



THE CUBOMANCER

Hidden in the chaos of chance lie the secrets of infinite possibilities. The works of fate and fortune, the legends of dice and destiny, the lore of matrices and magic—such mysteries call to those with the daring and the cunning to rise above the ordinary folk to grasp true power. Such is the path of the cubomancer. These clever magic-users study, create, and manipulate esoteric probabilities, drawing on mathematical arts to work wonders beyond the control of mere mortals. Cubomancers prove a crafty and formidable lot, capable of altering their luck, influencing their surroundings, and shaping the world to their every whim.

Role: While some cubomancers might create matrices to prepare themselves for any situation, others may choose to focus their matrices that make them exceptionally adept at a certain aspect. Yet no matter their specialty, all cubomancers are masters of the improbable and can manipulate magic to create a huge array of random, yet favorable, outcomes.

Alignment: Cubomancers revel in possibilities and have a hard time adhering to lawful paradigms.

Hit Die: d6

Starting Wealth: 2d6 × 10 gp (average 70 gp.) In addition, each character begins play with an outfit worth 10 gp or less.

CLASS SKILLS

The cubomancer's class skills are Appraise (Int), Craft (Int), Fly (Dex), Knowledge (all) (Int), Linguistics (Int), Profession (Wis), and Spellcraft (Int).

Skill Ranks per Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the cubomancer.

Weapon and Armor Proficiency: Cubomancers are proficient with all simple weapons. They are not proficient with any type of armor or shield. Armor interferes with a cubomancer's matrix casting, which can cause the cubomancer's spells to fail (see Arcane Spells and Armor).

Bonus Languages: A cubomancer may substitute Icosian for one of the bonus languages available to the character because of his race.

Polyhedral Matrices: Cubomancers form a probable list of spells into small, multisided matrices that appear to be irregularly shaped dice formed out of multi-colored clay

inscribed with arcane runes and sigils. Each matrix (that range from chaos coin <d2> to dodecahedral matrix <12>) can hold one spell of a specific level per side. As the cubomancer gains levels, he learns how to create more complex and powerful matrices.

At each level, the cubomancer obtains knowledge of how to craft several new matrices. Once assembled for the first time, these matrices never change and must be assembled in the same way each time (although they can be remade during "Recalculations," once every 5 levels). Each matrix consists of a list of spells of a certain level for each slot in the matrix. Spells can be chosen from any class list, though those not of the wizard/sorcerer spell list take a spell slot of one level higher. Each slot must be filled with a different spell (no repeats within the same matrix). In addition, spells chosen must be able to be cast as a standard action. Full-round and swift-action spells cannot be put into a matrix. Furthermore, to add a spell to any matrix, the cubomancer must have an Intelligence score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a cubomancer's spell is 10 + the spell level + the cubomancer's Intelligence modifier. "Throwing matrices" refers to the method of which cubomancers cast spells. The cubomancer selects one or more matrices whose total number of sides are equal to or less than her class level (or 4 whichever is higher) from her current pool of assembled matrices. Then, they are all thrown at once, reflected in rolling each die that represents each matrix. The number rolled for each matrix corresponds to the spell that goes off as if cast directly by the cubomancer. Several randomly chosen spells may go off at the same time. If the cubomancer casts only one matrix in a round, he may do so as a standard action. If he uses more than one matrix, or uses the lucky stone with any matrix, it takes a full-round action. Hand movements are important during casting, and can be considered somatic components (verbal and material components are used during the assembly of each matrix). There is no point in throwing the matrix at any particular square or location, as their effect always originates from the caster, and they tend to hover on the edge of the cubomancer's square for a split second before being consumed in a puff of ash, a sprinkle of dust, or a flash of light. Matrices can be reassembled after 8 hours of sleep and spending 1 hour assembling new matrices.

