 6d8 damage to all creatures within 10 feet. Additionally the caster can chose to not have them detonate right away and instead delay it for up to 5 minutes. Caster must have line of sight to detonate corpses.
- 30-31 The caster selects but a single corpse to imbue with magic, after successfully casting this level of the spell the corpse can be detonated at any time at any range so long as the caster and corpse are on the same plane of existence. When detonated all creatures within 50 feet are spewed with flame and force dealing 3d10 physical damage and 4d8 fire damage.
- 32+ As above but up to caster level # of corpses.

