

MISCASTS

Minor Miscast

Roll	Effect
01–03	Witchsign: Dark omens appear in the skies. The next living creature born within 1 mile of you emerges with visible and unsettling mutations. Locals might blame this occurrence on witchery or dark magics.
04–06	Pockets of Silence: An eerie quiet takes over as random pockets of absolute silence, about 5-foot in diameter, appear within a Willpower Bonus x10 yards radius around you, lasting for 1d10 minutes. Conversations cease, footsteps sound muted, and nature itself goes silent.
07–09	Soured Milk: With a palpable curdling sensation in the air, all milk within 1d100 yards of you goes sour instantly. Local farmers and households may suffer minor losses.
10–12	Gust of Wind: A sudden, supernatural gust of wind sweeps the area, blowing out all non-magical lights (torches, lanterns, candles) within a Willpower Bonus x10 yards radius. The air smells of ozone momentarily.
13–15	Allergic Arcana: You sneeze explosively, releasing a whimsical cloud of colorful sparks and ephemeral butterflies. Those who witness this are both bewildered and momentarily distracted, potentially causing a -10 to their next action.
16–20	Blight: A foul miasma descends upon the land. Willpower Bonus fields within Willpower Bonus miles suffer an unexplainable blight, with crops rotting overnight, causing dismay and potential hunger.
21–23	Soulwax: A sudden sensation of blockage strikes you as your ears clog instantly with a thick, amber-like wax. You gain 1 Deafened Condition, which isn't removed until someone successfully cleans them for you.
24–26	Mirror Image: Out of thin air, a translucent mirror image of you materializes, mimicking your every move but with a 1-second delay. It's unable to interact with the environment and fades after 1d10 minutes.
27–29	Reality Ripple: Reality seems to warp momentarily. The ground within a Willpower Bonus x10 yard radius undulates like water, causing footing to be uncertain and potentially toppling unprepared individuals.
30–32	Freezing Breath: The temperature drops sharply around you. Breath becomes visible, and those within Willpower Bonus yards of you must make an Endurance Test or suffer penalties to agility and dexterity due to the numbing cold. This lasts for 1 minute.
33–35	Displaced Shadows: Shadows within Willpower Bonus x10 yards start behaving erratically, detaching and moving independent of their sources, leading to unease and confusion among observers.

36–38	Ghostly Wail: An ethereal, haunting scream emanates from your vicinity, potentially stunning creatures within a Willpower Bonus x10 yards radius unless they resist with a successful Willpower Test.
39–41	Colourful Conundrum: Every object and creature within 10 yards of you is temporarily vividly colored in hues of pink, green, blue, and yellow. This lasts for 1d10 minutes and can be visually disorienting.
42–44	Wayward Garb: Your clothes and accessories animate and writhe as if possessed, tangling around you. You receive 1 Entangled Condition, requiring a strength of 1d10 × 5 to resist.
45–47	Invisible Ink: Every written text within 1d10 yards of you becomes invisible for 1d10 hours, making documents and books unreadable, potentially causing issues in scholarly or transactional settings.
48–50	Curse of Temperance: A foul taste fills the air. All alcoholic beverages within 1d100 yards curdle and go bad, explaining why many taverns are wary of magic.
51–53	Cloyed Tongue: Your tongue feels thick and numb, making speech difficult. You suffer a –10 penalty to all Language Tests (including Casting Tests) for 1d10 Rounds.
54–57	Driven to Distraction: A sudden sensation of being watched or a whisper in your ear catches you off-guard. If engaged in combat, you gain the Surprised Condition. Otherwise, you find it hard to focus for a few moments.
58–60	Unholy Visions: Disturbing visions of malevolent beings from other realms flash before your eyes. Receive a Blinded Condition; pass a Cool Test or be rendered immobile in horror for 1d10 rounds.
61–63	Shadow's Play: Your shadow rebels against you. For the next 1d10 minutes, it moves independently, mimicking other creatures or objects. Sometimes, it even acts out eerie stories of its own, causing whispers and concern among those who notice.
64–66	Echoing Voice: An ethereal reverb affects your voice. For the next hour, every word you utter echoes loudly, making stealth near impossible and drawing the attention of nearby creatures or individuals.
67–69	Hexeyes: Your eyes change to an unsettling hue associated with your Lore, glowing softly. This lasts for 1d10 hours, during which you have a Blinded Condition. Additionally, you can't use the Magical Sense or Second Sight Talents, making magical interactions difficult.
70–72	Distorted Reality: The world bends and blurs around you. Within a Willpower Bonus x10 yard radius, everything appears distorted and wavy. Everyone in the area suffers a –10 penalty to Perception-based tests, finding it hard to trust their own senses for 1d10 minutes.
73–75	Rupture: Blood seeps from your facial orifices without warning. Your nose, eyes, and ears bleed profusely, causing panic in onlookers and granting you a Bleeding Condition.
76–78	Fell Whispers: Disembodied voices whisper dark secrets and temptations in your ears. The GM may choose two symbols from a relevant symbols table. You must pass an Average (+20) Willpower Test or gain 1 Corruption point, feeling your very soul tainted by the dark forces.

