

DUNGEON FANTASY MAGIC

MAGIC BASICS

This is a summary of the magic rules from *GURPS Magic*. For detailed rules, see there.

THE MAGERY ADVANTAGE

The *Magery* advantage makes you a mage. You are able to cast spells and sense magic items. It functions as a talent, but unlike a normal talent, it is available as *Magery 0*.

SENSING MAGIC

The GM makes a Sense roll (p. B358) when you first *see* a magic item, and again when you first *touch* it. A roll of 3 or 4 also tells you whether the magic is helpful or dangerous, and how strong it is.

Add your *Magery* level to your Perception.

LEARNING SPELLS

Every spell is a separate skill, learned just like any other skill. They are either IQ/Hard or IQ/Very Hard skills. You must also fulfil the required prerequisites.

To learn a spell, add **IQ + Magery** level.

CASTING SPELLS

To cast a spell, roll against your skill level for the spell you wish to cast. You must usually perform a ritual that involves gestures and speech. If you can't perform the ritual, you can't cast the spell (e.g. if you are required to speak, but you can't, you cannot cast the spell).

The higher your skill with a spell, the easier it is to cast. See the following table for ritual requirements and benefits of high skill level:

Skill Level	Ritual	Time	Cost
9 or less	Elaborate ritual with Doubled hands, feet and speaking words of power.	As listed	As listed
10-14	Speak a few quiet words and make a gesture.	As listed	As listed
15-19	Speak a word or two or make a small gesture.	Reduced by 1	Reduced by 1
20-24	None. Minimum casting time 1 second.	Halved by 2	Reduced by 2
25-29	None. Minimum casting time 1 second.	Divided by 4	Reduced by 3
30 or more	As above. For every five levels beyond 25 (30, 35, etc.) halve casting time again and reduce energy by one more point.		

Energy Cost

Casting spells costs energy. This cost can be reduced, depending on your skill level with that spell. Never reduce the cost of a *Blocking Spell*.

Cost is normally payed with **Fatigue Points (FP)**.

You may also expend life energy in the form of **Hit Points (HP)**. This damage can't be healed with other spells. You may „burn“ HP until you fall unconscious. If a failed HT roll indicates that you have died, you just fall unconscious.

Maintaining Spells

Some spells can be maintained. Cost to maintain is mentioned in the spell description. Energy cost reduction for high skill also applies to the cost to maintain a spell.

You can maintain a spell as long as you can provide the required energy.

Casting Spells while maintaining other Spells

Though you can only cast one spell at a time, you can cast new spells before older ones end with the following modifiers:

- 3 per spell you are *concentrating* on at the moment.
- 1 per other spell you have „on“ at the moment.

SPELL CLASSES

Regular Spells

Affects only one subject. Cost to cast is $1 + SM$. Skill penalty equal to distance in meter if you can't touch subject.

Area Spells

Cost to cast is base cost multiplied by radius. Skill penalty as for regular spells (nearest edge of area).

Melee

Cast the spell and make a melee attack on the *next* turn. You can hold the spell. It remains charged.

Missile Spells

Cast the spell and make a missile attack (*Innate Attack* skill) on the *next* turn. You can hold the spell or enlarge it.

Blocking Spells

Magical defense. No casting time. Only one blocking spell per turn. Interrupts concentration for other spells. Doesn't work against critical hits.

Information Spells

Cast with long range modifier: 200m 0, 800m -1, 1 mile -2, 3 miles -3, 10 miles -4 and so on.

Resisted Spells

Any type of spell that can be resisted by subject.

ADDITIONAL SPELLS

The following spells come from *GURPS Religion* and *Thaumatology*.

CLERICAL SPELLS

These Spells can only be worked by characters with Power Investiture. They are available to clerics of all faiths.

Consecrate

The Enchantment spell for clerics. In its simplest form it purifies a given object (e.g. to make holy water), cleansing it with the deity's power. In combination with complex ritual preparations it allows the creation of Sacred Vessels, Holy Objects, and Objects of Power. Most religions will teach this spell to all invested clerics.

The spell may only be cast in areas of Very High Sanctity, though all costs will be computed as if it were cast in a place of Normal Sanctity, and the cleric will regain fatigue spent on this spell at normal rates.

Duration: All sacred objects are permanent until destroyed. Use of the Desecrate spell may render them temporarily unusable.

Cost: The simplest form of this spell (and the one used in the creation of Sacred Vessels) costs 10 points. For the making of Holy Objects the cost will vary with the effect desired.

Prerequisite: Power Investiture 1

This may be cast as an area spell to raise the sanctity of a given area or restore lost Sanctity after a desecration. Each casting raises the area's Sanctity by one level, to a possible maximum of High Sanctity - unless the area was previously of Very High Sanctity, in which case it may be once again be raised to that level. To create an area of Very High Sanctity, a successful request for Divine Intervention must be performed in tandem with the Consecrate spell.

Duration: Permanent as long as the deity remains active.

Cost: 10 for a single item; 100 per hex for an area.

Time to cast: This spell is always done as a ceremony. Minimum casting time is 5 minutes for a single item, or 1 hour per hex for an area.

Prerequisite: Power Investiture 4

Desecrate

Desecrates a consecrated object, rendering it impure and unclean. *None* of its magical effects will work until it has been repurified with the Consecrate spell. There is a 10% chance that a desecration will destroy the object. Objects of Power may never be desecrated.

May be cast as an area spell, to lessen the Sanctity rating of a given locale. Each casting reduces the area's Sanctity by one level, to a possible minimum of No Sanctity.

Duration: Lasts until repurification is done.

Cost: 10 for single item; 100 per hex for an area

Time to cast: 1 minute for a single item, or 30 minutes per hex for an area.

Prerequisite: Power Investiture 3

Excommunicate

Excommunicates a single follower of a religion (see *Excommunication*, p. 117 *GURPS Religion*). This spell confers the Excommunicated disadvantage on the recipient and as such is never "rolled." If the deity deems the Excommunication just, then it occurs. Otherwise it does not. The cleric receives a clear sign of the outcome, and if successful, will brand the individual in some way that will be evident to all followers of the religion.

Revocation of an excommunication can be done only with a successful request for Divine Intervention.

Duration: Permanent, until revoked by another cleric of the same religion.

Cost: 15.

Time to cast: Minimum 10 minutes. This spell is always done as a ceremony.

Prerequisite: Power Investiture 2, but can only be performed on a subject with a lower Power Investiture.

ETHICAL SPELLS

Ethical categories of traditional Dungeon Fantasy are: Good, Evil, Law (Order) and Chaos. There are different spells for each of the four categories, except *Sense Ethical Category*.

Ethical Spells are only available to Clerics. He can learn every variation of the spells, even if his faith is of that category (he can seek out or protect himself from it).

Sense Ethical Category

Information; Area

Functions like *Sense Foes* (p. M44), but detects the ethical category, not hostile intent toward the caster. Thus, it might work on inanimate objects as well as on thinking beings if items can be notably "good," "chaotic," or whatever.

