Ten Foot Polemic
Elven Heartspells

For LotFP and Similar OSR Systems

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1. Bookspeak

Canny Childe: Diminutive starry-eyed archaics of cherubic seeming. Like unto a child of ten or eleven years in aspect but with a wry glance and a knowingness beyond their apparent youth, the Canny parasitise human dwellings where they can creep about seeking the glyphs and sigils of arcane witchery and abuse the trust they elicit in their hosts to worm their way into vaults of secret gramarye.

1. Elf ears; +1 Awareness skill
2. Sparkling eyes; able to sense the presence of spellbooks, scrolls and other magical writings nearby.
3. Look really young for your age. Bookspeak can be used to turn a book feral, like the Monster Book of Monsters. HD 1, AC 12, bites exposed ankles for 1d4 damage. If commanded, will stay still until picked up. Lasts until killed or spine stroked.
4. Really knowing look in your eyes, as though privy to a joke nobody else knows. You can stack books like rations, 5 to an encumbrance slot. Books in your keeping are miraculously preserved, no matter how abused they are by fire or water or decay.
5. Look like a preteen no matter actual age. Bookspeak can be used to create a Flying Feral Book. HD1, AC12, swoops for 1d4 damage. If a spellbook, 50% chance of casting a random spell from within it every round, but never in a way that harms you. Lasts 10 minutes or until shot down.
6. An overwhelming innocence to your look and manner. You can no longer offend adults… at all. Even the most shocking insult is endearing. Threats are laughed off.
7. Your eyes look like black gates into a field of stars. Bookspeak can be used to create a Cultured Book, granting a book intelligence and the power of speech for a year and a day.
8. Completely smooth, unblemished skin and an unearthly androgeny, and teeth like needles when glimpsed from the corner of an eye. It is impossible for an adult to think you guilty of any wrongdoing whatsoever. Even if they see you actually commit a crime before their very eyes, they must Save vs Chaos or somehow justify it in their minds as an innocent accident.

2. Charm Person

Brackenfrau: Burnished nut-brown moon-faced wenches with crinkly hair that lurk in the withery drears and fern-brakes of a grey autumn. Out in the dappled half-light they dwell in hovels and weave plots to capture comely admirers. They trade in stolen children and seek to use their powers of persuasion to encourage the starveling poor to part with their offspring.

1. Elf ears; +1 Awareness skill
2. Crinkly hair; +1 to Charisma bonus
3. Burnished nut-brown skin, those you Charm will not realise they were under a spell when it breaks, and invent wild reasons for why they did what they did.
4. Familiar face, like someone you knew long ago; people will believe you if you say you've met them before, so long as you can furnish a reasonable anecdote of where you met
5. No irises; Children can never break your Charm, no matter what you tell them to do.
6. An ominous buzzing when you are near, like a thousand flying insects. The first five words you speak to a person you've never met will be believed until obviously contradicted.
7. Your Charm Person can be cast to affect multiple people within 50', as many as you like. If one of them breaks out of the Charm, they all do.
8. Something like honey drips from your tongue when you speak, hissing when it hits the ground; you can read a person's darkest fears and greatest guilts by touching their hand.

3. Comprehend Languages

Sloomit Waghorn: Conspiratorial manipulative lurkers in alcoves. Hidden in the Bounder-Keeps of the imperium's tattered brink are the fey and crump-horned scholars of the dead years. They keep chronicles kept in dusty archives in which are remembered the aeons of the Earth's dark prime and dynasties beyond. They seek runestones and ogham-staves and other archaic inscriptions.

1. Elf ears; +1 Awareness skill. Spend a turn viewing unknown writings to translate them. You can translate a single sentence or short phrase per turn.
2. Small nubby velvet-covered horns; can hear whispers as though spoken aloud.
3. Spiralling irises; while Comprehend Languages is active you can make yourself understood in all languages. +1 Languages skill.
4. Large, elaborate elf ears; if you touch foreheads with another creature you can communicate in words of a single syllable each.
5. Long, dextrous fingers; Comprehend Languages

4. Detect Magic

Hollowback Ylfen: Fair to look upon from the front but weirdly hollow and cow-tailed behind. The Ylfen pass briefly unnoticed among humans seeking articles of spae-craft hidden among the detritus of decaying civilisation. To them, all magical trinkets are their province, to be purloined and returned to the barrows where they reign in solitude.