TABLE 1-A: THE CUBOMANCER

Level	BAB	Fort Save	Ref Save	Will Save	Special	d2	d4	d6	d8	d10	d12
1st	+0	+0	+0	+2	Craft Arcane Die, Lucky Stone	2	2	–	–	–	–
2nd	+1	+0	+0	+3		2	5	–	–	–	–
3rd	+1	+1	+1	+3		2	7	–	–	–	–
4th	+2	+1	+1	+4		2	10	–	–	–	–
5th	+2	+1	+1	+4	Recalculations	4	10	2	–	–	–
6th	+3	+2	+2	+5		4	10	5	–	–	–
7th	+3	+2	+2	+5		4	10	7	–	–	–
8th	+4	+2	+2	+6		4	10	10	–	–	–
9th	+4	+3	+3	+6		4	10	10	2	–	–
10th	+5	+3	+3	+7	Recalculations, 2nd Lucky Stone	6	10	10	5	–	–
11th	+5	+3	+3	+7		6	10	10	7	–	–
12th	+6/+1	+4	+4	+8		6	10	10	10	–	–
13th	+6/+1	+4	+4	+8		6	10	10	10	2	–
14th	+7/+2	+4	+4	+9		6	10	10	10	5	–
15th	+7/+2	+5	+5	+9	Recalculations	8	10	10	10	7	–
16th	+8/+3	+5	+5	+10		8	10	10	10	10	–
17th	+8/+3	+5	+5	+10		8	10	10	10	10	2
18th	+9/+4	+6	+6	+11		8	10	10	10	10	5
19th	+9/+4	+6	+6	+11		8	10	10	10	10	7
20th	+10/+5	+6	+6	+12	Recalculations, 3rd Lucky Stone	10	10	10	10	10	10

Chaos Coins <d2>: A chaos coin is a coin-shaped matrix with two sides: 0th-level spell (1) and 1st-level spell (2). A cubomancer gets 2 chaos coins at level 1, and 2 more every 5 levels.

Craft Arcane Die: At 1st level, a cubomancer gains Craft Arcane Die as a bonus feat.

Lucky Stone <d20> (Su): A cubomancer can create a lucky stone for free at level 1, and every 10 levels after that (10, 20, etc.). The lucky stone is an icosahedron-shaped gem with arcane symbols engraved into it. When the cubomancer makes the stone, he rolls a 1d6 on Table 2-B to see what kind of check the stone can help with. The stone lets the cubomancer reroll any d20 roll for that check, but must keep the new result. The cubomancer must have the stone with him to use this power. The power works only once per round. The power does not change, though can be re-rolled during “recalculations” every 5 levels.

If the cubomancer uses the lucky stone with other matrices, it is rolled as a d20. The stone’s main power stops until the cubomancer’s next turn. The cubomancer can reroll any matrix that rolls the same as the stone, and pick the most favorable result. If the stone rolls a natural 20, the cubomancer can pick any spell from any one matrix rolled in that same turn to take effect, ignoring the result that was rolled for that matrix. The stone magically returns to its owner’s hand after being cast in this way at the end of the cubomancer’s turn.

If a lucky stone is lost or destroyed, it can be replaced after 1 week in a special 8-hour ritual that costs 200 gp in materials.

Recalculations: At 5th level, and every 5 levels thereafter, the cubomancer can unmake (at the cubomancer’s choice) up to all of his polyhedral matrices and remake them using entirely new spells. The cubomancer may also re-roll the power of the lucky stone (or stones if he has more than one). This process takes 24 hours of uninterrupted study.

Table 1-B: Lucky Stone Influence

Roll	Check
1	Will Save
2	Fortitude Save
3	Reflex Save
4	Skill check
5	Attack roll (to hit)
6	Damage roll (one die)

Tetrahedral Matrix <d4>: This matrix represents as follows:

Roll	Spell Level
1	0
2-3	1
4	2

Cubic Matrix <d6>: This matrix represents as follows:

Roll	Spell Level
1	1
2-5	2
6	3

Octahedral Matrix <d8>: This matrix represents as follows:

Roll	Spell Level
1-2	3
3-6	4
7-8	5

Decahedral Matrix <d10>: This matrix represents as follows:

Roll	Spell Level
1-2	5
3-7	6
8-9	7

Dodecahedral Matrix <d12>: This matrix is as follows:

Roll	Spell Level
1-3	7
4-9	8
10-12	9

Note: The appendix of this tome has pages to keep track of and create matrices.

CUBOMANCER ARCHETYPES

When a character selects a class, he must choose to use the standard class features found or those listed in one of the archetypes presented here. Each alternate class feature replaces a specific class feature from its parent class. When an archetype includes multiple class features, a character must take all of them – often blocking the character from ever gaining certain familiar class features, but replacing them with equally powerful options. All of the other class features found in the core class and not mentioned among the alternate class features remain unchanged and are acquired normally when the character reaches the appropriate level (unless noted otherwise). A character who takes an alternate class feature does not count as having the class feature that was replaced when meeting any requirements or prerequisites.