Critical success provides insight into the source of the ethical alignment: divine/demonic contact, possession, inborn nature, free choice, etc. As the basic "ethical spell," this shouldn't usually have other spells as prerequisites.

Base Cost: 1 (minimum 2).

Prerequisite: Power Investiture 1.

Seek (Ethical Category)

Information

Works like *Seek Magic* (p. M102), but finds strong manifestations of an ethical category, not magic.

Cost: 6.

Time to Cast: 10 seconds.

Prerequisite: Power Investiture 1.

Protection from (Ethical Category)

Regular

This spell acts much like Armor (p. M167) and Magic Resistance (p. M123), but only against spells or physical attacks from entities with a specific ethical alignment, or from individuals under their complete mental control. The GM decides whether indirect attacks count as coming from the being that instigated them. Every energy point put into the spell (up to 5) grants +1 DR and +2 Magic Resistance. This spell can only be cast on a willing subject.

Duration: 1 minute.

Cost: 1 to 5 to cast. Half that to maintain.

Prerequisite: Power Investiture 2.

Repel (Ethical Category)

Regular

This spell works much like Repel (p. M147), but only against beings of the specified ethical alignment.

This is a **Protection and Warning Spell**.

Duration: 1 minute.

Cost: 1 per 3 ST worth of “repulsion.”

Time to Cast: 3 seconds.

Prerequisite: Power Investiture 2.

Exclude (Ethical Category)

Special; Resists attempts to cross it

Works like Pentagram (p. M124), but only bars creatures of the specified ethical category. The caster must trace a simple “circle of protection” using a fingertip, staff, weapon point, etc., but this doesn’t have to be drawn, and can’t be physically cut or erased. Excluded entities trying to force their way in use $(ST+IQ)/4$, not $(ST+IQ)/2$. The GM may rule that Exclude keeps out normal mortals who have a strong commitment to the ethical alignment – although these might have a better chance to cross its borders.

This is a **Meta Spell**.

Duration: Permanent unless broken.

Cost: 1/2 per square foot protected (minimum 5).

Time to Cast: 1/2 second per square foot (round up, minimum 1 second). High skill can reduce casting time.

Prerequisite: Power Investiture 3.

Loyalty of (Ethical Category)

Regular; Resisted by Will

This spell works like Loyalty (p. M136), but only against beings of the specified ethical alignment.

Duration: 1 hour.

Cost: 2 to cast, 1 to maintain. Don’t double cost if the subject doesn’t know the caster, but quadruple it if the subject is a foe of the caster.

Time to Cast: 2 seconds.

Prerequisite: Power Investiture 3.

RAW MAGIC

Detect Raw Magic

Information

Tells the caster the direction and approximate distance of the nearest Raw Magic. The caster can exclude known quantities if he wishes. Likewise, he can opt to ignore any and all Raw Magic stored in intangible form within an individual.

This is a **Knowledge** spell and a **Meta-Spell**.

Cost: 3.

Time to Cast: 15 seconds.

Prerequisite: Detect Magic.

Analyze Raw Magic

Area; Information

Determines the quantity and nature of all Raw Magic – including its flavor, if Raw Magic has such variations – within the area of effect. It can also tell what form(s) the Raw Magic takes. Thus, it’s useful when sorting Raw Magic from mundane materials.

This is a **Knowledge** spell and a **Meta-Spell**.

Base Cost: 3.

Time to Cast: 5 seconds.

Prerequisite: Detect Raw Magic.

Process Raw Magic

Regular

Works on any Raw Magic except that held in intangible form by someone other than the caster. If the caster has the Raw Magic Store advantage, then a casting can render the Raw Magic intangible and attach it to him, up to his normal limit. This spell can also perform minor transformations on Raw Magic in material form to make it more transportable: loosen it from any mundane materials to which it’s attached, cause it to flow into a container if it’s a liquid or a gas, etc.

This is a **Meta-Spell**.

Cost: 1 per 5 points of Raw Magic to be manipulated (round up).

Prerequisite: Detect Raw Magic.

POISONS

The effects and symptoms of poisons – including alcohol – can be halted with two new spells (which replace Neutralize Poison and Instant Neutralize Poison; GURPS Magic, p. 92): Block Poison and Stop Poison. Some poisons (such as alcohol and many organic toxins) can be eliminated by the body's natural processes over time, while others (such as heavy metals) may be all but impossible to expel.

Resist Poison is replaced with Resist New Poison, and only grants immunity to new poisons.

Block Poison

Regular

Blocks the action of a single poison already affecting the subject. The caster must know which poison he's trying to block, but this can be "the poison on this arrow" or "this snake's venom."

Duration: 1 day.

Cost: 4.

Time to cast: 10 seconds. One try per day.

Prerequisites: Either Magery 1 and Test Food, or Halt Disease (see above).

Item

The same as for Neutralize Poison, but half energy cost.

Stop Poison

Regular

As Block Poison, but a longer duration.

Duration: 1 week.

Cost: 6, plus 2 per additional week of duration.

Time to cast: 1 minute. One try per day.

Prerequisites: Magery 2 and Block Poison.

Item

As Neutralize Poison.

MAGICAL SCHOOL STYLES

These Styles are applicable for Wizards that got their education in an academy. The benefits of these styles are the Perks that can only be learned in the context of a style.

Magical School Styles are taught like classes in magical academies. Primary classes for junior students are Carnal, Defensive, Elemental and Movement Magic, Illusions and Information. Advanced classes for senior students are Mental and Planar Magic, Creation, and Magical Theory.

The classes work as follows:

Required Skills and Spells: These are the basics taught in the class.

Spells: All spells that can be taught in the class.

Secret Spells: These spells are only taught to advanced students that have learned many of the normal classes spells.

Perks: The perks are taught along with the spells in the class.

CARNAL MAGIC

7 points

Style Prerequisite: Magery 1 (*not One College Only*).

Carnal Magic tends to be underestimated by beginning students, because it's less glamorous than Illusions or Elemental Magic, but once a student has finished some classes in Carnal Magic, he often advances to Mental Magic. It's also required to take at first semester because the most important Energy spells.

Required Skills: Body Sense; Breath Control; Thaumatology.

Required Spells: Lend Energy; Recover Energy; Share Energy.

Spell List: Body Control College.

Secret Spells: The following spells are the equivalent to healing spells, but work only temporary (see *Salving Magic*). Lend Vitality; Minor Salving (duration one day); Major Salving (duration one week), Great Salving (duration one month); Salve Bleeding Wounds (duration one day); Resist New Disease; Halt Disease (one month); Block Poison; Stop Poison.

Perks: Academic Rank; Afflicted Casting; Huge Subjects; Intuitive Cantrip (Aid; Gut of the Dragon); Kill Switch; Limited Energy Reserve; Shaman's Trance.

CREATION

8 points

Style Prerequisite: Magery 2 (*not One College Only*). One spell from each of the four elements.

The Art of creation is one of the most valued types of magic. Students starting in Creations must first learn to repair things before they advance.

Required Skills: Alchemy; Symbol Drawing (Any); Thaumatology.

DUNGEON FANTASY

Required Spells: Find Weakness; Weaken; Rejoin; Repair.