1. Elf ears; +1 Awareness skill, Detect Magic lasts 1 turn and gives orange-tinted visions of magic that has been here before.
2. Can scent magic if sniffing a place or object closely; nostrils flare widely when you do so.
3. Cow tail; Detect Magic also detects living things and gives a sense of the type of magic involved. +1 Awareness skill.
4. Huge, bestial fangs persist for 10 minutes after you cast a spell; you can tell what a wizard is about to cast before they cast it if it is a spell you have cast before, or else know who the target is and whether it's harmful.
5. Tongue is a swarming mass of tentacles; Detect Magic allows you to messily eat the brains of wizards out through their ears to learn all their spells. +1 Awareness skill.
6. Hollow from behind, like an inverted mould; you can spend a Mana when a spell is cast nearby to interrupt the caster.
7. While Detect Magic is active; you can Save vs Magic to cause a spell that's targeting you to target 1d4 random enemies instead. +1 Awareness skill.
8. Combine spells in casting?

5. Enlarge

Galumfy Dotard: Long-armed simians, cruel and stone-browed. Stumpy pachyderm-hands pull great oaks into sheltered bowers. Ever-shifting size seems greater with distance. Stamping steps approach to reveal a grey-clad child of mannish visage. They take delight in inflicting painful ravishings upon foolish women who wander alone in the sylvan moonlight.

1. Elf ears; +1 Awareness skill
2. Large hands; +2 to wrestling rolls.
3. Eyes widen like saucers; Enlarge can now target one additional creature or object, but one must be reduced and the other enlarged.
4. Rubbery Arms; Arms can be used like a Whip as long as that arm isn't holding a weapon.

6. Faerie Fire

Lunting Boggart: Willow-thin lilting wayfarers beset by eternal wanderlust. Wanderers and vagrants, all. They smoke strange herbs in curling pipes during their long-legged jaunts through distant dells. Tall and uncanny, they visit villages on cold moonless nights, tapping thin fingers on windows as they create intricate traceries in the frost.

1. Elf ears; +1 Awareness skill
2. Long, thin fingers; can see a faint aura around living things in the dim and dark.
3. Noticeably tall. Your Faerie Fire can burn the target for 1d4 damage per round, if you wish it to.
4. Black, glistening eyes. Can see the auras of living beings and read their emotions via their aura.
5.

7. Feather Fall

Flitting Gad: Silent footed and hollow boned, the Gads play strange games in the tall places of the world. They swoop like swallows to catch midges in their baleen mouths, and take to fluttering from rooftops on their two-knuckled hands within eyeshot of a wide-mouthed child. Stay up past bed and you might join them.

1. Elf ears; +1 Awareness skill, you can echolocate by clicking your tongue loudly.
2. Hollow bones; weigh about as much as a ten year old, treat falls as 10' lower.
3. Fingers are twice as long and extend when you cast Feather Fall, Feather Fall allows you to glide.
4. Air lightly whirls around you, picking up leaves and dust. Can jump a full 50' (20' vertical) with a running start
5. Feather Fall acts like a Levitate spell. Scinitillating, ethereal wings shimmer into existence between your arms and body as you do so.
6. Baleen mouth; +2 AC while echolocating - you see everything coming.
7. Long thin eyes that stretch around your head to your ears; Feather Fall is straight up Fly.
8. Your wings are permanent but dull when not in Feather Fall mode; dull wings are fairly useless but can parachute out to slow a fall.
9. Baleen mouth stretches all the way down your neck, fan like a dilophasaurus around neck; Feather Fall wings and fan can be used to create beautiful and stunning patterns - stretch them wide and anyone looking must Save vs Stun or take 1d4 Charisma damage on any turn they don't act Stunned. They can Save each turn to negate the effect.
10. Your eyes are a solid black band that stretch all the way around your head; you are immune to blindness, deafness, and other sensory failures.
11. Hollow body; You can end Feather Fall early to burst 100' in a straight line, you can attack during the swoop-surge and deal 1d6 damage to anything in the way
12. Small skull, no lower jaw, bat nose; Externalised Echolocation allows you to send a sensor into an enclosed space and see what's inside - including number of moving creatures (even if they're keeping still) and exits (even hidden). Those inside see and hear this thing bouncing around in there.

