

# BLACK BOX BOOKS

## TOME THREE: CANNIBALS AND CONFUSION

### SECTION B: CONFUSION

Compatible with Swords and Wizardry WhiteBox



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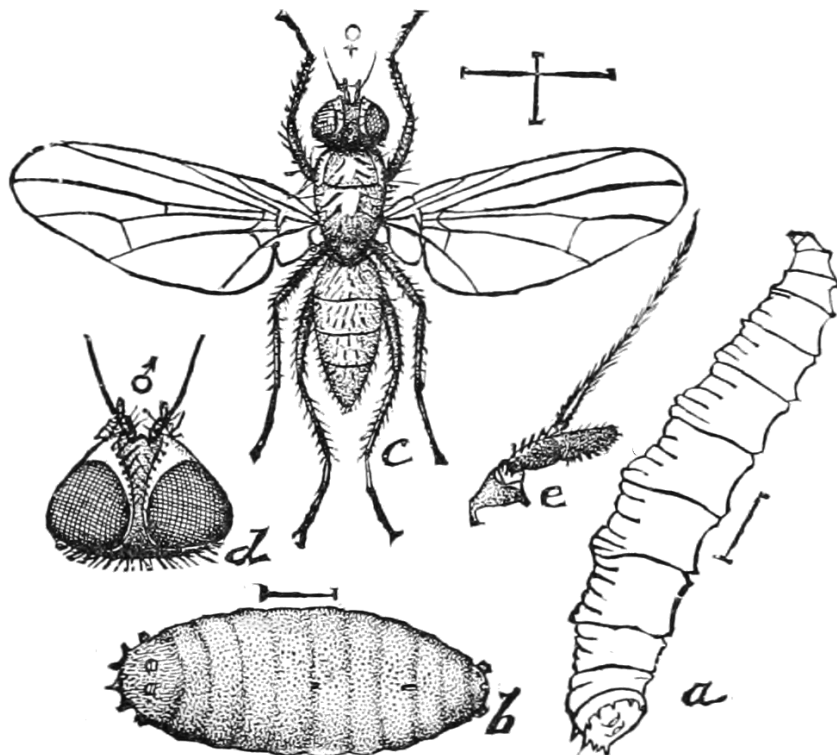
# Chaos Magic

During character creation, with the permission of the referee *and all the other players*, a Magic-User or Cleric can be declared to be a Chaos Devotee. The character cannot be Lawful in alignment, and a Chaos Devotee Cleric must worship an appropriate god, like a trickster deity.

A Chaos Devotee is exactly the same as a normal Magic-User or Cleric in nearly all respects. The only difference is whenever a Chaos Devotee casts a spell, they roll on the special tables below to modify the effects of the spell. First, roll for a Chaos Blessing.

1d6	Chaos Blessing (roll on this table first)
1	Double the range.
2	Double the area of effect.
3	Double the duration. Triple the duration if the spell involves rolling on a random table.
4	Roll twice as much dice for damage.
5	Roll 1d6. If roll is higher than the spell level, it remains prepared after casting; it is not "forgotten."
6	In addition to the normal results of cast spell, roll on the table for the <i>Confusion</i> spell. The closest hostile creature behaves as roll for 1d6+1 rounds.

If a Chaos Blessing doesn't make sense (e.g. increasing duration on a spell that happens instantly), or is of no benefit (e.g., increased range when the only target is already in range), the spell is cast normally. If the spell is cast normally, DO NOT roll for a Chaos Curse. Otherwise, roll on the Chaos Curse table on the next page.



***House Rules: Re-Rolls.*** If you're a very nice referee, you might want to allow a re-roll the result of the Chaos Curse table if the character is willing to take half their hit dice in damage. That is, roll a number of d6s equal to half the character's hit dice, rounding up, and take that much damage from raw chaos. If you're especially nice, have them roll d3s instead of d6s.

*If you don't have a d30, roll a d3-1 for the "tens" digit and a d10 for the "ones" digit. A d3 is just a halved d6. But get a d30 when you can; they're pretty neat.*

<b>d30</b>	<b>Chaos Curse (roll ONLY if spell usefully "blessed")</b>
<b>1</b>	<b>A <i>Fireball</i> blossoms, as spell, centered on Devotee, as cast by mage equal to Chaos Devotee's level +1d3. If rolled casting level is less than 5, no effect.</b>
<b>2</b>	<b>As a roll of 1, except <i>Lightning Bolt</i> instead of <i>Fireball</i>, affecting only the Devotee.</b>
<b>3</b>	<b>Chaos Devotee's orifices bleed. Take 1d6 damage.</b>
<b>4</b>	<b>All of the Chaos Devotee's allies are briefly covered in green flame, taking 1d6 damage each.</b>
<b>5</b>	<b>Everyone's weapons teleport. Determine randomly who's now carrying and/or holding what weapon.</b>
<b>6</b>	<b>Devotee retches and hallucinates for 1d6 turns. All attacks are at -4 and AC is penalized by 2.</b>
<b>7</b>	<b>Character grows an additional useless limb. Reduce Dexterity by one point. 10% chance it is permanent, otherwise lasts 1d6 turns and then falls off.</b>

