

“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!