79–81	The Horror!: A barrage of disturbing visions from the Realm of Chaos afflicts you. The GM may select a symbol from a relevant table. Pass a Hard (–20) Cool Test or gain 1 Broken Condition, leaving you momentarily shaken and traumatized.
82–84	Curse of Corruption: The very fabric of your being feels twisted. You are instantly afflicted, gaining 1 Corruption point as malevolent energies weave into your soul.
85–87	Intestinal Rebellion: A sudden, gut-wrenching pain catches you off guard. Your insides churn uncontrollably, and you are stricken with a profound embarrassment. Gain 1 Fatigued Condition, and the urge to find a private place becomes overwhelming.
88–90	Arcane Residue: After casting, shimmering, arcane symbols float around you, buzzing softly. These symbols may offer clues to the spell you cast, and remain for 1d10 minutes. Detecting magic within this time frame becomes easier for others due to the lingering energies.
91–93	Gravity Flux: Gravity's pull becomes erratic in your vicinity. Objects and creatures within a Willpower Bonus x10 yard radius might suddenly feel heavier or lighter, potentially causing disarray and confusion for 1d10 rounds.
94–96	Temporal Echo: Reality stutters momentarily. Actions taken within the last 10 seconds by creatures within a Willpower Bonus x10 yard radius of you seem to repeat themselves, causing confusion and potentially allowing for brief corrections of mistakes.
97–98	Chaos Infusion: An overload of chaotic energy surges within you. Your next spell within 1d10 minutes becomes unpredictably more powerful, but also riskier, with increased chances of miscasts.
99	Maddening Melodies: An otherworldly tune fills the air, affecting all within a Willpower Bonus x10 yard radius. The enchanting music may lead creatures to become lost in trance, following the sound to an unknown source or acting out of character for 1d10 rounds.
00	Cascading Chaos: The very air crackles with wild magic. Roll again on a Major Miscast Table, as the chaotic energies spiral out of control, threatening dire consequences.

Major miscast

Roll	Effect
01–03	Speak in Tongues: The winds of magic coil around your tongue, forcing you to mutter in an otherworldly language for 1d10 rounds. Echoes of distant realms fill your speech, making communication or casting spells impossible. If you focus your mind (Challenging Willpower Test), you may grasp fragmented visions from the ether.
04–06	Ephemeral Chains: From the swirling mists of the aethyr, ethereal chains suddenly surge and wrap around you. Glowing with a sinister light, they bind you in place for 1d10 rounds. Every movement feels like wading through a nightmare, but a successful Challenging (+0) Strength Test allows you to break free from the phantasmal shackles.
07–09	Soul-Locked Eyes: A shroud of darkness envelops your eyes, turning them into endless voids for 1d10 rounds. Any sentient being brave or foolish enough to meet your gaze feels an abyssal chill, compelling them to make a Challenging (+0) Cool Test or succumb to overwhelming fear.