8. Floating Disc

Ouphe: Gawping outlandish pudding-headed wanderers. Mostly harmless, ouphes prance uncouthly around the peripheries of the world and laugh at thunder and cry at sunlight and sleep in ditches. What they value is hard to gauge but they have little to offer anyone that makes any sense so it matters little.

1. Elf ears; +1 Awareness skill
2. Distinct lack of chin; can form a small palm-sized disk of force at will.
3. Strangely wide and toothsome mouth; You can lock the height of your Floating Disk so it stays at one level, allowing you to float over liquids and pits and fly high over the land if you kick off a mountain.
4. Involuntarily make loud gulping sounds during speech and weird hyuk-hyuk noises when you laugh; can carry an extra encumbrance tier before you start becoming encumbered.
5. Prancing, jittering walk; can use Floating Disk as a shield
6. Huge face-splitting mouth like a ninja turtle; you can store things inside yourself by gulping them down your mouth - You're encumbered as normal, but it's protected and you can grab anything you want out of it like it was a backpack.
7. Massive forehead;

9. Hold Portal

Misergeist: Hooky emaciated gloating buzzard-folk; Long and twisted are they and keepers of secrets . The geists are melancholy avarice embodied, hook-nosed and sallow flinthearts that spend their lives gloating over tarnished pewter in the dim and secret cysts of the margins of the world. Misergeists are vanishingly few and bereft of generative vitality; always they seek brides and bridegrooms favoured by the heavens.

1. Elf ears; +1 Awareness skill
2. Hooked nose; doors and other thresholds close after you pass through them.
3. Nictitating membranes over bright yellow eyes; Hold Portal makes the portal itself completely disappear as though it was never there for the duration of the spell.

10. Identify

Bibliognost: Ophidian-eyed seekers of artifacts, immortal and aloof. Strobiloid cone-bodies creeping slowly through library depths on gastropodic feet. They circulate unknown and impossible relics into the world to determine their effects, then hide them away to ensure objectivity.

1. Elf ears; +1 Awareness skill, your Identify range is line of sight.
2. Filaments swishing from your fingers; touch a creature or object and ask a question to experience one of its recent memories.
3. Dry, flaky skin and slitted pupils; You can use Identify to discover basic meta-info about a creature - AC, HD, and Morale.
4. Your body has strange proportions - wide hips and thighs, thin shoulders and small head; touch a creature or object to learn something of its history - if the DM doesn't know you can make something up that's now always been true.
5. Your skin becomes flesh-coloured scales. You can use Identify to discern any mechanical special abilities a creature has, like Spiderclimb or a Banshee Wail.
6. You have one less finger, but those that remain are long and ultra-sensitive. You can bend magic items to your will so that they work exactly how you expect (within reason, but interpreted very generously), and you can ignore any downsides or negative effects.
7.

11. Light

Worriganger: Feral outcasts shrouded in rags and dusty fur who live alone in desolation. They are dusky and angular strangers who mutter in their solitude and follow after the wayward with wolfish intent. Worrigangers are feared and abhorred such that the name is a malediction cast upon the rapist and the hearthless vagrant.