Spell List: Enchantment College; Making & Breaking College; Food spells that create something.

Secret Spells: Technological College.

Perks: Academic Rank; Better Magic Items; Convenience Casting (Create Object); Improvised Items; Limited Energy Reserve; Magical Weapon Bond; Quick and Focused; Rote Alchemy; Staff Attunement.

DEFENSIVE MAGIC

8 points

Style Prerequisite: Magery 1 (*not One College Only*).

Defensive Magic is one of the first things students get taught in school.

Required Skills: Occultism; Symbol Drawing (Defensive); Thaumatology.

Required Spells: Counterspell; Dispel Magic; Suspend Spell; Ward.

Spell List: Protection & Warning College. Counterspell; Scryguard; Suspend Spell; Ward; Reflect; Scrywall; Great Ward; Magic Resistance; Suspend Magic; Spell Shield; Spell Wall; Pentagram; Dispel Magic.

Secret Spells: Turn Spirit; Entrap Spirit; Banish; Repel Spirits; Suspend Curse; Remove Curse; Suspend Magery; Drain Magery.

Perks: Academic Rank; Afflicted Casting; Blocking Spell Mastery; Limited Energy Reserve; Sacrificial Blocking Spell; Spell Duelist; Spell Hardiness; Spell Resistance.

ELEMENTAL MAGIC

8 points

Style Prerequisite: Magery 1 (*not One College Only*).

Elemental Magic teaches one of the most basic types of magic. As a bonus, advanced students can learn Weather spells.

Required Skills: Physics; Symbol Drawing (Elemental); Thaumatology.

Required Spells: Purify Air or Seek Air; Seek Earth; Ignite Fire or Seek Fire; Seek Water.

Spell List: Air College; Earth College; Fire College; Water College.

Secret Spells: Weather College.

Perks: Academic Rank; Area Spell Mastery; Convenience Casting (Create Water); Intuitive Cantrip (Filter; Kindle; Pebble); Limited Energy Reserve; Melee Spell Mastery; Mighty Spell; Missile Spell Mastery; Power Casting; Psychic Guidance.

ILLUSIONS

7 points

Style Prerequisite: Magery 1 (not One College Only).

Besides Elemental Magic, Illusion are the second basic part of classroom teaching. Advanced students can learn to make temporary creations.

Required Skills: Artist (Illusions); Symbol Drawing (Illusion); Thaumatology.

Required Spells: Simple Illusion; Light; Sound.

Spell List: Illusion and Creation College except spells marked as secret spells below; Light and Darkness College; Sound College.

Secret Spells: Phantom; Create Object; Duplicate; Create Servant; Create Servant; Create Warrior; Create Animal; Create Mount; Control Creation; Dispel Creation.

Perks: Academic Rank; Area Spell Mastery; Far-Casting; Intuitive Cantrip (Intuitive Illusionist; Muffle); Kill Switch; Limited Energy Reserve; No Gestures; No Incantations.

INFORMATION

8 points

Style Prerequisite: Magery 1 (not One College Only).

Obtaining information is another fundamental of magical learning, so is this style. It's not as fancy as Elemental Magic or Illusions, but many students are aware that gaining information and knowledge is important.

Required Skills: Forensics; History; Occultism; Thaumatology.

Required Spells: Detect Magic; Identify Spell; Analyze Magic.

Spell List: Knowledge College; Beast Seeker; Test Food; Seek Air; Seek Earth; Seek Fire; Seek Food; Seek Water; Sense Life; Know Illusion.

Secret Spells: Death Vision; Sense Spirit.

Perks: Academic Rank; Intuitive Cantrip (Magical Analysis); Limited Energy Reserve; Scroll Reading (Language).

MAGICAL THEORY

14 points

Style Prerequisite: Magery 2 (not One College Only).

Magical Theory is both the fundament and peak of magical learning. Only advanced students bother with it.

Required Skills: Hidden Lore; Occultism; Research; Symbol Drawing (Any); Thaumatology.

Required Spells: Detect Magic; Sense Mana; Aura; Identify Spell; Mage Sight; Mage Sense; Seek Magic; Analyze Magic.

Spell List: Meta College.

Perks: Academic Rank; Adjustable Spell; Mana Compensation; Magical Style Adaptation; Power

Casting; Special Exercises; Spell Bond; Thaumatological Doublespeak.

MENTAL MAGIC

7 points

Style Prerequisite: Magery 1 (not One College Only).

To some people, mental magic is a bit suspicious, because it can be used to manipulate them. Though it's only taught to advanced students.

Required Skills: Psychology; Symbol Drawing (Mental); Thaumatology.

Required Spells: Sense Life or Sense Foes; Keen (Sense) or Dull (Sense).

Spell List: Communication and Empathy College; Mind Control.

Secret Spells: The following Spells must be restisted by Will, not HT. Itch; Touch; Spasm; Stop Spasm; Tickle; Pain; Clumsiness; Debility; Stun; Nauseate; Retch; Fumble; Strike Dumb; Strike Blind; Strike Deaf; Hunger; Thirst; Resist Pain; Strike Numb; Control Limb.

Perks: Academic Rank; Convenience Casting (e.g. Sense Emotion); Far-Casting; Intuitive Cantrip (Avatar); Kill Switch; Limited Energy Reserve; No Gestures; No Incantations; Secret Mage.

MOVEMENT MAGIC

6 points

Style Prerequisite: Magery 1 (not One College Only).

Movement Magic is well liked among students. It is easy to learn and gives quick results.

Required Skills: Body Sense; Symbol Drawing (Movement); Thaumatology.

Required Spells: Apportation; Haste.

Spell List: Movement College.

Perks: Academic Rank; Huge Subjects; Intuitive Cantrip (Mystic Gesture); Limited Energy Reserve; Power Casting.

PLANAR MAGIC

7 points

Style Prerequisite: Magery 2 (not One College Only).

Only senior students that have proven themselves are allowed in Planar Magic classes. Also, the requirements for even the basic Planar Magic spells are high.

Required Skills: Physics (Planar); Symbol Drawing (Planar); Thaumatology.

Required Spells: Pentagram; Planar Summons; Seek Gate.

Spell List: Gate College.

Secret Spells: Summon Spirit; Summon Demon; Banish; Astral Block; Command Spirit (Type).

CLERICAL MAGIC

Clerical magic emanates from the gods, and differs from standard wizardly magic in several ways:

- Clerics require Power Investiture (p. B77), not Magery. Whenever the rules refer to Magery level, use the cleric's Power Investiture level instead. The clerics can buy up to Power Investiture 6 in play.
- Clerical spells are affected by *sanctity*, not mana. Sanctity is “normal” everywhere but in areas that are specially cursed (no or low sanctity) or blessed (high or very high sanctity). These levels affect holy magic just like mana levels affect wizardly magic.
- Clerical spells don't have prerequisites beyond a minimum Power Investiture level, or require study to learn. To acquire one, the cleric prays and spends a point. Available spells are limited, though, depending on the cleric's deity. A generic spell list can be found in *Dungeon Fantasy 1*. Specific lists for Gods can be found in *Dungeon Fantasy 7*.
- Clerical magic is Threshold based (see Threshold-Limited Magic from *GURPS Thaumatology*, p. 76ff), slightly modified to fit Clerical Magic.