A character can take more than one archetype and garner additional alternate class features, but none of the alternate class features can replace or alter the same class feature from the core class as another alternate class feature.

Presented below are several cubomancer archetypes and alternate class features to help you in building your character.

Chanceweaver

Chanceweavers are cubomancers who have learned to manipulate the fabric of probability itself, weaving strands of luck into intricate patterns that bend reality to their will.

CLASS SKILLS

A chanceweaver adds Sleight of Hand and Use Magic Device to their list of class skills. This replaces Knowledge (all) as class skills.

CLASS FEATURES

The following are class features of the chanceweaver.

Probability Weave (Su): At 1st level, a chanceweaver gains the ability to manipulate probability. As a swift action, they can reroll any one d20 roll they just made. They must take the result of the reroll, even if it's worse than the original roll. The chanceweaver can use this ability a number of times per day equal to 3 + their Intelligence modifier.

This ability replaces the Lucky Stone class feature.

Woven Matrices (Su): At 5th level, when a chanceweaver assembles their matrices, they can choose to weave two matrices of the same type together. When thrown together in this way, the chanceweaver may choose which one of the two resulting spells is cast from the matrices, though both are consumed in the casting. The chanceweaver can

create a number of woven matrices equal to their Intelligence modifier (minimum 1) per day.

This ability replaces the Recalculations class feature.

Reality Unraveler (Su): At 10th level, the chanceweaver gains the ability to temporarily unravel the fabric of reality. Once per day, as a full-round action, they can cast any spell from any of their matrices without rolling, regardless of the matrix type or spell level. Using this ability consumes the matrix, which cannot be used again until the next time the chanceweaver prepares their matrices.

This ability replaces the 2nd Lucky Stone gained at 10th level.

Chaos Gambler

Chaos Gamblers revel in the unpredictable nature of their magic, pushing the boundaries of chance and embracing the wild fluctuations of probability to devastating effect.

CLASS SKILLS

A Chaos Gambler adds Bluff and Intimidate to their list of class skills. This replaces Appraise and Profession as class skills.

CLASS FEATURES

The following are class features of the Chaos Gambler.

Chaotic Surge (Su): At 1st level, a Chaos Gambler can infuse their spells with chaotic energy. When casting a spell from a matrix, they can choose to apply a Chaotic Surge. Roll 1d6 and consult the following table:

1. The spell fails and the matrix is consumed
2. The spell's effect is halved (duration, damage, etc.)
3. The spell functions normally
4. The spell's numeric effects are maximized
5. The spell affects an additional target within range
6. The spell is cast twice, targeting the same or different targets

The Chaos Gambler can use this ability a number of times per day equal to 3 + their Intelligence modifier.

This ability replaces the Craft Arcane Die feat.

Gambler's Matrix (Su): At 5th level, the Chaos Gambler can create a special Gambler's Matrix once per day. This matrix is a d20 that can hold spells of any level the Chaos Gambler can cast. When thrown, roll a d20:

- On a 1, the matrix explodes, dealing 1d6 force damage per spell level contained to the Chaos Gambler (no save).
- On a 20, the Chaos Gambler can choose any spell from the matrix to cast.

- On any other result, a random spell from the matrix is cast.

This ability modifies the Polyhedral Matrices class feature but does not replace any matrices.

Double or Nothing (Su): At 10th level, once per day, the Chaos Gambler can choose to reroll all dice for a spell's effect (damage dice, duration, etc.). However, they must accept the new result, even if it's worse. If the new result is higher than the original, the spell's save DC (if any) increases by 2.

This ability replaces the Recalculations class feature.

Master of Chaos (Su): At 15th level, the Chaos Gambler gains limited control over their Chaotic Surge ability. When using Chaotic Surge, they roll 2d6 and choose which result to apply. Additionally, they can use Chaotic Surge one additional time per day for every 3 cubomancer levels beyond 15th.

This ability modifies the Chaotic Surge class feature.

Fractal Sage

Fractal Sages delve deep into the mathematical patterns underlying reality, using their understanding of complex geometries to enhance their magical abilities.

CLASS SKILLS

A Fractal Sage adds Knowledge (engineering) and Knowledge (planes) to their list of class skills. This replaces Fly and Linguistics as class skills.

CLASS FEATURES

The following are class features of the Fractal Sage.