<b>8</b>	<b>Character grows an additional eye. -1 to Charisma, but 2 in 6 chance it is in the back of the head, negating many forms of surprise or backstabbing. 10% chance to be permananet, otherwise lasts 1d20 turns.</b>
<b>9</b>	<b>Character grows a mystical third nostril, eye, mouth, whatever seems appropriate to referee. Permanently increase Wisdom by 1, but reduce Charisma by 2.</b>
<b>10</b>	<b>Character's body twists and warps. Reduce Dexterity and Charisma by 1 each. 10% chance it is permanent, otherwise lasts 1d6 <i>days</i>.</b>
<b>11</b>	<b>Huge muscle mass increase. Increase Strength by 1 but reduce Dexterity by 2 due to decrease in flexibility. 10% chance it is permanent, otherwise lasts 1d6 hours.</b>
<b>12</b>	<b>Someone is turned into a duck for 1d6 turns. 4 out of 6 times it is the Chaos Devotee, otherwise an ally.</b>
<b>13</b>	<b>Someone is transformed into his body weight in kittens. 4 out of 6 times it is the Chaos Devotee, otherwise an ally. After 1d6 rounds, one kitten (determine randomly) turns back into the victim.</b>

<b>14</b>	<b>Maggots come out of the Devotee's ears and mouth. 2d6 damage.</b>
<b>15</b>	<b>Devotee is teleported 1d6 miles in a random direction, with a 5% chance of failure. Failure is exactly as the <i>Teleport</i> spell. Re-roll or adjust distance if no open space for teleport.</b>
<b>16</b>	<b>Devotee or target (50% chance either way, if no "target," always Devotee) turns permanently blue, green, yellow, red, orange, or purple (no save).</b>
<b>17</b>	<b>For the next 1d6 weeks, Devotee sprouts leaves and produces 1d6 fruit a day. Fruit goes bad after 24 hours, but fruit serves as a nutritious meal for any person, including the Devotee. During this time, Devotee's movement speed is halved.</b>
<b>18</b>	<b>Devotee smells like rotten cheese for 1d6 turns. Anyone within 60 feet with a sense of smell (including Devotee) is at a -2 to attack.</b>
<b>19</b>	<b>Shimmering colors and disturbing visions dance and play over a 40-ft.-by-30-ft. area centered on the Devotee. Creatures therein (including the Devotee) are blinded for 1d6 rounds, save negates.</b>

<b>20</b>	<b>Stream of 616 oversized locusts pours forth from the Devotee's eyes and the foul insects flutter around for 1d6 rounds (during combat) or 3d6 minutes (outside combat), blinding everyone (including Devotee) within 25 ft. Save negates, Devotee cannot save.</b>
<b>21</b>	<b>Silence 15' radius centered on Devotee for 1d6 rounds (during combat) or turns (outside combat). Devotee cannot cast spells during that time and hallucinates being upbraided by the gods.</b>
<b>22</b>	<b>Devotee falls unconscious for 2d6 rounds, wracked by nightmares for that entire time period.</b>
<b>23</b>	<b><i>Reincarnation</i>, as spell, cast upon the Devotee's worst (deceased) enemy.</b>
<b>24</b>	<b>Random person (possibly including Devotee) within 60 feet thinks they are a diseased goat for 1d6+2 rounds (during combat) or turns (outside combat).</b>
<b>25</b>	<b>Devotee receives glimpse of their cosmic unimportance. -2 to all saves for next 1d6+1 turns.</b>
<b>26</b>	<b>One of the Devotee's legs falls off. Movement is 1/4 of normal at best. 85% chance limb will grow back after 6d6 hours.</b>

<b>27</b>	<b>Devotee becomes allergic to gold for 2d6 days. Touching gold for more than a few seconds causes the Devotee to break out in hives, -2 to attack, penalty of 1 to AC, -2 to all saves.</b>
<b>28</b>	<b>Random person (possibly including Devotee) within 60 yards develops a strong craving in the form of the desire to eat gems, gold, and other precious metals.</b>
<b>29</b>	<b>Devotee's flesh melts and shrinks, transforming them into a living skeleton for 1d20 hours. During this time healing spells do not work on them, and they can be turned like a member of the undead with a number of HD equal to Devotee's level.</b>
<b>30</b>	<p><b>Devotee's non-dominant hand falls off. It immediately grows a mouth and attacks the nearest person. AC 6 [13], HD 1, Bite, Hard to Hit (like Halfling racial ability), Move 8, HDE/XP 1/15.</b></p> <p><b>Roll 1d20. If result is higher than or equal to the character's level, hand grows back in 2d6 x 4 hours.</b></p>

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