

**Table 4-4a: Essence Spell Failure**

Roll	Elemental	Force	Informational	Utility
1 - 10	Caster gets the spell off, but excess power internalizes, doing 3d10 hits. ☰+3d10	Essence swirls aimlessly. Spell may be cast next round.	Minor ripples in the Essence require more care to achieve success. Spell may be cast next round.	Spell functions normally, but excess Essence energy does 1d10 hits to the caster. ☰+1d10
11-30	Caster's fingertips spark, surprising him. Spell and one PP are lost. Caster is at -50 next round. ⚡(-1), -50	When you push the Essence, sometimes it pushes back. Spell goes off, but caster is stunned for five rounds. 5⚡[-50]	The Essence bends to those who remember all the words to a spell. Caster loses the spell (but not the PP). ⚡(-0)	Caster's technique is inefficient, but if he devotes another PP to this spell, he can still get it off. ⚡(+1)
31 - 40	Minor power backlash. Caster loses the spell and half the normal PP (round down) and is stunned one round. ⚡[-50], ⚡(-50%)	Essence feedback blurs caster's vision, causing him to lose the spell and half the normal PP (round down). Caster is stunned for one round. ⚡[-50], ⚡(-50%)	Confusing, conflicting data leaves caster dazed next round and still as ignorant as when he started. ⚡[-25]	That was not how the caster was taught to execute this spell. Caster loses the spell, but keeps the PP. ⚡(-0)
41 - 60	Caster catches a mistake before it becomes catastrophic and aborts the spell, losing the normal number of PP. ⚡(-x)	Caster loses his place in the spell and it all unravels taking the PP with it into oblivion. ⚡(-x)	Caster picks up the wrong thread of the Essence and gets the right information about a similar, but different, target.	Caster suddenly realizes he is casting the wrong spell. The spell is lost, but not the PP. ⚡(-0)
61 - 75	Caster has a choice to make: finish the spell next round and take 1d10 hits per level of the spell or simply abort the spell and waste the PP. ☰+1d10, ⚡(-x)	Spell has no effect. The caster loses twice the normal PP. The Essence is fickle. ⚡(-2x)	Caster gains partial information (if possible), but the process is tiring, resulting in a -30 fatigue penalty. ⚡[-30]	The Essence twitches slightly. Caster loses the spell and 1 PP. ⚡(-1)
76 - 90	Elemental energies ripple across caster's torso, doing 5 hits and three rounds of stun. ☰+5, 3⚡[-50]	Power backlash! The spell fails completely. Caster is stunned for 8 rounds. 8⚡[-50]	Caster obtains information that is mostly incorrect.	A muscle cramp in the caster's jaw causes the spell to fail. Caster loses the spell and half the normal PP (round down). Caster is stunned for 2 rounds. 2⚡[-50], ⚡(-50%)
91 - 95	The elements refuse the caster's call, knocking him back 3 feet, doing 2d10 hits and six rounds of stun. ☰+2d10, ⇒3', 6⚡[-50]	Caster is overwhelmed by painful power internalization, collapsing to the ground, taking 1d10 hits, and suffering nine rounds of stun. ☰+1d10, 9⚡[-50]	For a moment, caster glimpses the full complexity of the local Essence. Caster is stunned for two rounds, but gains a +10 to his next SCR made within the next 5 minutes. 9⚡[-50]	Caster's fingers go all wiggly. Caster loses the spell and half the normal PP (round down). Caster drops anything in his hands. ⚡(-50%)
96 - 100	Elemental power is summoned, but not properly directed. Caster takes 20 hits and a B critical. ☰+20, Ⓞ(B)	Essence flows through the caster, carrying away all of his PP. ⚡(-100%)	Information gained is, so far as possible, exactly the opposite of the truth.	Caster internalizes the spell. Caster takes 2d10 hits and is stunned for 2d10 rounds. Spell and PP are lost. ☰+2d10, 2d10⚡[-50], ⚡(-x)
101 - 125	The Essence seems especially stubborn today. Caster is stunned for two rounds. 2⚡[-50]	Spell targets the nearest alternative target(s) to the intended target(s). Caster is stunned one round. ⚡[-50]	Information gained is garbled beyond sense. Caster's frustration gives -20 penalties to SCRs for the next hour.	The spell strays off target and vanishes, leaving the caster stunned for 2 rounds. 2⚡[-50]
126 - 150	Caster gets confused by chaotic behavior of the elements and is stunned for three rounds. 3⚡[-50]	Spell targets the alternative target(s) nearest to the caster. Caster takes 1d10 hits and 1 round of stun from mental strain. ☰+1d10, ⚡[-50]	Caster gains useless information about an unknown target. In addition, there is so much information, caster is stunned for 3 rounds. 3⚡[-50]	Caster watches spell do nothing and spends three rounds stunned pondering why. 3⚡[-50]