1. Elf ears; +1 Awareness skill
2. Retroreflective pupils like a cat; infravision.
3. Shadows seems to cling to you. Light can be cast as a painfully bright burst of light that blinds all nearby (usually -4 to hit) until they pass a Save vs Stun. +2 Stealth skill.
4. Your body, limbs, and backs of your hands are covered in a thin layer of soft fur. You can extinguish all light sources within 30' of you with a wave of your hand.
5. A third eye glows on your forehead in darkness; You can cast Light so that it leaves a mark on an object that lasts until midnight. You can cause the mark to glow as brightly as a torch at will, no matter how far away it is. +1 Stealth skill.
6. Your teeth are small, sharp and numerous, when you speak a flickering glow glimmers in your mouth as though you are filled with faint fire; If you light multiple fires from the same flame, you can gaze into one fire and view anything lit by another.
7. Light sources flicker and shake in your presence as though in a strong wind, though they do not go out ; +1 Stealth skill, you can cast Light as a scouting light - a glowing orb that you can see out of that is under your control. You go into a trance while controlling the orb which you only awaken from when you choose to do so. The Light lasts until you come out of your trance.
8. Your shadow is a black void that seems to suck in the light; You can cause a creature you can see to stop seeing the light from a single light source. They will see the light, but nothing that it lights up.
9. Your outline is murky, faint tendrils of blackness appear to fan out from behind you, reaching out to touch any nearby lights or flames ; There is no limit to the range of your Light spell, you can cast it anywhere in any direction at any distance, through walls, underground, a thousand light years away, anywhere, simply state the distance and direction; +1 Stealth skill

12. Magic Aura

Languid Wastrel: Lazy scabrous salesmen adept at making the unseemly seem wonderful. Lamp-carrying dealers granting likely stories and too-good-to-be-trues to the dispossessed and easily led. They deal in any place in any currency and give concessions for prices paid in souls and firstborns.

1. Elf ears; +1 Awareness skill, Smooth talker - people will tell you anything you want to know so long as you can give them something they would find valuable in exchange.
2. Greasy hair; At will you can cause yourself to detect as Neutral, and quell the magical nature of objects you are touching. They look and act like normal objects.
3. Straight and perfectly white teeth, if examined closely you have too many; casting Magic Aura on a weapon or armour gives it +2 to hit/AC and immunity to notches for 10 minutes.
4. Shadow touches and interacts with the shadows of those you talk to; you can always trade someone for something they own (but they can still demand a high price), and you roll an extra d6 when casting Wild Magic (3d6 base).
5. Forgettable face; Magic Aura can change what something looks like so long as it remains similar in form and function. Old lamps to new, dresses into ballgowns, one man's face into another's, that sort of thing. This is illusory but convincing. Wears off at midnight when the clocks strike twelve.
6. Red right hand; no matter where you are on the surface of the world you can disappear off for a night to buy things at lowest list price and change coins. You will never tell your companions where you go.
7. Skin tags all up in your skin's creases and folds. Magic Aura can create illusory objects that are completely convincing to all senses save touch.
8. Devil tail. If somebody whispers the name they know you by, no matter where they are on the surface of the earth, you hear it and know their exact location, distance, and direction. You roll an extra d6 while casting Wild Magic (4d6 base).
9. Digitigrade legs. You can cast Magic Aura so that it dims, or inflames, the magical auras of everything within 50' of you. If it dims, magic abilities and effects are halved. If it inflames, abilities and effects are doubled. The exact effects vary, possibly unpredictably.
10. Long and dextrous tongue. You can cast spells as part of another Action, and so disguise spellcasting as something else. You must still be speaking and your hands must still be moving, but the first could be normal conversation or battlecries and the latter could be stabbing someone or simply stirring a cup of tea.
11. A single yellow eye in the back of your head, it can see perfectly even through your hair and headwear. You can cast Magic Aura to transfer the magical abilities of one object into another. They snap back at the end of the spell duration. +3 Awareness.