10–12	Death Walker: With each step you take, a somber aura lingers. For 1d10 hours, plant life around you withers, browns, and crumbles, as if years pass in mere moments, leaving a trail of decay in your wake.
13–15	Elemental Burst: The fundamental forces of nature heed your unintended call. Depending on a whim of fate (fire, water, air, or earth), raw elemental energy bursts forth. All beings within Willpower Bonus x5 yards must make a Challenging (+0) Endurance Test or suffer 1d10 Wounds and an elemental affliction, such as searing flames or chilling waters.
16–18	Dimensional Ripple: Reality quivers, and for a heartbeat, another world bleeds into yours. You and those within Willpower Bonus yards are assailed by eldritch sights and sounds from a chaotic dimension. Minds struggle to comprehend, forcing all to make a Hard (-20) Cool Test or be paralyzed by terror for 1d10 minutes.
19–21	Ghostly Voices: Whispered temptations from the Realm of Chaos dance on the winds, caressing the ears of everyone within Willpower yards. The voices offer power, secrets, and forbidden knowledge. Resisting their allure, sentient creatures must pass an Average (+20) Cool Test or risk the taint, gaining 1 Corruption point.
22–24	Aethyric Shock: A backlash of raw magic lances through you, causing searing pain. Ethereal arcs of energy ripple across your form, inflicting 1d10 Wounds that bypass natural defenses. An Average (+20) Endurance Test determines whether you're further disoriented, potentially gaining a Stunned Condition.
25–27	Eclipsed Soul: Shadows merge and coalesce around your form, as if the very soul is being dimmed. For the next 1d10 hours, you become a beacon of unease. Living beings shudder involuntarily upon seeing you, and the ambient temperature drops noticeably in your vicinity.
28–30	Double Trouble: The spell's echo resonates through the land, manifesting its effects mysteriously elsewhere within 1d10 miles. Echoes of the arcane aftermath reach you in whispers, nightmares, or signs, hinting at the unintended consequences of your miscast. The GM crafts a tale of these distant events.
31–33	Soulfire: Flames of an otherworldly hue, linked to your magical tradition, spring forth, bathing you in an eerie light. This isn't mere fire but the raw essence of magic made manifest. Gain an Ablaze Condition and feel the conflicting sensations of burning and chilling cold, pain and exhilaration.
34–36	Distorted Reality: Your magic rends the fabric of reality, causing spatial anomalies. Suddenly, the ground feels like a wall and the horizon bends disorientingly. Within Willpower Bonus yards, every creature must succeed in a Difficult (-10) Agility Test or suffer dizziness and a Prone Condition.
37–39	Swarmed: Ethereal shapes, reminiscent of Rats, Giant Spiders, Snakes, or some other creature, emerge from the shimmering air. Infused with magic, they swarm around you, their numbers shifting and multiplying. After 1d10 rounds, as suddenly as they appeared, they dissipate, leaving only dread in their wake.
40–42	Ragdoll: The world tilts violently. Magic yanks you off your feet and sends you flying 1d10 yards in a tumultuous spiral. The ground rushes up, and you crash, taking 1d10 Wounds and gaining the Prone Condition. As you regain your bearings, a lingering vertigo remains.
43–45	Limb Frozen: An arctic cold envelops one of your limbs, rendering it as rigid and pale as a statue. Whether arm or leg, it remains unresponsive and encased in a layer of frost for 1d10 hours. The world feels off-balance, each movement a painful reminder of your vulnerability.

46–48	Darkling Sight: Your vision blurs, replaced by a nightmarish panorama from the depths of the Realm of Chaos. When you regain your focus, the arcane insight gifted by the Second Sight Talent has dimmed. For 1d10 hours, you grope in arcane darkness, also suffering a –20 penalty on Channelling Tests. Echoes of those haunting images linger at the edge of your perception.
49–51	Chaotic Foresight: The Winds of Magic flood into you, granting a surge of premonitions. You gain a bonus pool of 1d10 Fortune points. Yet, each vision comes at a price; every time you tap into these, you're tainted, gaining 1 Corruption point. As the session concludes, unused visions fade, and unspent points are lost. The GM also inundates you with symbols reversed in meaning, numbering up to your Willpower Bonus.
52–54	Levitation: Gravity's embrace loosens. You begin to drift upwards, borne aloft by an invisible arcane current. Hovering 1d10 yards above, the landscape below looks both majestic and terrifying. Though spells, wings, or other means can steer your direction temporarily, the pull of the levitation always returns you to its set path. And when it ends, the unforgiving ground awaits, so be wary.
55–57	Regurgitation: A vile force grips your stomach, wrenching its contents forth in an unnatural, ceaseless torrent. The rancid substance seems endless, not of this world, and reeks of the aether. Stunned, you're incapacitated for 1d10 Rounds, reeling from the ordeal.
58–60	Chaos Quake: The arcane energy underfoot pulsates and then ruptures, sending tremors in every direction. Within a sprawling 1d100 yard radius, the ground undulates, making every step treacherous. All caught in this turmoil must pass an Average (+20) Athletics Test or be thrown off balance, succumbing to the Prone Condition.
61–63	Forgetfulness: The very essence of the spell you were invoking slips away, like sand through fingers. If it was committed to memory, it's now but a void. If sourced from a grimoire, the page burns brightly, its secrets turning to ash. In either case, you feel a part of you being lost, the knowledge wrenched away by unseen forces.
64–66	Traitor's Heart: Whispers from the Realm of Chaos seduce your mind, luring you towards unthinkable treachery. Compelled, if you act against an ally with deadly intent, the Winds of Magic reward your betrayal, refilling your Fortune points. If such treachery costs a companion their Fate, the dark powers grant you an additional Fate point, signifying their malevolent favor.
67–69	Foul Enfeeblement: A malignant energy courses through you, sapping strength and will. You crumple, weakened, gaining 1 Corruption point, a Prone Condition, and a Fatigued Condition. Every breath feels like a chore, and the weight of your own body becomes unbearable.
70–72	Hellish Stench: A noxious odor emanates from you, overpowering and nauseating. It's more than mere stench—it's the scent of the abyss, of decay and rot. This olfactory assault lasts for 1d10 hours, repelling allies and foes alike and marking you as an outcast.
73–75	Power Drain: An immense fatigue sets in, rendering you unable to tap into your arcane talents. The source of your power feels distant, locked behind an insurmountable barrier. For 1d10 minutes, the Talent you used to cast the spell remains inaccessible, leaving you feeling vulnerable and diminished.
76–78	Aethyric Feedback: A maelstrom of uncontrolled energy erupts, lashing out indiscriminately. Everyone within Willpower Bonus yards — whether friend or foe — is seared by its fury, suffering 1d10 Wounds. The force of the outburst may knock them off their feet, granting them the Prone Condition. If the arcane storm finds no targets, its fury turns inwards, culminating in a devastating explosion that instantly ends your life.

