

# Spell Failures

(*Christian Hagga*)

This alternative rule is offered for GMs who feel that the existing 'random spell' result of miscasting doesn't fit their campaign. This rule focuses on the consequences of magical energies becoming uncontrolled, where no spell has been formed.

The unfortunate spellcaster rolls a d10, adding their Rank and subtracting the level of the spell. Check the result on the table below for the effect.

Result	Effect
13+	The spell succeeds but costs an additional Magic Point.
10-12	The spell succeeds, but the magic burns the caster, causing them 2 points of damage.
6-9	The spell fails and magic burns out of control, causing the caster 1d4 points of damage.
4-5	The miscast spell draws the attention of a mischievous, otherworldly being, who attempts to lay a hex on the caster. The GM rolls a MAGICAL ATTACK of 20 plus the spell level against the caster's MAGICAL DEFENCE. If the attack succeeds, the caster is cursed (as per the Sorcerer spell). The curse lasts for one day for every level of the miscast spell, or until otherwise lifted.
3	The spell fails and a dark mist rises from the ground, forming into otherworldly tentacles that attack the caster. The tentacles are SPEED 14; if the caster fails to evade they are held firm (unable to take any action) for 1d4+1 rounds and suffer 1 point of damage per round as the tentacles drain their lifeforce.
2	The spell fails and magical energy explodes outward from the caster, causing 1d2 points of damage per level of the spell to all creatures and objects within a 6-metre radius. Characters who evade the effect's SPEED of 14 suffer half damage. Armour Factor can be subtracted from the damage caused to all except the caster. Additionally, all creatures who fail to evade must roll under their Rank on 1d8 or be stunned for one round. More than one careless Sorcerer has destroyed their laboratory in this way.
1	The spell fails as arcane energies run unchecked through the caster's body, causing their body to blister, melt, freeze, or atrophy. The caster is subjected to a MAGICAL ATTACK of 20 plus the level of the spell. If they fail, they suffer 1d4 points of damage per level of the miscast spell and suffer a permanent injury (as per the Permanent Injuries Table, Dragon Warriors p208). Those who successfully defend against the effect endure only 1 point of damage per level of the miscast spell and do not suffer a permanent injury.

From: <https://www.redruin.cobwebbedforest.co.uk/wiki/> - Red Ruin Wiki

Permanent link: [https://www.redruin.cobwebbedforest.co.uk/wiki/doku.php?id=miscellanea:spell\\_failures&rev=1701115567](https://www.redruin.cobwebbedforest.co.uk/wiki/doku.php?id=miscellanea:spell_failures&rev=1701115567)

Last update: 2023/11/27 20:06

