

Gambling magic.

Coin toss (level one)

Range: Ten foot radius per level of experience

Duration: 15 seconds after last cast

Saving throw: Standard

P.P.E.: One

By magically enhancing the sound of tossing a coin in the air with his thumb, the trickster can get the attention of an entire room. Anyone failing their save vs magic is compelled to (slowly) stop whatever they're doing and pay attention to the caster. Each successive cast resets the duration of the effect on all who have already failed their saves, and imparts a cumulative -1 to save penalty on all who aren't affected yet.

Anyone already in combat will not stop until their opponent is also affected by the spell, and any aggressive actions by the caster or anyone outside the spell's radius will break the effect.

What the caster does with their attention is up to him.

Lucky breath (level two)

Range: Self; affects by touch or breath up to five feet away

Duration: Five minutes per level of experience

Saving throw: None

P.P.E.: Five

Magically adds a weight bias to dice, coins, or any small object that relies on balance and physics to give a random outcome. The bias can be as powerful as the mage wants, from doubling the chance of a number coming up to guaranteeing it, and lasts for as long as wanted (from a single roll of the dice till the end of the spell).

Sense weight (level two)

Range: Ten feet from the spell caster

Duration: Five minutes per level of experience

Saving throw: None

P.P.E.: 4

Companion to the sense marked cards spell, the mage magically knows the exact weight and balance of an object. With this the mage instantly knows if a die is balanced properly or not, and knows how much the results will be skewed.

The mage can also determine the weight of other objects, though doing so with members of the fairer sex have gotten many a trickster in trouble.

Get the ball rolling (level three)

Range: Five feet per level of experience

Duration: Five minutes per level of experience

Bonus: +15% to games of skill or luck (Pool, bowling, roulette)

Saving throw: None

Gives the mage mental control over a number of small round objects. He can direct the path of a ball, making it turn, stop, or reverse direction completely. Affects 1 ball per level of experience.

Dice bag (level four)

Range: Touch

Duration: 30 minutes per level of experience or permanent

Saving throw: None

P.P.E.: Ten for a temporary bag, 25 for permanent dice

Requires a small cloth bag, which is enchanted to contain a number of magically created dice. The bag will provide as many dice as required by the owner of the bag, of whatever side count and face style desired, though coins cannot be made to resemble real money or poker chips. All the dice are perfectly balanced and fair, and made of either plastic or wood.

For 25P.P.E. the spell permanently creates up to 2 dice per level of experience, with the same restrictions as above.

Dress code (level four)

Range: Self

Duration: 15 minutes per level of experience

Saving throw: None

P.P.E.: 12

Perfect for getting into high class joints, the spell temporarily alters the mage's clothing (but not armor) to better fit in with others around him. Even a burlap sack can become a tuxedo or evening gown, though all morphed clothing reverts back to normal once removed from the mage or the spell elapses. Also cleans dirt and grime from the mage, trims his nails and whitens his teeth. Takes one full melee round to fully transform.

Clear head (level four)

Range: Touch

Duration: Instant or 10 minutes per level of experience

Saving throw: Standard

P.P.E.: Eight for curative, 15 for preventative

Instant inebriation eradication! As a cure this spell removes the effects of alcohol from a person's system, returning them instantly to a state of sobriety. As a preventative the spell destroys the alcohol content of any drinks the target ingests, preventing the target from getting drunker than he already is.

Works as a hangover cure too.

Snake eyes (level five)

Range: 100 feet per level of experience

Duration: 5 minutes per level of experience

Saving throw: None

P.P.E.: 13

Grants the caster the ability to see and hear through a pair of six sided dice. The dice will always come to a rest next to each other if thrown. If destroyed, the mage will be blinded (as per blinding flash spell) for one melee round, from the backlash.