THE POWER INVESTITURE ADVANTAGE

Power Investiture is a bond with a specific deity. In general, a cleric can have Power Investiture only for one deity (only one faith).

It does not grant you a religious rank (or clerical investment). A cleric can even be an outcast and still be loved by his deity.

Power Investiture is for clerics what Magery is for wizards, with some differences. There is no Power Investiture 0, so it seems to be a bit cheaper than Magery, but a cleric cannot sense magic items.

THE POWER TALLY

A spell cast doesn't cost FP. The cost of the spell/power adds instead to the casters Power Tally. This is a measure of the clerics debt to his deity. The more power he draws from his deity the more rises the danger of angering it or making it unwilling to lend him strength. This is represented by rolling on the *Calamity Check Table*.

A clerics tally “heals” over time. The **recovery rate is 8 points per day**, with recovery occurring at sunrise. A cleric can improve his recovery rate by taking the *Rapid Tally Recovery* advantage, if the GM permits that. No other traits reduce tally in any way.

Rapid Tally Recovery

5 points/level

Each level of this advantage increases your tally recovery rate by 2 points per day.

Slow Tally Recovery

-5 points/level

Each level of this advantage decreases your tally recovery rate by 2 points per day.

DIVINE REALMS

On *Dungeon Fantasy Earth*, divine powers are real. While Christianity is the most powerful religion in western Europe, many old polytheistic faith systems have survived.

A Cleric may believe in a whole pantheon of gods, but he is always a priest of a specific god. In game terms, he must choose his patron deity and sometimes a specific aspect of it.

In the following list, divine realms introduced in *GURPS Dungeon Fantasy 7: Clerics* are assigned to gods of *Dungeon Fantasy Earth*.

Elements are the ones used for servitors of the deity (see *GURPS Dungeon Fantasy 4: Allies*). For starting characters, choose only one element for a servitor.

CHRISTIANITY, ISLAM, JUDAISM

The great monotheistic religions share the same god, although there are some variations in his outlook.

God

First god of the Israel tribe, then all Jews, later Christianity and Islam.

Realm: City, Earth, Love and Fertility, Healing, Sea, Storm, Sun, War

Elements: Air, Earth, Fear, Fire, Good, Life, Light, Nature, Order, Peace, War, Water, Wisdom

Servitors of God: Gods Servitors are called Angels. A cleric can have a lesser angel as an ally and he will be punished by an archangel (see Calamity Check Table).

In *Judaism* and *Christianity*, there are seven Archangels: Gabriel (the messenger), Michael (the warrior), Raphael (the healer), Uriel (the judge), Phanuel (angel of penance), Sariel (angel of death) and Simiel (proclaimer of God).

Islam has four Archangels: Jibrail (the messenger; revealed the Qur'an to Mohammed), Azrael (Angel of death), Israfil (the burning one), Mikaal (Angel of mercy), Rizwaan (Guardian of the Seven heavens), Maalik (Guardian of the seven hells), Munkar & Nakeer

(Judges of the Soul), and Rakeeb & Athead (the record keepers).

The Devil (Lucifer, Satan)

Gods adversary. The fallen angel. He's seeking to lure people (souls) away from God into Hell.

Realm: Death, Fire, Night, War

Elements: Chaos, Darkness, Death, Deception, Disease, Evil, Fear, Fire, War

Servitors of the Devil: They are called Demons. Some famous demons: Azazel (seducer of men), Asmodeus (King of the Nine Hells, demon of lust), Beelzebub (Lord of the Flies), Belial (Lord of Arrogance), Baphomet, Incubus/Succubus (demon of the night), Lilith (the first vampire)

GREEK/ROMAN PANTHEON

The Greek and Roman Pantheons are still fairly widespread. It's used by the Elves, who in fact were the first ones to pray to them.

The following list is not exhaustive. There are many more gods in the respective pantheons. Players can come up with their favorite god and choose proper realms and elements for them.

Zeus/Jupiter

King of the gods. God of sky and thunder.

Realm: Storm

Elements: Air, Fear, Fire (Lightning), Order, Wisdom

Hera/Juno

Queen of the gods and the goddess of marriage and motherhood.

Realm: Earth

Elements: Earth, Evil (Dark Elves)

Poseidon/Neptune

God of the sea and sailors.

Realm: Sea

Elements: Water, Travel

Demeter/Ceres

Goddess of fertility, agriculture, nature and the seasons.

Realm: Agriculture

Elements: Earth, Life, Nature, Order

Athena/Minerva

Goddess of wisdom, handicrafts, defence and strategic warfare.

Realm: War

Elements: Peace, War, Wisdom

Apollo

God of the sun and light, music, poetry, prophecy and archery. His arrows inflict plague and disease.

Realm: Sun

Elements: Light, Life, Wisdom, (Disease)

Artemis/Diana

Goddess of the hunt and animals.

Realm: Hunt, Night

Elements: Nature (Doubled), Darkness, War

Ares/Mars

God of war, violence and bloodshed.

Realm: War

Elements: Chaos, War

Aphrodite/Venus

Goddess of love, beauty, sex and desire.

Realm: Love & Fertility

Elements: Beauty (Doubled), Life

Hephaestus/Vulcan

God of fire and the forge. Master blacksmith and craftsman of the gods.

Realm: Artifice

Elements: Fire

Hermes/Mercury

Messenger of the gods. God of merchants, travellers and thieves.

Realm: Messengers

Elements: Travel, Deception

Hades/Pluto

God of the underworld (hades).

Realm: Death

Elements: Death (Doubled), Order

Hestia/Vesta

Goddess of the home hearth. Guardian of family and community.

Realm: City, Fire

Elements: Fire, Good, Order, Peace

Asclepius/Vediovis

God of medicine and healing.

Realm: Healing

Elements: Life, Order, Peace

NORDIC PANTHEON

Not much is known about der Nordic Pantheon any more, but they are still served by the Dwarves.

Thor

The favorite Norse god is a weathergod. But for the Dwarves, he is the God of Artifice.

Realm: Storm, Artifice (Dwarves)

Elements: Air, Fear, Fire (Lightning), Fire (only Dwarves)

Tyr

The god of law.

Realm: Law?

Elements: Order

Odin

The first among equals.

Realm: War

Elements: Wisdom

Freya

Goddess of fertility.

Realm: Love and Fertility

Elements: Beauty, Life

Uller

He is the god of hunt and in association with winter a god of death.

Realm: Hunt, Death

Elements: Darkness, Death

CALAMITY CHECK TABLE

Every time a cleric uses a spell, he has to roll 3d and add his current Power Tally. For the result consult the table below. The potency of the effects depends on the GM.

Remember that there's a difference between a fright check (which can be resisted) and a roll on the fright check table (which can't).