12. Hundreds of constantly shifting shadows, like invisible lights are swirling around you. Casting no longer reduces your Elf powers (though it still consumes Mana), and you roll an extra d6 when casting Wild Magic (5d6 base).
13. Mouth that unhinges and splits like a snake. You can cast Magic Aura and eat something magical to gain its powers until the next full moon. Examples: a Potion's effects will last for that whole time, a magic weapon's abilities will apply to all your attacks, or you can cast a Necromantic Scroll's spell like it's one you know. However, you have no special protections from cursed items so try not to eat them.
14. Dark red skin. You can change your form at will but only into someone who is dead.
15. You fade with distance, becoming invisible when far away. You can inhabit any magic aura by touching it, whether cast by you or not. While inhabiting the aura you can cast spells and move the object around telekinetically like you were touching or wielding it. Your human side gets full control of your body in the meantime.
16. Full on devil horns - you can change the size and style with a thought. Magic must ask you permission before affecting you, and can be bought off by paying it in blood or trinkets.

13. Magic Missile

Gluntie Queyne: Gangling, bristly and ungainly fairy women. Horse-faced and haggard and possessed of an abrasive angularity of demeanour. The Glunties dwell apart in realms of fearful loneliness as their capacity to strike men dead with elf-shot makes them formidable and hated and their tendency to imbibe inebriants immoderately makes them unpredictable.

1. Elf ears; +1 Awareness skill
2. Large horse-like teeth; +1 to hit with ranged attacks
3. Coarsely hairy arms; and you can use vaguely similar detritus in place of ammunition for normal damage, like sticks instead of arrows or peas instead of bullets. No need for ammo.
4. Your bow-pulling hand has only two fingers; You can cast Magic Missile so it has double the number of projectiles, but each projectile does only 1 damage.
5. Single cyclopean eye; No penalties for range or firing into combat
6.

14. Mending

Gremling: Diminutive borrowers of toys and intricate things, petty breakers of tools left too long in forgotten drawers. Spirits of the unfinished task, cut short by the bent nail or the wrong screwdriver. Mischief achieved they make amends by mending what they had broken, and sometimes more besides. Many a broken marriage has been mended by the ministrations of a Gremling, forecasted by unexpected annoyance and woe.

1. Elf ears; +1 Awareness skill
2. Squinty eyes like a rat; your equipment cannot be Notched.
3. You constantly unconsciously touch things around you with your quick clever hands, fingers lingering against cracks and faults and points of wear. Your fingers are covered with light brown fur; You can reverse Mending into Break, destroying an object within 30'.
4. Notably short, maybe 5' tall at most; +3 Tinker skill.
5. Long sharp incisors; Casting Mending on an object allows you to know how it does what it does
6. Perpetual squint; Reverse Encumbrance penalties on Chaos Conduit rolls - granting you +1 per Encumbrance Level.

15. Message

Flibbertigibbet: Far too slender and unearthly to be beautiful -glittering dark and furtive craven wispy fey who haunt the fen-lands and spinneys. They have an unwholesome predilection for leadings-astray and yearn merely to caress the placid faces of the wayward dead. The living are too too coarse and earthly for them.

1. Elf ears; +1 Awareness skill
2. Rapid speech with verbal tics; if you gaze deeply into an intelligent creature's eyes you can communicate with them telepathically.
3. Slender and willowy build; when you cast Message on a person you can speak with their voice until sunrise. You can switch between stolen voices and your own at will.
4. You have an aversion to touching warm and living flesh; if you stare at a person's reflection in a mirror or through a crystal ball you can hear their surface thoughts.
5. Your presence unsettles domesticated animals. You can cast Message while touching a corpse to make it speak a message when conditions you specify are met.
6. Shadows draw close around you. Candles, torches and other open flames you bear have a strange allure. Anyone who is alone and sees the flame will be drawn to it if they fail a Save vs Chaos.
7. An unearthly grace, loose hair and clothing floats around you as if underwater; Message has unlimited range, you need only speak the target's name - the message is delivered by spooky means such as through a raven's caw or by the target's reflection.
8. ; When you speak, you can cause people of your choice to hear you say different words. Insult a king to his face while his advisors hear your honeyed words, warn a friend while pretending to be their enemy.
9.

