

This group is a demonic tainted elemental group. Anyone that learns this spell group and anyone under the effect of the spells glows very slightly demonic under Detect Divinity and other spells that can detect demons. It is weak and obviously not strong enough for anyone to think the caster is a demon or demonic priest, most people will interpret it as a demonic curse.

Anyone who learns these spells are no longer able to effect any of the chaos rolls made by these spells through any means except these spells. So they cannot use luck amulets or blessings, but the victims of these spells can still use those to defend against them unless they also know this spell group. And if Chaos Student, Control Chaos, or Chaos Master is used on a chaos roll that does not come from this list, this restriction now applies to that roll.

Most spells in this group are instantaneous, although they may create effects with a duration. That means the caster cannot drop the effect, he can only drop the spell he actually cast and it is already over.

### 1 – Chaos

Time to Cast:	1R	The caster chooses a target and rolls 1d10000 on the Net Libram of Random Magical Effects v2. This effect will last a maximum of 1 + 1/F minutes even if the duration listed is longer.
Resist Check:	none	
Target:	LOS 100 + 50/F'	
Duration:	instantaneous	
Area:	1 target	
Effect:	Random	

### 2 – Minor Element

Time to Cast:	1R	The caster rolls a random elemental spell of rank 1-6 from any group except this one. After knowing what spell he rolled, he may have that spell go off on one of the targets or himself. Whoever he chooses must be a valid target for the spell, so caster only goes off on the caster. If none are valid targets, the caster must choose a valid target in range of the spell if one exists. The caster may add finesses other than range or targets when casting, and apply those finesses to the random spell effect.
Resist Check:	none	
Target:	LOS 100 + 50/F'	
Duration:	instantaneous	
Area:	2 + 1/F targets	
Effect:	Elemental spell	

### 3 – Chaos Shield

Time to Cast:	1R	When you are hit by a spell or take damage while this spell is active, you may end this spell. If you do, choose to either do (1d6)d6 damage to the person that triggered this or roll 1d10000 and the person that triggered this is both the caster and target for the purposes of that roll. You may have any number of Chaos Shields active at once, but you may only activate one of them per round on each person that attacks you.
Resist Check:	none	
Target:	caster	
Duration:	10 + 10/F M	
Area:	caster	
Effect:	chaotic revenge	

### 4 – Chaos Student

Time to Cast:	none	Once per round the caster may cast this spell or Chaos Master in reaction to a chaos roll being made in the range. This spell causes that roll to be rerolled, the caster must take the second roll. The usual limit of only being able to spend EU up to your PWR per round applies, so someone with low PWR may not be able to cast this on some of their own Chaos spells.
Resist Check:	none	
Target:	LOS 100 + 50/F'	
Duration:	instantaneous	
Area:	1 chaos roll	
Effect:	Change roll	

### 5 – Minor Other

Time to Cast:	1R	The caster rolls a random divine or psionic spell of rank 1-6. After knowing what spell he rolled, he may have that spell go off on one of the targets or himself. Whoever he chooses must be a valid target for the spell, so caster only goes off on the caster. If none are valid targets, the caster must choose a valid target in range of the spell if one exists. The caster may add finesses other than range or targets when casting, and apply those finesses to the random spell effect.
Resist Check:	none	
Target:	LOS 100 + 50/F'	
Duration:	instantaneous	
Area:	2 + 1/F targets	
Effect:	Divine or Psionic	

**6 – Control Chaos**

Time to Cast: 1R  
 Resist Check: none  
 Target: caster  
 Duration: 10 + 10/F M  
 Area: 100 + 50/F'  
 Effect: control a chaos roll

When a chaos roll is made within range you may end this spell and change that roll by 1 + 1/F. You may have any number of Control Chaos spells active, but you can only use one per roll.

**7 – Chaos Bolt**

Time to Cast: 1R  
 Resist Check: 4d6 vs HEA halves  
 Target: LOS 100 + 50/F'  
 Duration: instantaneous  
 Area: 1 target  
 Effect: Chaos damage

The target takes 7d6 dmg of a random type. Roll 1d6. 1 is Acid, 2 is Cold, 3 is Fire, 4 is Lightning, 5 is Poison. On a 6 roll twice, half of the damage is one type and half is another. Ignore further 6s and duplicates.