- 27** – Casters nose bleeds. This is a warning from his deity.
28 – Caster is stunned (Will roll to recover).
29 – Caster takes 1 point of injury.
30 – Spell produces a weak, momentary shadow of the intended effect (doing no more than 1 point of damage, reversing other effects after that moment, etc.). Caster and all targets have the sense of a presence that judges and chooses not to act.
31 – Caster takes 1d points of injury.
32 – Spell fails. It produces nothing but the intense sense of a judgmental *presence* in everyone within 20 yards. Caster must make a Will-3 roll, while everyone else must roll unmodified Will; those who fail are mentally stunned.
33 – Spell is cast on caster (if harmful) or on a random nearby foe (if beneficial).
34 – Caster takes 1d points of injury and 2d fatigue.
35 – The higher powers have decided to do things their own way. A completely *different* effect is produced, probably on a different target; use spells of similar power to the one attempted to determine possible effects. This may inconvenience the caster, or help him, indirectly and strangely.
36, 37 – The caster suffers from the Nightmares disadvantage (p. B144), with a self-control number of 9, for 4d days.
38 – Caster's grasp of his Power Investiture weakens. Reduce it by 1 for the next 1d days. The cleric is aware that his Power Investiture is diminished.
39 – As **38**, but Power Investiture reduction is 1d3 and the effect lasts 1d weeks.
40 – As **38**, but Power Investiture drops by 3 for 1d+1 weeks.
41 – Caster gains a -5-point disadvantage of the GM's choice. After 3d days, he has the option of buying it off for 2 bonus character points (he must perform an act of contrition or redemption). If he lacks the points, or doesn't want to spend them, then the disadvantage becomes permanent. Any disadvantage is possible – the cleric can become ugly, marginally insane, etc., at the GM's whim.
42 – As **41**, but the disadvantage is worth -10 points, and costs 5 points to buy off.
43 – As **41**, but the disadvantage is worth -15 points, and costs 7 points to buy off.
44 – Caster loses 20 points of his holy abilities. After 5d days, he can buy them back for 10 points (see **41**). If he lacks the points or doesn't want to spend them, then the holy abilities are permanently gone.
45 – As **41**, but there are multiple disadvantages worth -30 points in total, and costing 15 points to buy off.
46 – As **40**, but the problem lasts for 1d+1 months. At the end of that period, the caster must roll against

Will + Power Investiture. Failure means that the condition becomes permanent.

- 47** – Caster loses all of his holy abilities. He can buy them back for *half* their points worth after a year and a day (see **41**).
48 – Caster permanently loses $1d \times 5$ points of advantages, attributes, and/or secondary characteristics. Determine what's lost randomly.
49 – Caster becomes a living “sanctity-scar”! Within a 3d-mile radius of the cleric, casting and maintenance costs for clerics of the same deity double (in terms of tally additions and, if regular spellcasting is possible in the setting, energy cost), and tally recovery *halts*. This effect lasts for 3d weeks. It also ends in the event of the cleric's death. Enemies or impatient allies may decide on a quick solution . . .
50 – Caster's Power Investiture is reduced by 1d. This penalty “heals” at a rate of 1 per day.
51 – As **50**, but “healing rate” is only -1 per week.
52 – Caster's hair turn white as he ages 2d+13 years.
53 – A plague or a curse (locusts, storms, etc.) descends on the region, lasting for 3d weeks. No one will be able to trace this to the caster, but he'll be aware that it's his fault. This can drive a benevolent cleric mad as he witnesses the suffering and destruction. Even vicious clerics may be inconvenienced – and worry that they'll somehow be blamed. The GM should be grotesque and *cruel*.
54 – Caster permanently loses the ability to cast spells (but not the knowledge – small comfort) and work holy abilities. The *generous* GM can treat this as a Divine Curse disadvantage (p. B132); the caster might have a chance of eliminating the problem, given heroic effort or perhaps impressive and profound thaumatological research. Remember: at this level or higher, the spell may fail.
55-64 – As **54**, plus something permanent happens to the state of sanctity in a large region around the place where the casting went wrong. Perhaps all spells are cast at -2 in that kingdom from then on, or a certain class of spells functions erratically. The GM should be creative! If the cleric is found to be the culprit (and every concerned and able group will have a diviner on the job), then he could be a hunted man. Others may assume that killing him will remove the curse; they *might* be right. The cleric cannot get rid of the personal effect (if at all) without removing the problem from the region, and vice-versa.
65+ – As **55-64**, but the change is *global*. In addition, a servitor or angel of the clerics deity appears and punishes him. This should be played out.

Cumulative Effects: If the caster rolls a temporary effect from which he's *already* suffering, then both any quantitative penalties suffered *and* the duration of the effect are cumulative. If the cleric rolls an effect (temporary or permanent) that's a version of a problem he already has, then increase the problem's level or intensity; reduce a relevant self-control number by one step, where appropriate; or reroll, if neither is possible.

SPELL FAILURE TABLES

The *Critical Spell Failure Table* (p. B236) is a serviceable general-purpose tool, but its results don't suit every view of magic. Below are tables that offer alternatives for a number of magical styles. Some produce more serious effects than others; the *Comedy Table* (p. 257) is designed to amuse, although its results are often *inconvenient*, while the *Diabolic/Horrid Table* (p. 258) is about *evil*.

It's fairest to use the same table consistently. However, it's possible that casting in a "cursed" area could lead to unusual or worse-than-usual failures. It's also reasonable to vary the table used by college, Path, noun, etc. For instance, the GM might roll on the "*Celtic*" Table (below) for Animal and Plant spells; the *Diabolic/Horrid Table* or *Spirit-Oriented Magic Table* (p. 260) for necromancy; the *Illusory Magic Table* (p. 258) for Illusion and Creation, Light, and Sound spells; the "*Reality-Warping*" Table (p. 259) for Gate magic; and so on. This will make some types of magic more dangerous than others, which may be entirely appropriate.

Generally, the GM should make all rolls on these tables, in secret, so as to be able to surprise the caster. If the roll produces an inappropriate result – or one too useful to the caster – then roll again or improvise. Luck-related advantages can't modify the outcome; see *Critical Magical Failures and Luck* (p. 30).

BASIC SPELL FAILURE TABLE

Roll 3d on the table below. If the result is inappropriate – or if it is the result that the caster *intended* – roll again. The GM is free to improvise instead of using the table. Improvisations should be appropriate to the spell and the situation, and should never kill the caster outright.

- 3 – Spell fails entirely. Caster takes 1d of injury.
- 4 – Spell is cast on caster (if harmful) or on a random nearby foe (if beneficial).
- 5-6 – Spell is cast on one of the caster's companions (if harmful) or on a random nearby foe (if beneficial).
- 7 – Spell affects someone or something other than its intended target – friend, foe, or random object. Roll randomly or make an interesting choice.
- 8 – Spell fails entirely. Caster takes 1 point of injury.
- 9 – Spell fails entirely. Caster is stunned (IQ roll to recover).
- 10-11 – Spell produces nothing but a loud noise, bright flash of light, awful odor, etc.
- 12 – Spell produces a weak and useless shadow of the intended effect.
- 13 – Spell produces the reverse of the intended effect.
- 14 – Spell seems to work, but it is only a useless illusion. The GM should do his best to convince the wizard and his companions that the spell *did* work!
- 15-16 – Spell has the reverse of the intended effect, on the wrong target. Roll randomly.
- 17 – Spell fails entirely. Caster temporarily forgets the spell. Make an IQ roll after a week, and again each following week, until he remembers.