Fractal Insight (Ex): At 1st level, a Fractal Sage gains a bonus equal to half their cubomancer level (minimum 1) on all Knowledge checks. Additionally, they can make Knowledge checks untrained.

This ability replaces the Craft Arcane Die feat.

Geometric Matrices (Su): At 2nd level, when creating matrices, a Fractal Sage can choose to infuse them with geometric power. These geometric matrices have one additional side, increasing their potential spell options. This applies to all matrix types except for Chaos Coins.

This ability modifies the Polyhedral Matrices class feature.

Multidimensional Casting (Su): At 6th level, when casting spells from geometric matrices, the Fractal Sage can choose to have the spell affect an additional target or increase its area of effect by 50%. This does not change the spell level or matrix type required to cast the spell. The Fractal Sage can use this ability a number of times per day equal to their Intelligence modifier (minimum 1).

This ability is in addition to the Fractal Sage's normal class features and does not replace any existing abilities.

Fractal Mastery (Su): At 10th level, once per day when assembling matrices, the Fractal Sage can create a Fractal Matrix. This special matrix combines the properties of two different matrix types that he is able to create (for example, a d4 and a d6). When thrown, the Fractal Sage rolls both die types and can choose which result to use. The Fractal Matrix can hold spells up to the highest level allowed by either matrix type.

This ability replaces the Recalculations class feature.

Probability Thief

Probability Thieves are cunning cubomancers who have learned to steal luck from others, manipulating fate to their advantage.

CLASS SKILLS

A Probability Thief adds Disable Device and Stealth to their list of class skills. This replaces Appraise and Profession as class skills.

CLASS FEATURES

The following are class features of the Probability Thief.

Luck Siphon (Su): At 1st level, a Probability Thief can steal luck from others. As a standard action, they can target a creature within 30 feet. The target must make a Will save (DC 10 + half the Probability Thief's level + their Intelligence modifier) or suffer a -2 penalty on all d20 rolls for 1 minute. The Probability Thief gains a +2 luck bonus on all d20 rolls for the same duration. This ability can be used a number of times per day equal to 3 + the Probability Thief's Intelligence modifier.

This ability replaces the Lucky Stone class feature.

Fortune's Favor (Ex): At 5th level, whenever the Probability Thief rolls a natural 20 on a d20 roll, they regain one use of their Luck Siphon ability. If they're at their maximum number of uses, they instead gain a +2 luck bonus on their next d20 roll.

This ability replaces the Recalculations class feature.

Twist of Fate (Su): At 10th level, once per day, when the Probability Thief or an ally within 30 feet would be reduced to 0 or fewer hit points, they can use an immediate action to negate the damage and instead heal for an amount equal to their cubomancer level. This consumes all remaining uses of their Luck Siphon ability for the day.

This ability replaces the 2nd Lucky Stone gained at 10th level.

CUBOMANCER FEATS

The following feats are available to a cubomancer character who meets the prerequisites.

CRAFT ARCANIE DIE (ITEM CREATION)

You can create one-time use arcane matrices in the form of multi-sided dice.

Prerequisite: Cubomancer level 1st.

Benefit: You can create an Arcane Die of any spell that you know, using the same rules and format as Polyhedral Matrixes. Crafting an Arcane Die takes 2 hours if its base price is 250 gp or less, otherwise crafting an arcane matrix takes 1 day for each 1,000 gp in its base price. To craft an Arcane Die, you must use up raw materials costing half of this base price.

EXPANDED MATRIX

Prerequisites:

Cubomancer level 5th

Benefit: Choose one type of matrix you can create. That matrix type can now hold one additional spell. For example, a d4 matrix could hold four spells instead of three. This spell must go in the middle of the matrix (and thus be of equal level to those above and below it).

LUCKY RECHARGE

Prerequisites:

Cubomancer level 4th, Lucky Stone class feature

Benefit: Once per day, you can recharge your Lucky Stone as a full-round action. This allows you to use its ability again if you've already used it that day.

LUCKY STONE EXPERT

Prerequisite: Cubomancer, character level 9th

Benefit: You can have two different lucky stones with two different powers (roll again if same power as previous stone is rolled). However, only one stone can be used per round.

MATRIX RESONANCE

Prerequisites: Cubomancer level 5th, Intelligence 15+

Benefit: When you throw multiple matrices in a single turn, you can choose to have them resonate with each other. Roll all the matrices as normal, but before resolving any of the spells, you may swap the results of any two matrices. You can do this a number of times per day equal to your Intelligence modifier (minimum 1).