16. Shield

Habberjock: Thick-lipped grotesques of apparently majestic stupidity. Habberjocks are outlandishly ugly changeling children grown man-high and uglier still. Their voices are thick and unctuous and their eyes dull and gleaming. They delight in the company of geese and mules and in the slow-worm and eft.

1. Elf ears; +1 Awareness skill.
2. Oddly large, pouty lips; You will never be hit by people firing into melee.
3. Hunched shoulders; When you cast Shield everyone touching you gains +1 AC against non-magical attacks for 10 minutes.
4. Thick brow ridge; +1 natural AC versus missile weapons.
5. Dull beige skin; When hit, you can break your Shield to cancel all damage. When you do so, everyone around is pushed back 20'.
6. Thick swollen edemic limbs; if an effect would have a reduced impact on a successful save, it doesn't affect you at all. (eg Breath Weapon Save for half damage = save against all damage).
7. Large lower canines that stick out over your face; Shield protects you from atmospheric and environmental effects like gases and weather, encasing you in a shimmering bubble like a soap bubble in greyscale.
8.

17. Sleep

Scalbert Gumph: Sleep - Shambolic fae manifest as slobbery dullards that sleep under bridges and in abandoned mills. They shamble about in the drunken twilight seeking the unwary with groping fingers and muttering dark lullabies. More than anything they desire comely sheep and black roses and locks of maiden's hair.

1. Elf ears; +1 Awareness skill
2. Tongue seems too large for mouth; your yawns are very infectious.
3. Widely-spaced eyes and long elf ears that stick out sideways; Those caught in your Sleep spell retain no memory of you.

18. Spider Climb

Alpdrucke: Flattish semi-shadows forming uncanny shapes on the wall, blinking with black eyes from within the wardrobes and beneath the beds of unruly children. Fingers tipped with gossamer strands float down, touching skin through fabric and causing tiny itches that are all too easily scratched. Wake too soon and you might feel it crouching on your chest, trailing its subtle threads across your face and ears and throat. Hide under the covers and it will crawl in with you.

1. Elf ears; +1 Awareness skill
2. Fine, silky hair covers palms and fingertips; +2 Climb skill.
3. Voice a sibilant whisper; when you cast Spider Climb your hands and feet seem to sink slightly into the surface, you do not need hands and feet free to Spider Climb and thus can wield weapons and walk on the ceiling.
4. Skin darkens to an ashen grey; when next to a wall (including while Spider Climbing) you gain +1 AC as your body shifts and shivers against shadow.
5. Egg-shaped head like an alien, big black eyes glow faintly in darkness; Spider Climb lets you climb through a shadow and reappear in any other shadow nearby one round later. +1 Climb skill.
6. Long, too-flat hands and limbs; can extend threads of gossamer from fingertips which whisk against people and objects and give you a sort of all-around feely-vision in a 10' area. People itch where the threads touch them.
7. When viewed from the corner of the eye, through mirrors, or in images you are a simple black silhouette. While Spider Climb is active you can become a two dimensional shadow at will. +1 Climb skill.
8. Threads of gossamer and shadow surround you in a soft subtle sphere, blurring your outline and making you aware of anything that passes within 10' of you. +2 natural AC. You can feel the soft slow breathing of those who are asleep nearby, even through walls.
9. You seem to lack depth when viewed from any angle, like a perfectly positioned 2d cutout of a being. When you travel between shadows you can bring others with you. Unwilling travellers must be Wrestled. +1 Climb skill.
10. You have no mouth or nose, your head is truly like that of a grey alien. Others hear your sibilant whisper in their heads. You can enter the dreams of those asleep, your floating strands of gossamer entering their ears and allowing you to crawl inside. You can influence their dreams from within with all the powers of a lucid dreamer. If they wake up you are ejected.
11.

19. Summoning

Capripeds: Unctuous epicurean blackguards who traffick with strange forces. In the high hills the Capripeds dance in the new moon's dark with godless things from elder aeons, for the shades can touch them not and the awfish nymphs of the unbegotten prime harm them not for they wrap themselves in webs of glamer.