18 – Spell fails entirely. A demon or other malign entity appropriate to the setting appears and attacks the caster. (The GM may waive this result if, *in his opinion*, caster and spell were both lily-white, pure good in intent.)

"CELTIC" TABLE

This fits the wild and primal sort of magic seen in sources such as Celtic mythology. For Druids and Nature Deities.

- 3 – Spell fails entirely. Caster takes 1d of injury.
- 4 – Spell is cast on caster. If it's beneficial, then he's also stunned (IQ-2 roll to recover).
- 5 – Spell is cast on one of the caster's companions (roll randomly). If it's beneficial, then the target is also stunned (IQ-2 roll to recover).
- 6 – Spell is cast on a nearby foe (roll randomly). If it's harmful, then the target automatically makes any HT rolls required as a result, and is filled with hatred for the caster.
- 7 – The nearest tree or wooden object bursts into flower.
- 8 – Spell is cast on something – anything – other than its intended target. Roll randomly or make an interesting choice.
- 9 – Spell fails entirely. Caster takes 1 point of injury.
- 10 – Spell fails entirely. Caster sees a wondrous vision of a mystical otherworld, and must make an IQ roll or be mentally stunned.
- 11 – A brief rain of golden flowers falls on the caster, or over the target area of an Area spell.
- 12 – Spell produces a weak and useless shadow of the intended effect.
- 13 – Spell produces the reverse of the intended effect.
- 14 – Spell has the reverse of the intended effect, on the wrong target (roll randomly).
- 15 – Spell fails entirely. Caster temporarily forgets the spell. Make an IQ roll after a week, and again each following week, until he remembers. Studying the spell before then is a waste of time.
- 16 – Spell seems to work, but this is only a useless illusion.
- 17 – Spell fails entirely. Caster turns into a wild boar for a week.
- 18 – Spell fails entirely. Caster, his allies, and anyone else nearby are transported to a mystical otherworld, *or* an angry and powerful faerie is summoned to the scene, *or* caster loses a point of HT and gains a -10-point Divine Curse somehow related to the spell (GM's option).

"CLERICAL" TABLE

This table suits magic that calls upon the power of a god or similar entity, whether or not the caster is truly a "cleric." The GM *might* disregard results that benefit opponents if those foes are deeply hostile to the deity and/or the deity is paying personal attention and approves of the fight. In those cases, redirect the result in some instructive, morally appropriate way. The GM can certainly change any result that the higher power would simply *never* permit!

The assumption here is that the caster either misdirects the magic or suffers warning or minor punishment for irritating the deity, or the deity declines to act in this one case for ineffable reasons. If the GM

wants to simulate a more whimsical or brutal god, or to punish serious recent transgressions by the caster, then he can substitute results such as “Caster struck by lightning for 6d burn damage” or “Caster stripped of all clerical magic until he performs a great quest.”

3 – Spell fails entirely. Caster takes 1 point of injury and 2d FP (in addition to spell’s cost, if any).

4 – Spell is cast on one of the caster’s companions (if harmful) or on a random nearby foe (if beneficial).

5-6 – Spell is cast on caster (if harmful) or on a random nearby foe (if beneficial).

7 – Spell affects someone or something other than its intended target – friend, foe, or random object. Roll randomly or (preferably) make an appropriate choice.

8 – Spell fails entirely. Caster takes 1 point of injury.

9 – Spell fails entirely. Caster is stunned (Will roll to recover).

10-11 – Spell produces nothing but the intense sense of a judgmental *presence* in everyone within 20 yards. Caster must make a Will-3 roll, while everyone else must roll unmodified Will; those who fail are mentally stunned.

12 – Spell produces a weak, momentary shadow of the intended effect (doing no more than 1 point of damage, reversing other effects after that moment, etc.). Caster and all targets have the sense of a presence that judges and chooses not to act.

13 – Spell produces a twisted or confused variation of the intended effect. Caster becomes unhappily aware that he attracted attention from the *wrong* supernatural being.

14 – Spell seems to work, but the results are subtly twisted, or may simply disappear prematurely, causing the caster inconvenience or worse. The GM should try to convince the players that the spell *did* work – but in fact, it attracted the attention of a hostile or mischievous supernatural being, which is now seeking to cause trouble.

15-16 – The higher powers have decided to do things their own way. A completely *different* effect is produced, probably on a different target; use spells of similar power to the one attempted to determine possible effects. This may inconvenience the caster, or help him, indirectly and strangely.

17 – Spell fails entirely. Caster temporarily forgets the spell. To regain it, he must perform an act of contrition and redemption (a Theology roll may help him decide what’s appropriate). This should take at least a week; require some inconvenience, expense, or modest danger; and end in a visit to an appropriate temple, church, or shrine.

18 – Spell fails entirely. An emissary of the caster’s god or patron spirit appears and places him under a compulsion to perform some great deed for the faith. Treat this as Obsession (9) until it’s carried out.

COMEDY TABLE

This table suits lighthearted and explicitly comic campaigns. Its results rarely lead to total disaster, but they can be embarrassing – and being on the receiving end of the universe’s sense of humor can *hurt!*

3 – Spell fails entirely. Caster suffers an essentially harmless but embarrassing and inconvenient “mark of failure,” such as a small rain cloud floating over his head, a tendency to sneeze *explosively* once per minute, or a flower growing from the tip of his nose. This effect

is equivalent to Unnatural Features 5, and can’t be removed or hidden. It remains for 4d hours.

4 – Spell is cast on one of the caster’s companions (if harmful) or on a random nearby foe (if beneficial).

5 – Spell is cast on one of the caster’s companions (roll randomly), but *never* affects the intended target.

6 – Spell fails entirely. Caster forgets his own name – and forgets it again instantly if reminded of it. Make a Will roll after 24 hours, and again each day thereafter, to recover.

7 – Spell causes a brief dip in local lighting levels, startling (but not harmful) temperature variations for a few seconds, peculiar sound effects, etc. Meanwhile, the caster himself is drenched in water (or custard).

8 – Spell affects someone or something other than its intended target – friend, foe, or random object. Roll randomly or (preferably) make an amusing choice.

9 – Spell fails entirely. Caster is surrounded by a flurry of dramatic and inconvenient multicolored sparks, which do him 1 point of injury and singe his clothing or equipment.

10 – Spell fails entirely. Caster curses volubly for 1d seconds, and is stunned (Will roll to recover).

11 – Spell produces a strange noise and 1d+1 colored billiard balls (or other trivial objects).

12 – Spell produces a weak and useless shadow of the intended effect *and* 1d white doves, a horde of colored frogs or fluffy mice, or other small, harmless creatures, which may swarm close to the caster in an annoyingly affectionate fashion.

13 – Spell produces nothing but a dramatic explosion that singes off the caster’s eyebrows, blackens his hair and/or beard, leaves his clothing ragged, and blows any headgear 3d yards away (but causes no actual injury).