**8 – Major Element**

Time to Cast: 1R  
 Resist Check: none  
 Target: LOS 200 + 100/F'  
 Duration: instantaneous  
 Area: 2 + 1/F targets  
 Effect: Elemental Spell

The caster rolls a random elemental spell of rank 7-12 from any group except this one. After knowing what spell he rolled, he may have that spell go off one of the targets or himself. Whoever he chooses must be a valid target for the spell, so caster only goes off on the caster. If none are valid targets, the caster must choose a valid target in range of the spell if one exists. The caster may add finesses other than range or targets when casting, and apply those finesses to the random spell effect.

**9 – Chaos Master**

Time to Cast: none  
 Resist Check: none  
 Target: 200 + 100/F'  
 Duration: instantaneous  
 Area: 1 chaos roll  
 Effect: Change roll

Once per round the caster may cast this spell or Chaos Student in reaction to a chaos roll being made in the range. This spell causes that roll to be rerolled twice, the caster may choose any of the three rolls. Chaos Student cannot be cast on that roll by anyone else, if someone casts Chaos Master on that roll they roll 2 more times and choose between what this caster choose and those 2 rolls. The usual limit of only being able to spend EU up to your PWR per round applies, so someone with low PWR may not be able to cast this on most of their own Chaos spells.

**10 – Super Chaos**

Time to Cast: 1R  
 Resist Check: none  
 Target: LOS 200 + 100/F'  
 Duration: instantaneous  
 Area: 1 target  
 Effect: random

The caster chooses a target and rolls 1d10000 on the Net Libram of Random Magical Effects v2. He may choose up to 2 + 1/F effects within 4 + 2/F of the rolled effect if he wants. He may not choose the same effect twice and must choose at least one effect. These effects will last a maximum of 1 + 1/F days even if the duration listed is longer.

**11 – Major Other**

Time to Cast: 1R  
 Resist Check: none  
 Target: LOS 200 + 100/F'  
 Duration: instantaneous  
 Area: 2 + 1/F targets  
 Effect: Divine or Psionic

The caster rolls a random divine or psionic spell of rank 7-12. After knowing what spell he rolled, he may have that spell go off one of the targets or himself. Whoever he chooses must be a valid target for the spell, so caster only goes off on the caster. If none are valid targets, the caster must choose a valid target in range of the spell if one exists. The caster may add finesses other than range or targets when casting, and apply those finesses to the random spell effect.

**12 – Chaos Curse**

Time to Cast: 2R  
 Resist Check: 5d6 vs PWR negates  
 Target: LOS 100 + 50/F'  
 Duration: 1 + 1/F M  
 Area: 1 creature  
 Effect: Screw with magic

If the target fails their resist check, all magic that they cast or activate from magic items or creature abilities is changed to chaos magic for the duration. Each time they cast a spell, roll 1d4. On a 1 the spell does not go off and roll 1d10000 on the Net Libram of Random Magical Effects v2. On a 2 the spell goes off on the caster if they were targeting someone else or on a random person within 100' if they were targeting themselves, even if it is caster only. On a 3 roll 1d12 and that ranked spell in the group they were casting goes off on the original target if they are a valid target for a new spell, or the caster if not. On a 4 the spell functions normally, but roll 1d10000 on the Libram as well.

**13 – Chaos Sword**

Time to Cast: 1M  
 Resist Check: none  
 Target: touch  
 Duration: permanent  
 Area: 1 magic weapon  
 Effect: Improve Damage

The damage on the effected magical weapon is randomized and improved. Pluses to hit are unaffected, and magical pluses to damage are replaced. +1 weapons become +1d4 to damage, +2 is +1d6, +3 is +1d8, +4 is +1d10, +5 is +1d12. For weapons beyond +5, subtract 5 from the plus and add +1d12 and check again. The damage type is randomized every day between acid, cold, fire, lightning, poison, and magic.