For example, if you throw a d4 and roll a 2, and a d6 and roll a 5, you could swap these results so that the d4 shows 5 and the d6 shows 2 before determining which spells are cast.

Special: If you use this feat with a Lucky Stone, you must decide whether to use the Lucky Stone's ability before or after swapping matrix results, but not both.



MATRIX SAVANT

Prerequisite:

Cubomancer, character level 11th

Benefit: Choose one type of matrix (d4, d6, d8 etc.). The spells cast from that type of matrix are treated as if they were cast with a caster level 2 levels higher than your actual cubomancer level.

MATRIX SPECIALIST

Prerequisite:

Cubomancer, character level 7th

Benefit: Choose one type of matrix (d2, d4, d6, etc.). You gain a +1 bonus on all caster level checks and saving throw DCs for spells cast from that type of matrix.

MATRIX STABILIZATION

Prerequisites: Cubomancer level 3rd

Benefit: Once per day, when rolling a matrix, you may treat any roll of 1 as if you had rolled a 2 instead.

PROBABILITY PIVOT

Prerequisites: Cubomancer level 7th

Benefit: Once per day, after rolling a matrix but before resolving the spell, you can flip the result to its opposite side. For example, a 1 on a d6 becomes a 6, a 2 becomes a 5, and so on.

CUBOMANCER MAGIC

In the vast and diverse multiverse of your campaign world, cubomancer magic items represent a unique blend of chaos, probability, and arcane power. Born from the enigmatic Icosian race, these items, like the Arcane Die, embody the unpredictable nature of their creators.

ARCANE DIE

Aura strong (no school); **CL** Varies
Slot none; **Price** Varies; **Weight** —

DESCRIPTION

An Arcane Die is a small, stable, polyhedral matrix that appears to be an irregularly shaped die formed out of multi-colored clay inscribed with arcane runes and sigils. Each face of the die corresponds to a different spell, with the spell effect and level determined by the number rolled on that face. The randomness of the die reflects the inherent unpredictability of the Cubomancer's magic. When the die is used, the spell corresponding to the number rolled is cast.

Crafting an Arcane Die takes 2 hours if its base price is 250 gp or less, otherwise crafting an Arcane Die takes 1 day for each 1,000 gp in its base price. To craft an Arcane Die, you must use up raw materials costing half of this base price.

The price of an Arcane Die is equal to the level of the highest spell \times the creator's caster level \times 25 gp. If the die has a material component cost, it is added to the base price and cost to create.

Decipher the Writing: The writing on an Arcane Die must be deciphered before a character can use it or know exactly what spells it contains. This requires a *read magic* spell or a successful Spellcraft check (DC 20 + spell level). Deciphering an Arcane Die is a full-round action.

Activate the Spell: Activating an Arcane Die requires throwing the die and reading the result (mentally). The character must be able to see and read the writing on the die when it lands. Activating an Arcane Die spell requires no material components or focus. Activating an Arcane Die spell is subject to disruption just as casting a normally prepared spell would be. Using an Arcane Die is like casting a spell for purposes of arcane spell failure chance.

Determine Effect: A spell successfully activated from an Arcane Die works exactly like a spell prepared and cast from a polyhedral matrix. Assume the Arcane Die spell's caster level is always the minimum level required to cast the spell for the character who crafted the die, unless the crafter specifically desired otherwise.

The activated die disappears as the spell is cast, regardless of which spell went off.



RING OF THE ROLLS

Aura Moderate divination; **CL** 7th
Slot: Ring; **Price:** 12,000 gp; **Weight:** —

DESCRIPTION

This elegant gold ring is etched with symbols of chance. At its center lies a clear fire-orange crystal cut into the shape of an icosahedron, each facet glowing intermittently with a soft golden light.

Once per day, the wearer can activate the ring to reroll any one d20 roll that they have just made but must take the second result, even if it's worse. Additionally, three times per day, the wearer can declare the use of the ring before making a d20 roll to gain a +1 luck bonus on the roll.