14 – Spell appears to work, but any roll to resist it is at +3, all useful numerical values (damage, duration, HP healed, etc.) are halved, and the caster suffers the Nightmares disadvantage (with *no* self-control roll) for 1d+1 nights. These nightmares should be very surreal.

15 – Spell fails entirely. Caster’s hair (including any beard or mustache) instantly grows 2d yards; his fingernails, 1d inches. It’s up to the GM what problems this causes!

16 – Spell fails entirely. Caster temporarily forgets the spell. Make a Will roll after a week, and again each following week, until he remembers. Meanwhile, he suffers the Delusion that the spell doesn’t exist and is in fact completely impossible.

17 – Caster is replaced for the next 3d hours by a version of himself from a parallel world. This replacement differs from him in one major respect: sex, race, profession, sexual orientation, etc. The caster remains unaware that he was ever any different, no matter how often his comrades may tell him. (“But Magnus, you’re a giant talking duck!” “So? Are you fellows some sort of racists?”)

18 – Spell fails entirely and a supernatural being appears. It might be whimsical, mischievous, moralistic, pompous, incomprehensible, or plain evil (GM’s choice). It may be an intangible spirit that can possess the caster or his friends. It remains until it gets bored or is driven off, but it should certainly cause trouble before it disappears!

DIABOLIC/HORRIFIC TABLE

This is a set of results for magic involving – or attracting the attention of – truly *dark* forces. Even if all magic is evil, critical failures may merely trigger rolls on the standard table (p. B236), not this one. These are truly *demonic* catastrophes.

These results, even more than usual, are *guidelines*. Improvise wildly to customize the awfulness and convey the prickly uncertainty of demonic aid. A roll on this table should *never* bring about the caster's intended outcome (or accomplish it accidentally).

Any of these results can and often *will* cause observers to make Fright Checks.

- 3 – Spell seems to work, but this is only a useless illusion.
- 4 – Spell fails entirely. Somewhere else, a “backblast” does something awful to something the caster values, proportionate to the spell’s power and intent.
- 5 – Caster loses a point of Will, permanently.
- 6 – Caster loses a level of Appearance, permanently, in a manner appropriate to the spell. Create Fire might cause unsightly burn scars, while Madness may subtly unhinge the caster’s eye sockets, giving a wild, staring effect.
- 7 – Spell is cast on loved ones, friends, allies, innocent bystanders, or the caster (in that order) if harmful, or on foes if beneficial.
- 8 – Spell fails entirely. Caster takes 2 points of injury, and the wound immediately becomes infected (see *Infection*, p. B444).
- 9 – Caster must make a Fright Check at -5 as horrific visions of the afterlife of the damned fill his eyes.
- 10 – Spell does nothing except drench the vicinity in an odor of brimstone centered on the caster.
- 11 – Spell produces the reverse of the intended effect.
- 12 – Spell produces the reverse of the intended effect, on some random, inconvenient target nearby.
- 13 – Spell fails entirely. Caster takes 1 point of injury as his arms erupt in boils.
- 14 – Spell fails entirely. The room fills with buzzing insects pouring from caster’s mouth.
- 15 – Spell creates vermin – rat, giant cockroach, immense tapeworm, etc. – *inside* the caster (stomach, throat, etc.). Depending on the nature and location of the vermin, this may cause severe injuries, probably at least 2d. At *minimum*, it will be very bad for the caster’s medium-term health.
- 16 – Spell fails entirely. One of the caster’s hands withers.
- 17 – Spell fails entirely. Caster ages 4d years.
- 18 – Spell fails entirely. A demon, different from any demon with whom the caster has dealings, appears and attempts to wreak havoc – attacking the caster if he gets in the way. The caster may use black/demonic magic to fight it; there’s little honor or fellowfeeling among such creatures.

ILLUSORY MAGIC TABLE

If magic twists perceptions and creates illusions, then magical disasters, too, will tend to be “sensory” in nature.

- 3 – Spell fails entirely. Caster is partially dazzled for 2d minutes: -2 to defense rolls, -4 to Vision rolls, attack rolls and anything else requiring visual judgment.
- 4 – Spell is cast on caster (if harmful) or on a random nearby foe (if beneficial).
- 5 – Spell is cast on one of the caster’s companions (if harmful) or on a random nearby foe (if beneficial).
- 6 – Spell fails entirely. Caster is completely deafened for 2d minutes.
- 7 – Spell affects someone or something other than its intended target – friend, foe, or random object. Roll randomly or make an interesting choice.
- 8 – Spell fails entirely. Caster is partially dazzled, as 3, but only for 2d seconds.
- 9 – Spell fails entirely. Caster is stunned (IQ roll to recover).
- 10-11 – Spell produces nothing but random bizarre noises, an intricate lightshow, a strangely evocative but unidentifiable odor, etc.
- 12 – Spell produces an *obviously* illusory shadow of the intended effect.
- 13 – Spell produces the reverse of the intended effect.
- 14 – Spell appears to work, but the effects seem to have a mind of their own. They will behave extremely strangely – usually in a way that’s totally useless to the caster.
- 15-16 – Spell has the reverse of the intended effect, on the wrong target (roll randomly).
- 17 – Spell fails entirely. Caster temporarily forgets the spell. Make an IQ roll after a week, and again each following week, until he remembers. Studying the spell before then is a waste of time.
- 18 – Spell produces an apparently completely *real* effect, without doing anything useful. In fact, it’s “possessed” by an independent spirit, which renders the magic more “solid” to use it as a body, with powers appropriate to the spell’s nature. This body may resemble an elemental creature, a mass of organic matter, a floating ball of light, etc. The creature is whimsical or seemingly insane, and may be malicious toward the caster or anyone else in the vicinity. It can’t be dispelled, and is very hard to harm, as it can draw on local mana to regenerate. It will probably eventually wander off, but it will then cause trouble for everyone it meets.

“ORIENTAL” TABLE

Use this table in games that draw on oriental mythic imagery.