**13 – Death Lottery**

Time to Cast: 1R  
 Resist Check: 6d6 vs PWR negates  
 Target: LOS 200 + 100/F'  
 Duration: instantaneous  
 Area: 100+50/F'  
 Effect: Bam!

Whatever creature in the area of effect fails their resist by the largest amount takes 3d6 damage per creature in the area of effect. If there is a tie, split the damage evenly amongst all the creatures that tied. If no one fails the resist, nothing happens.

**15 – Summon****Chaos Elementals**

Time to Cast: 4R  
 Resist Check: none  
 Target: LOS 200 + 100/F'  
 Duration: 30 + 10/F M  
 Area: 1d6+1 Elementals  
 Effect: Summon Chaos

This spell calls chaos elementals to the caster to do his bidding. Trying to control the essence of Chaos so completely is dangerous. At the end of the spell duration there is a 40% chance the elementals will attempt to take the caster with them when they leave, a 40% chance they will attempt to kill the caster, and only a 20% chance that they leave peacefully.

**16 – Cheap Chaos**

Time to Cast: 1M  
 Resist Check: none  
 Target: touch  
 Duration: permanent  
 Area: willing target  
 Effect: Cheaper Spells

You may reduce the cost of any of your spells by up to 4, with a minimum cost of 1. When you cast a spell with a reduced cost roll 1d6. On a 1 the spell goes off normally. On a 2 reduce a random finessable attribute of the spell by the amount of cost reduction. If it doesn't have a finessable attribute, roll again. On a 3, roll a die equal to the amount of units you spent on the spell and cast the spell of the rolled rank in the group you were casting from. On a 4 cast a random spell of the same rank as the spell you were trying to cast, from the same spell type elemental, divine, or psionic. On a 5, take 1d6 damage per unit of reduced cost and the spell goes off. On a 6, take 1d6 damage per unit of reduced cost and roll again.

**Chaos Elemental****Rating 15.47 – 147.58**

Hgt 1d10'  
 Wgt 1d20x100 lbs.  
 Move 50'/50'/50'  
 DP 1d10x10  
     C    M    G  
 MOD 1d6+4 1d6+4 1d6+4  
 DV 7+ 7+ 7+ (Base DVs without factoring Spirit Armor or Ex Stats)  
 DMG 1d20 (The die size changes daily and is a random element)

Forest Very Rare  
 Grass Very Rare  
 Jungle Very Rare  
 Mountain Very Rare  
 Depths Very Rare  
 Surface Very Rare  
 Rivers Very Rare  
 Swamp Very Rare  
 Volcano Very Rare

**Skills:**

1d10 Spirit Armor  
     1 Exceptional Random Stat  
     1 Exceptional Random Stat  
 1d3-1 Resist Magic  
     Magic Shield  
 2d6 Chaos  
 1d6 Chaos Shield  
 1d3 Chaos Student  
 1d3-1 Minor Elemental  
 1d3-1 Minor Other  
 1d4-2 Major Elemental  
 1d4-2 Major Other  
 1d3-2 Chaos Curse

**Description:**

Chaos Elementals vary wildly in appearance and ability. Each elemental changes size, appearance, and abilities every day. The size and appearance changes are gradual changes over the course of the day, and they are not related to each other so an elemental can be 1' but weigh 2000 lbs. The abilities will suddenly reset once a day at a random time, possibly even during combat. Because of their constantly changing natures, it is impossible to track down a specific Chaos Elemental with magic. Any attempts to do so will point toward a completely random elemental. Even if you cast a spell that locates a specific target 2 rounds in a row, you will probably get 2 different results.

Chaos Elementals are completely unpredictable and almost impossible to control for long. And there are usually long term consequences to one's health and mental stability when keeping chaos elementals under control for extended periods. Only the most powerful beings would be able to do it, and usually they would have to already be insane in order to want to.

The abilities of Chaos Elementals can be Magic Mutated into other creatures, but not one rank at a time. The creature must take the ability including the die roll for the rank and they must pay a cost equal to the cost of the highest possible rank. So a creature mutated for Chaos gets 2-12 ranks every day but must pay 23400 xp.