Horse whisper (level five)

Range: Touch

Duration: One minute per level of experience

Saving throw: Standard

P.P.E.: 20

The mage can spur a riding animal to greater speeds by whispering a secret phrase into the animal's ear. Oddly, this even works on small vehicles that carry no more than 3 passengers. The mage's ride speeds up by 1d6x10% for the duration of the spell, but within an hour after the spell ends the mage must take a half hour rest stop. If the ride isn't allowed a rest stop, or if the spell is cast a second time within 24 hours the ride will die of exhaustion/break down 5d6 minutes later.

Animals that have had this cast on them become wary of the mage, especially if he had any scissor-like objects in his hand.

Jackpot (level five)

Range: Ten foot radius per level of experience, up to 100 feet away

Duration: One minute per level of experience

Saving throw: Standard

P.P.E.: Nine

Convinces all those in the effect radius who fail to save vs magic that the target of the spell just won. What exactly the target won at depends on what they we're doing at the time, but the general tone will be as if the target just won a huge jackpot. All affected by the spell are compelled to continue congratulating the winner, reduce attacks per melee by one and initiative by -2.

Those unaffected by the spell will know the target didn't really win, and will most likely argue with those that are. The well wishers won't bring an argument to violence, but there's no guarantees those unaffected won't

Coin Shot (level six)

Range: Self, parry for others up to 50 feet away

Duration: Two melees per level of experience

Saving throw: Special

P.P.E.: Seven

Requires a free hand and a sack of coins (or similar objects, poker chips are a favorite). With a flick of the thumb the caster can shoot the coins fast enough to intercept and deflect ranged attacks, without having to think about it. The mage is +2 to parry attacks, can parry attacks

levelled at himself or others within 50 feet, and can parry as many attacks per melee round as he has attacks himself (without actually spending those attacks). Explosives and missiles will detonate prematurely when parried, exploding 1d10x5 feet from the target.

The mage can make an effort to parry more attacks by using his own actions per melee. Going on a full defense like this allows the mage to parry 1 more attack per 3 levels of experience (+1 at 3, 6, 9, 12, and 15) per action spent focusing on defense.

Holy Roller (level eight)

Range: 5 foot radius per level of experience

Duration: Ten minutes per level of experience

Saving throw: Dodge

P.P.E.: 25

The single most prayed to symbol in the entire megaverse doesn't belong to any god or religion, it belongs to the casino; the lowly pair of dice. This magic brings out the holy aura stored in any pair of dice that's had at least a week of use.

Once cast the dice glow with a light (that resembles red velvet according to onlookers) that holds demons, vampires, animated dead, and other supernatural creatures at bay, just like any other holy symbol. One of the dice in the pair can be thrown exactly like the Throwing Dice spell, and will deal 5d6 damage to evil creatures struck by it. Can only damaging strike 1d6 times before the power is used up, ending the spell prematurely.

A pair of dice that has seen a month of use at a large gambling establishment (500+ patrons a day) is considered a major holy symbol, double the spell radius and can strike 3d6 targets before exhausting its power.

Dice from a major casino, especially pre-rifts casinos, will function as holy relics. 5 x the spell radius, double the duration and damage, and will never lose its power from attacking.

Throwing dice (level eight)

Range: 50 feet + 5 feet per level of experience to first target, 10 feet per level of experience between targets

Damage: 1D6 per level of experience

Duration: One melee round per level of experience

Saving throw: Dodge, at -2 if bounced off another object first

P.P.E.: Seven for S.D.C., 16 for M.D.C.

Grants the caster the ability to flick coins, dice, and other small objects with incredible speed and precision, and even ricochet of one target to hit another. The caster can hit a number of targets equal to his level, and must distribute the damage dice amongst them (can choose to do 0 damage to some targets). Targets can be any solid object.

Golden Gun (level nine)

Range: 500 feet

Duration: 5 shots per level of experience, one hour max

Damage: 2d6 + 1d6 per level of experience

Saving throw: Dodge

Bonus: +2 to strike

P.P.E.: 50

Requires a full melee round to create, during which the mage assembles random small objects together into a magic pistol. The assembled gun can be used by the caster or given to another, and fires bolts of magic force. Objects used to create the pistol take a golden shine for the duration of the spell, and revert back to normal unharmed when the spell ends.