- 3 – Spell fails entirely. Caster takes 1 point of injury and 2d FP (in addition to spell's cost, if any).
- 4 – Spell has the reverse of the intended effect, on the wrong target (roll randomly). If this causes injury to a foe, then he automatically makes any attribute rolls required to resist or recover from the effects, gains +2 Magic Resistance for 10 minutes, and is filled with hatred for the caster.
- 5-6** – Caster's *yin* energies become dominant, giving him Bully (12), largely expressed through a quirklevel tendency to spiteful remarks; Lecherousness (12); noticeably clammy skin; -2 to HT rolls to resist disease; -3 to HT rolls to resist the effects of cold; and +2 to HT rolls to resist the effects of heat. If he already has either mental disadvantage, then its self-control number gets two steps worse. Anything worse than 6 means he's completely incapable of resisting his impulses! Make a HT-2 roll after 3d hours, and again each hour thereafter, to shake off these effects.
- 7 – Spell is cast on something – anything – other than its intended target. Roll randomly or make an interesting choice.
- 8 – Spell fails entirely. Caster takes 1 point of injury and is surrounded by a foul stench of rotting flesh for 1d hours.
- 9 – Spell fails entirely. Caster is stunned (IQ roll to recover).
- 10-11** – Spell produces nothing but horrible groaning noises, flickering lights and shadows, and a foul smell of rotting flesh.
- 12 – Spell produces a weak and useless shadow of the intended effect.
- 13 – Spell produces the reverse of the intended effect.
- 14 – Spell seems to work, but this is only a useless illusion. Caster honestly *believes* that it worked, though, and was in fact one of his greatest accomplishments; treat this as a Delusion. Roll daily against Will-2 to recover.
- 15-16** – Caster's *yang* energies become dominant, giving him Impulsiveness (12); Lecherousness (12); a quirk-level desire for easy pleasures; noticeably hot, dry skin; -2 to HT rolls to resist disease; -3 to HT rolls to resist the effects of heat; and +2 to HT rolls to resist the effects of cold. If he already has either mental disadvantage, then its self-control number gets two steps worse. Anything worse than 6 means he's completely incapable of resisting his impulses! Make a HT-2 roll after 3d hours, and again each hour thereafter, to shake off these effects.
- 17 – Spell fails entirely. Caster's mind is filled with strange concepts and images, giving him Absent-Mindedness, Confused (9), and a -5-point Odious Personal Habit (incomprehensible rambling), all lasting 1d+1 days.
- 18 – Spell fails entirely. A malevolent spirit appears nearby and sets out to cause trouble for the caster. It may attack him, try to tempt him to evil or corruption, assault his friends and loved ones, or adopt an alluring appearance and seduce him (or his loved ones) and then drive him mad or otherwise disrupt his life before causing him serious harm.

“REALITY-WARPING”

TABLE

- If magic works by manipulating reality at a fundamental level, then magical disasters will tend to be strange, spectacular, and quite dangerous.
- 3 – Spell fails entirely. Caster takes 1d of injury in a bizarre and dramatic form: livid wounds, strangely shaped burns, etc.
- 4 – Spell is cast on caster (if harmful) or on a random nearby foe (if beneficial).
- 5 – One item that the caster was carrying or wearing (roll randomly) ceases to exist, permanently.
- 6 – Spell is cast on one of the caster's companions (if harmful) or on a random nearby foe (if beneficial).
- 7 – All magic ceases to work within 3d yards of the caster's position at the moment of casting, for 1d hours. Treat the area as having no mana (or equivalent). If the caster leaves the area, he is still unable to work magic for 1d+2 minutes.
- 8 – Spell fails entirely. Caster suffers a bizarre temporary disfigurement – a strange-colored scar, glowing eyes, large pointed teeth, a growth of fur, etc. Treat this as Unnatural Features 2. Make a HT-2 roll after 24 hours, and again each day thereafter, to see if this disappears.
- 9 – Spell fails entirely. Caster is stunned (IQ roll to recover).
- 10 – Spell produces nothing but strange sounds and smells, distortions in the appearance of everything in the vicinity, etc.
- 11 – Spell produces a minor reality distortion around the caster for 1d hours – bizarre sounds, shimmering lights, etc. Treat this as Unnatural Features 5.
- 12 – Spell has no actual effect, but everyone observing the caster or the spell's intended target becomes aware that *something* was attempted, and has a vague idea *what*. If they compare impressions, though, their ideas turn out to be contradictory.
- 13 – Spell produces the reverse of the intended effect.
- 14 – Spell appears to work. However, this is a *déjà vu* effect; after 2d seconds, revert to the moment of casting. The target and bystanders realize that nothing has happened, but may have a good idea what was attempted. Caster must roll IQ-2 *not* to proceed on the belief that the spell worked; he may retry every 3 seconds until he succeeds.
- 15 – Spell has the reverse of the intended effect, on 1d+1 different targets (roll randomly).
- 16 – Spell fails entirely. “Fortean” events ensue within 2d miles of the location over the next week – rains of frogs, minor timeslips, persistent attacks of *déjà vu* for anyone in the area, clocks running backward, etc. Furthermore, everyone in the area somehow *knows* that the caster is involved with all this. He may acquire Reputation -1 or -2 with these people for a few months as a result.
- 17-18** – The spell works, possibly in an exaggerated or misdirected form – and the universe manifests a sapient, free-willed being of superhuman power whose purpose is to dissuade the caster from manipulating reality in dangerous or excessive ways in future. This entity may order the caster to fix some problem *immediately* or suffer punishment, stay around for a few months in immaterial form and intervene occasionally to change things, or simply incapacitate the caster in some way. It isn't omnipotent or omniscient, but raw force doesn't work against it, and it ignores magical attacks; it must be assuaged, waited out, or outwitted.

SPIRIT-ORIENTED MAGIC

TABLE

This table assumes that magic depends heavily on dealings with free-willed spirits, which aren't generally malicious, but which take some human behavior very badly.

- 3** – Spell fails entirely. Caster takes 1d of injury and hears quiet laughter from petty spirits.
- 4** – Spell fails entirely. A spirit with powers related to the type of magic attempted manifests and makes trouble for the caster for $1d+2$ seconds, and then vanishes.
- 5** – Spell is cast on caster (if harmful) or on a random nearby foe (if beneficial).
- 6** – Spell is cast on one of the caster's companions (if harmful) or on a random nearby foe (if beneficial).
- 7** – Spell affects someone or something other than its intended target – friend, foe, or random object. Roll randomly or (preferably) make a plausible choice in the persona of a whimsical spirit.
- 8** – Spell fails entirely. Caster is stunned (IQ roll to recover).
- 9** – Spell fails entirely. Caster suffers the equivalent of an occurrence of the Phantom Voices disadvantage at the -10-point level, lasting 2d minutes.
- 10-11** – Spell produces nothing but a babble of incoherent voices, flickering images and lights, bizarre odors, etc.
- 12** – Spell produces a strange and useless shadow of the intended effect, as the spirits act out what was required without applying themselves.
- 13** – Spell produces the reverse of the intended effect.
- 14** – Spell seems to work, but this is a phantom illusion created by a spirit. The spirit attempts to plant the delusion in the caster's mind that he succeeded. It must win a Quick Contest of Will with the caster to do so; its Will is 14.
- 15** – Spell has the reverse of the intended effect, on the wrong target (roll randomly).
- 16** – Spell fails entirely. Caster suffers Nightmares (6) and Sleepwalker (9) for the next $1d+2$ nights.
- 17** – Spell fails entirely. If the caster attempts to cast it again during the next 1d weeks, he must roll vs. HT. Failure means the spell fails and he's struck mute for 1d minutes. Success lets him cast normally.
- 18** – Spell fails entirely. An extremely powerful spirit manifests, with a dangerous attitude toward the caster (perhaps the caster exploited its friends or subjects, or made annoying waves on the spirit plane). It may simply attack, but it's more likely to set out to dissuade the caster and everyone else from such behavior. It might deliver *educational* and very public harm to the caster, take him as a slave or a pet, "invite" him to a dinner party that lasts several years, or engage him in a deadly game with his friends and enemies as playing pieces.