



## Darvard's Fantastimous Freighter

Level: 1	Range: Varies	Duration: Varies	Casting time: 1 round	Save: None
<p><b>General:</b> An interdimensional beast of burden appears and helps the caster carry various objects. Living beings can be carried as well, but unwilling targets automatically avoid the beast's grasp. Used as a mount, the ride is uncomfortable and the beast is prone to dropping objects which are not absolutely still.</p>				
<p><b>Manifestation:</b> Roll 1d4: (1) a grotesque, squid-like creature; (2) a legion of tiny stick figures; (3) a shadowy cloud; (4) a hovering disc with a dozen arms and a central, unblinking eye.</p>				
<p><b>Corruption:</b> Roll 1d10: (1) all items weigh thrice as much for the caster from now on; (2) caster's weight increases threefold! This does not hinder their movement, but may affect falling damage, etc.; (3) caster's body mutates into the shape of a five-fingered hand, elongating their neck and adding an extra joint to their legs and arms inflicting a -1 Agility penalty; (4) a hump in the shape of a backpack of flesh and bone grows onto the caster's back; (5) caster's head molds into the shape of a vase; (6) all beasts of burden (horses, mules, etc.) act aggressive and non-compliant in the presence of the caster; (7) a third arm grows from the caster's back: the arm has a will of its own and can be of nuisance (roll its personality from the Familiar Personality table); (8) minor corruption; (9) major corruption; (10) greater corruption.</p>				
<p><b>Misfire:</b> Roll 1d4: (1) a stunning wave of energy blasts 30' within the caster, the caster and all others caught within it roll a Fort save DC 10 or are stunned for d4 rounds; (2) caster trembles and loses 1 of Strength, Agility and Stamina (this cannot take the attribute below 1); (3) caster's hands become slimy and slippery for 2d4 rounds: all items drop from their hands and they cannot hold onto anything for the duration; (4) by a strange twist of reality, one of the caster's magical items (randomize which) cannot be found for d4 days, the item reappears in the caster's belongings afterwards.</p>				

<b>Spell check</b>	<b>Effect</b>
1	Lost, failure and worse! Roll 1d6 modified by Luck: (0 or less) corruption + patron taint + misfire; (1-2) corruption and misfire; (3) corruption; (4+) misfire
2-11	Lost. Failure.
12-13	Failure, but the spell is not lost.
14-17	The caster summons a minor beast of burden which serves for up to 1 + CL days or until dismissed or killed, provided it stays within 10' of the caster. The beast always attempts to follow the caster, has a speed of 30', is considered to have ability scores of 3, and can carry the same amount of cargo as a 12-year old child. It moves by ground, and has AC 7 and 1 HP.
18-19	As above, but the beast of burden is considered to have ability scores of 6, and can carry the same amount of cargo as an adult. It moves by ground, and has AC 9 and 1 HP.
20-23	The caster summons a beast of burden which serves for up to d4 + CL days or until dismissed or killed, provided it stays within 100' of the caster. The beast has a speed of 60', is considered to have ability scores of 9, and can carry the same amount of cargo as an ogre. It moves by ground, and can obey simple commands as long as they pertain to picking up objects and carrying them (eg. <i>"bring that object to me"</i> ). It has AC 10 and d6 HP.
24-27	The caster summons a beast of burden which serves for up to d4 + CL days or until dismissed or killed, provided it stays within 500' of the caster. The beast has a speed of 60', is considered to have ability scores of 12, and can carry the same amount of cargo as a giant. The beast moves by floating up to 10' from the ground, and can obey simple commands as long as they pertain to picking up objects and carrying them. It has AC 10 and d6 HP.
28-29	The caster summons a major beast of burden which serves for up to 2d4 + CL days or until dismissed or killed, provided it stays within 1000' of the caster. The beast has a speed of 90', is considered to have ability scores of 15, and can carry the same amount of cargo as a giant. The beast moves by floating up to 10' from the ground, and can obey complex commands as long as they pertain to picking up objects and carrying them (eg. <i>"take that object to our camp 700' that way and then return"</i> ). It has AC 11 and 2d6 HP.
30-31	The caster summons a major beast of burden which serves for up to 2d4 + CL days or until dismissed or killed, provided it stays within 1000' of the caster. The beast has a speed of 90', is considered to have ability scores of 15, and can carry the same amount of cargo as ten giants. The beast moves by flying up to 100' from the ground, and can obey complex commands as long as they pertain to picking up objects and carrying them (eg. <i>"take that object to our camp 700' that way and then return"</i> ). It has AC 11 and 3d6 HP.
32+	The caster summons a colossal beast of burden which serves for up to 3d4 + CL days or until dismissed or killed. The beast has a speed of 120', is considered to have ability scores of 18, and can carry the same amount of cargo as twenty giants. The beast moves by flying up to 500' from the ground, and can obey a multitude of complex commands as long as they pertain to picking up objects and carrying them (eg. <i>"take that object to our camp 700' that way, then take another object from the camp to the lawkeeper to a town 20 miles north, then return"</i> ). It has AC 13 and 4d6 HP.