151 - 175	Power? Yes. Control? No. Caster takes a B crit this round and an A crit next round. Ⓞ(B), Ⓞ(A)	Spell target(s) chosen randomly from those within 500' (ignore normal range). Spell backlash causes caster 25 hits and leaves him dazed for 1d10 hours. ☰+25, 1d10hr⚡[-50]	Caster strains too hard to get the information. Spell fails utterly; caster takes 5 hits and is stunned for 3 rounds. ☰+5, 3⚡[-50]	The spell misfires badly. Caster takes 1d10 hits and is stunned for 1d10 rounds. ☰+1d10, 1d10⚡[-50]
176 - 185	Essence surges and burns the fringes of the caster's aura. Caster cannot regain PP for a month. 1mo ⚡(-100%)	Complete confusion leads caster to cast a random spell at a random target. Shock puts caster into a coma for 1d10 days. 1d10dy↻	Caster obtains false, but plausible, information.	Caster's aura spasms as Essence is mishandled. Caster loses any attunements to magic items, takes 4d10 hits, and is stunned for 8 rounds. ☰+4d10, 8⚡[-50]
186 - 190	Caster manages to cast the spell (centered) on himself. Caster takes normal damage, as does anyone else affected. Caster also falls into a 1 week coma. 7dy↻	Spell misfires and internalizes inside caster's head. Caster takes 35 hits and loses spell-casting ability for 1d10 weeks. There is a 40% chance of a 1d10 day coma. ☰+35, 40%-1d10dy↻, 1d10wk⚡	Essence is misdirected by the caster, who takes 3d10 hits and an A critical. ☰+3d10	Severe power feedback knocks caster down, doing 1d10 hits and an A Impact critical. Caster is unable to function for 1d10 hours. ☰+1d10, 1d10h↻
191 - 195	There seems to be some confusion about which element the caster hoped to command, and he takes 3 different C criticals. Ⓞ(C), Ⓞ(C), Ⓞ(C)	Caster suffers a massive stroke! This causes 10d10 hits and a month-long coma. At the end of the coma, caster seems fine, but will die 1d10 hours later unless heart has been mended. ☰+10d10, 1mo↻[1d10]	Essence is reshaped around the caster, disrupting his aura and putting his RRs at a -50 penalty for 1d10 hours.	Caster is drained of all PP, takes 10d10 hits, and is stunned & unable to party for 12 rounds, after which exhaustion delivers a -50 fatigue penalty. ☰+10d10, ⚡[-75]
196 - 200	Caster takes 1d10 rounds of stun and a C crit from wild elemental power, then loses his remaining PP, taking a hit of damage for each one. ☰+1/X⚡, Ⓞ(E), 1-10⚡[-50], ⚡(-100%)	Caster internalizes spell energies; resulting nerve damage causes permanent reduction of PP by 50% (unless entire nervous system is healed). ⚡(-50%)	Caster peers into the deep mysteries of the Essence. This awesome vision puts caster into a 9 week coma, but he wakes automatically attuned to any magic items on his person 9wk↻	Caster sends Essence through his legs, leaving him unable to use them for two weeks. He also takes 30 hits and 3 rounds prone & stunned. ☰+30, 3⚡[-50], 3↻
201 - 250	Caster takes 3d10 hits and an E critical; caster blinded for 2d10 rounds. ☰+3d10, Ⓞ(E)	Spell completely internalizes. Caster loses all spell-casting ability for 1d10 weeks, will be in a coma for 1d10 weeks, and takes 8d10 hits. ☰+8d10, 1d10wk↻, 1d10wk⚡(-100%)	The spell collapses, releasing uncontrolled energies. Caster takes 20 hits, is knocked out for 9 hours, and loses spell-casting ability for 4 weeks. ☰+20, 9hr↻, 4wk⚡(-100%)	Caster internalizes the spell, taking 4d10 hits and spending 2d10 hours knocked out. Caster loses all spell-casting ability for 1d10 weeks. ☰+4d10, 2dhr↻, 1d10wk⚡(-100%)
251 - 300	Elemental power surges through caster, doing 1-5 E crits and putting caster in a coma for 1d10 weeks. Ⓞ(1d5 E), 1d10wk↻	Severe nervous disorder causes caster to lose all spell-casting ability for 1d10 months. 1d10mo⚡(-100%)	Caster gains the desired information. With luck, this will still matter after his month-long coma. 1mo↻	Caster is stunned for 1 round per level of the spell, takes 6d10 hits, falls into a coma for 1d10 days, and has a -50 penalty to all SCRs for 2d10 weeks. ☰+6d10, x⚡[-50], 1d10↻
301+	Elemental energies consume the caster, leaving a charred skeleton behind. ☠	Massive internalization of spell causes heart and brain to simultaneously shut down. ☠	Caster appears to have confused Informational magic with Elemental magic and takes 6d10 hits and an E critical. ☰+6d10	Caster's sensitivity to the Essence is damaged, causing a -100 penalty to all Power Manipulation, Delving, and Spellcasting skills (and -50 to SCRs) for one year. 1yr⚡(-100)

☰+X : X hits, ⚡X: Bleed, X hits/rd, ⚡(-X): Fatigue penalty, ⚡(-X): Breakage roll, -X: Injury penalty, X⚡[-xx]: Stunned for X rounds @ xx, ⚡: Staggered, ⇒ X': Knocked back, ↻: Knocked down/prone, ⚡: Grappled X%, Ⓞ(X): Additional criticals, ☠: Target is dying or defeated