

## PHANDAAL'S GYRATOR

Level: 3      Range: 10' per CL      Duration: varies      Casting time: 1 action      Save: Will vs. spell check

General	<p>The target is flung in the air and hung there whirling at a height and speed controlled by the caster. Making the target revolve at extreme speed causes 3d14+CL damage per round, ending with the target being torn asunder: blood, viscera, body parts etc. fly in all directions. The target can also be bashed against any overhead structures, objects etc.</p> <p>The spell lasts for as long as the caster can maintain concentration. Each round, the target may attempt to break free by making a Will save vs. the spell check. Success could indicate a fall from some height...</p>
Manifestation	Roll 1d3: (1) a whirlwind; (2) invisible force; (3) a flock of eldritch birds, bats or the like circling rapidly around the target.
Corruption	Roll 1d5: (1) caster suffers from frequent loud flatulence; (2) each of the caster's eyeballs rotates around at random speed: no ill effects, but likely to cause comment; (3) caster spins 360° at random intervals when walking/running: reduce movement by 5'; (4) minor; (5) major.
Misfire	Roll 1d4: (1) caster flung straight up 3d7' and dropped from that height; (2) caster rapidly gyrated a few times, losing 2d5+CL hp and falling prone; (3) a random ally flung up and dropped from 2d14'; (4) 1d3 random allies flung up and dropped from 2d16'.
1-3	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.
4-11	Lost. Failure.
12-15	Failure, but spell is not lost.
16-17	One target affected; can be lifted to a height of 20+CL'.
18-21	One target affected; can be lifted to a height of 30+CL'.
22-23	One target affected; can be lifted to a height of 40+CL'.
24-26	1d3 targets affected; can be lifted to a height of 50+CL'.
27-31	1d5 targets affected; can be lifted to a height of 60+CL'. Gyration damage increased to 4d12+CL.
32-33	2d4 targets affected; can be lifted to a height of 70+CL'. Gyration damage increased to 4d16+CL.
34-35	3d2+CL targets affected; can be lifted to a height of 90+CL'. Gyration damage increased to 6d16+CL.
36+	All targets within sight affected; can be lifted to a height of 120+CL'. Gyration damage increased to 6d24+CL.