79–81	Dimensional Ripple: The very fabric of reality wavers around you. A window to another dimension — chaotic, otherworldly, and filled with indescribable horrors — momentarily replaces your surroundings. Everyone within Willpower Bonus yards becomes entranced by this alien vista. Their minds grapple with the sheer alienness of it, and they must make a Hard (-20) Cool Test. Failure means they're wracked with fear, unable to comprehend what they've seen, remaining Frightened for 1d10 minutes.
82–84	Elemental Burst: A deafening roar accompanies the eruption of raw elemental energy, surging forth from you. The chosen element (fire, water, air, or earth) takes form, rampaging through the surroundings. All creatures within a Willpower Bonus x5 yard radius are at its mercy. They must brace against its onslaught with a Challenging (+0) Endurance Test or suffer 1d10 Wounds. The aftermath leaves conditions in its wake: Ablaze for fire, drenched and chilled to the bone for water, and so forth.
85–87	Mind's Mirage: Your psyche becomes a plaything for the whims of the Winds of Magic. Vivid hallucinations, both wondrous and terrifying, dance before your eyes, rendering the world around you a mere shadow. For 1d10 rounds, you suffer a –20 penalty to all tests, as distinguishing friend from foe or reality from illusion becomes a monumental task.
88–90	Arcane Inertia: The magic you harnessed recoils, binding and constricting you. Floating runes, symbols of arcane stasis, encircle you. For 1d10 minutes, every move feels like wading through thick mud, every word a labor. Your movement is halved, and casting spells requires twice the usual time, making swift incantations nigh impossible.
91–93	Doppelganger's Bane: From the aethyric winds emerges an eerie replica of yourself, intent on your destruction. This spectral twin possesses all your knowledge, skills, and abilities but seeks only chaos and mayhem. After 1d10 rounds, it vanishes, but not before attempting to wreak as much havoc as possible.
94–96	Void's Embrace: An overwhelming sensation of emptiness engulfs you. The world fades, replaced by an endless, starless void. You float in this nothingness for what feels like eternity, though mere moments pass in reality. When you return, the trauma remains, leaving you with a Broken Condition until you can rest and recover.
97–99	Arcane Maelstrom: The heavens themselves seem to rupture, unleashing a swirling vortex of raw magic. This tempest spreads, encompassing an area of Willpower Bonus x10 yards. Within, the very laws of physics and magic become erratic. Spells misfire, objects float, and the ground might turn to liquid or sky. This pandemonium lasts for 1d10 rounds before the maelstrom dissipates, leaving disarray in its wake.
00	Fate's Finality: The most dire of repercussions, the magic you've tapped into is too vast, too wild to be controlled. It surges back, consuming you entirely. A brilliant flash is all your companions see before you're gone, leaving no trace behind. This catastrophic feedback ensures that your tale in this realm concludes, urging the storyteller to craft a narrative befitting this tragic end.