Construction Requirements: Forge Ring, divination spells, creator must have at least 5 ranks in the Luck domain, be a cubomancer, or be an icosian; **Cost** 6,000 gp



CUBOMANCER POLYHEDRAL MATRICES (D2-D8)

CHAOS COINS (D2) TOTAL: _____

Roll	Lvl	Spell Name
1	0	
2	1	

Roll	Lvl	Spell Name
1	0	
2	1	

Roll	Lvl	Spell Name
1	0	
2	1	

Roll	Lvl	Spell Name
1	0	
2	1	

Roll	Lvl	Spell Name
1	0	
2	1	

TETRAHEDRAL MATRICES (D4) TOTAL: _____

Roll	Lvl	Spell Name
1	0	
2	1	
3	1	
4	2	

Roll	Lvl	Spell Name
1	0	
2	1	
3	1	
4	2	

Roll	Lvl	Spell Name
1	0	
2	1	
3	1	
4	2	

Roll	Lvl	Spell Name
1	0	
2	1	
3	1	
4	2	

Roll	Lvl	Spell Name
1	0	
2	1	
3	1	
4	2	

CUBIC MATRICES (D6) TOTAL: _____

Roll	Lvl	Spell Name
1	1	
2	2	
3	2	
4	2	
5	2	
6	3	

Roll	Lvl	Spell Name
1	1	
2	2	
3	2	
4	2	
5	2	
6	3	

Roll	Lvl	Spell Name
1	1	
2	2	
3	2	
4	2	
5	2	
6	3	

Roll	Lvl	Spell Name
1	1	
2	2	
3	2	
4	2	
5	2	
6	3	

Roll	Lvl	Spell Name
1	1	
2	2	
3	2	
4	2	
5	2	
6	3	

OCTAHEDRAL MATRICES (D8) TOTAL: _____

Roll	Lvl	Spell Name
1	3	
2	3	
3	4	
4	4	
5	4	
6	4	
7	5	
8	5	

Roll	Lvl	Spell Name
1	3	
2	3	
3	4	
4	4	
5	4	
6	4	
7	5	
8	5	

Roll	Lvl	Spell Name
1	3	
2	3	
3	4	
4	4	
5	4	
6	4	
7	5	
8	5	

Roll	Lvl	Spell Name
1	3	
2	3	
3	4	
4	4	
5	4	
6	4	
7	5	
8	5	

Roll	Lvl	Spell Name
1	3	
2	3	
3	4	
4	4	
5	4	
6	4	
7	5	
8	5	

CUBOMANCER POLYHEDRAL MATRICES (D10-D12)

DECAHEDRAL MATRICES (D10) Total: _____

Roll	Lvl	Spell Name
1	5	
2	5	
3	6	
4	6	
5	6	
6	6	
7	6	
8	6	
9	7	
10	7	

Roll	Lvl	Spell Name
1	5	
2	5	
3	6	
4	6	
5	6	
6	6	
7	6	
8	6	
9	7	
10	7	

Roll	Lvl	Spell Name
1	5	
2	5	
3	6	
4	6	
5	6	
6	6	
7	6	
8	6	
9	7	
10	7	

Roll	Lvl	Spell Name
1	5	
2	5	
3	6	
4	6	
5	6	
6	6	
7	6	
8	6	
9	7	
10	7	

Roll	Lvl	Spell Name
1	5	
2	5	
3	6	
4	6	
5	6	
6	6	
7	6	
8	6	
9	7	
10	7	

DODECAHEDRAL MATRICES (D12) Total: _____

Roll	Lvl	Spell Name
1	7	
2	7	
3	7	
4	8	
5	8	
6	8	
7	8	
8	8	
9	8	
10	9	
11	9	
12	9	

Roll	Lvl	Spell Name
1	7	
2	7	
3	7	
4	8	
5	8	
6	8	
7	8	
8	8	
9	8	
10	9	
11	9	
12	9	

Roll	Lvl	Spell Name
1	7	
2	7	
3	7	
4	8	
5	8	
6	8	
7	8	
8	8	
9	8	
10	9	
11	9	
12	9	

Roll	Lvl	Spell Name
1	7	
2	7	
3	7	
4	8	
5	8	
6	8	
7	8	
8	8	
9	8	
10	9	
11	9	
12	9	

Roll	Lvl	Spell Name
1	7	
2	7	
3	7	
4	8	
5	8	
6	8	
7	8	
8	8	
9	8	
10	9	
11	9	
12	9	

Note (for true dice goblins): Each matrix can be represented by its own unique dice. In addition to being a splendid strategy to keep track of which matrix is which, it can be considered a great way to get into character!