1. Elf ears; +1 Awareness skill
2. Braying laugh; +1 to saves against magical effects.
3. Square pupils like a goat; gain a natural +2 bonus on Summon.
4. Ears of an ass; if your Summon spell goes awry and the demon emerges uncontrollable you will not be its first choice of target.

20. Unseen Servant

Hauntling Glister: Truculent petty vengeance seekers, pursuing perceived slights until satisfied or distracted by further devilments. Translucent skin and bone nearly invisible in the crepuscular morning light. Movers of keys and flicking shadows fleeing late-night investigations of shifting crockery. Long of leg and fleet of foot they escape with the dawn, leaving wrong-sized footprints in the dew.

1. Elf ears; +1 Awareness skill
2. Milky white skin; can telekinetically move objects about the size and weight of an apple.

Seraph Special. Comes the Godhead.

Living Saint: Transformed by the strange magics of the fae, Seraph Dawnstride has become an Elf with Comes the Godhead as her unique heartspell.
The Living Saint is a living extension of the will of Maximum Godhead Hyper Jesus, an alloy of Law and Chaos, transformed by Faith.

1. Elf Ears. +1 Awareness skill.
2. Golden halo. Detects as Lawful. Can Detect Good/Evil at will by touch.

Galaxy Special. Spiderclimb.

Shadow Entity: An alien being of solid smoke surrounding a glowing red heart, a mix between Galaxy's soul and the Primogenitor star-entity.
If he runs out of spells, becomes a cosmic shadow.
If he dies, he collapses into his glowing red heart. Respawns at New Moon at the cost of a level.

1. Shadow-smoke skin, alien head and body; 30' shadow-tendril reach
2. Shadows writhe around your body; When damaged, you can teleport away up to 30'. +2 Climb skill.
3. Voice sounds like several voices whispering at once; when you cast Spider Climb you can morph your form into a shadowy smoke to join your body with theirs. Their forehead glows red and pulses, shadowy tendrils wrap their body. This is not possession - they are still in control of their body. While you are joined with them you can cast spells and use your abilities as if they are you, but you also take the same damage as they do. If they wish to resist, they can Save vs Chaos each round to eject you from their body.
4. Black smoke skin veined with ever-moving smoky silver threads; when next to a wall (including while Spider Climbing) you gain +1 AC as your body shifts and shivers against shadow. You can extend this to anyone standing next to you.
5. Big alien eyes glow red with inner light, your body glows red behind the smoke; Spider Climb lets you crawl through a shadow and reappear in any other shadow nearby one round later, leaving a cloudy smokescreen of blackness at entrance and exit. Attacks into the blackness are at -4, it disappears as soon as you move away. +1 Climb skill.
6. Your ephemeral tentacles stroke against everything around; you gain a sort of all-around feely-vision in a 10' area. Attacks against things within this radius are at +2 to hit since you know exactly where they are.
7. When viewed from the corner of the eye, through mirrors, or in images you are a formless congeries of orbs and smoke. While Spider Climb is active you can become a two dimensional shadow at will, and when you do so you leave a smoky cloud in your shape that will dissipate if hit or in time. +1 Climb skill.
8. The shadows surround you in a soft subtle sphere, blurring your outline and making you aware of anything that passes within 10' of you. +2 natural AC. If you use the Parry action, projectiles that miss you can be thrown back with a ranged attack roll.
9. Your eyes are portals to infinite space. If you force someone to gaze into your eyes they must Save vs Chaos or take 1 Wisdom damage. When you travel between shadows you can bring others with you - but they must also make this save against Wisdom damage. Unwilling travellers must be Wrestled. +1 Climb skill.

10. You flow through reality, smoke filling space, endlessly replenished, leaving the fog behind you; If you join the body of another you may Alloy your very self with theirs, creating a more perfect being. Together, you create a being that has the highest of both your ability scores, AC, attack bonus, HP, skills, saves and all other statistics. They can still eject you with a Save vs Chaos if they wish, but why would they want to?