

# ROSE OF WESTHAVEN

## MAGIC-USER MISCAST TABLE

Roll 1D12 to determine the effect of a miscast spell

1D12 Roll	Effect
1	Spell succeeds, but causes decay in matter in a 20 feet radius of the mage, causing it to age quickly: metal tarnishes and spots of rust appear on it; wood dries out, becoming brittle and cracked; stone becomes smooth and worn, with small cracks appearing in it; fabrics and leathers fray and tear; and food and drink spoils.
2	There is a flash of emerald energy and the spell back-fires, causing the caster 1D3 damage per level of the spell cast.
3	The strain of trying to handle the arcane energies causes the mage to fall unconscious for 1D3 rounds.
4	There is a backlash of energy and the spell is torn from the mind of the caster, they may not cast this spell again at all until they have had a nights rest.
5	The spell cast has the opposite effect to that intended, if it was a light spell then the same area is now shrouded in magical darkness, if it was a damaging spell it heals the target, if it was an attempt to summon a creature then someone is banished to another plane.
6	Green radiation from the miscast spell backlashes into the caster, he or she must make a saving throw verses magic or they acquire a Gloomium mutations (roll randomly to determine the mutation).
7	An extradimensional entity has slipped into this reality through a hole created by the casting attempt. Treat as if the Summon spell has been cast, with the creature having Hit Dice equal to the level of the spell originally attempted +1d4. The creature is automatically out of control.
8	An entirely different spell has been cast. Randomly determine what spell was cast from the campaign spell list (reroll if the intended spell comes up) with a 1d10 effective caster level. If the spell requires a specific target or target area, determine this randomly.
9	Uncontrolled extradimensional radiation floods an area equal to the intended spell level x 20' radius. Every biological creature of at least one Hit Die (except the caster) suffers 1d6 damage. The sum of the damage done is pooled together, and this pool of damage heals the caster up to maximum hit points, but all remaining damage beyond that is subtracted back from the caster's hit points.

The misappropriation of magical energy causes time to slide ahead:

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- o **If play is in “slow time”** (wilderness exploration, staying put in a particular location for healing or research purposes, or any such gameplay where time passes at a great rate), then 1d6 days for every spell level passes instantly. All characters within 20' staying in the same place the entire time. Any environmental effects of the character being in that spot unmoving for that many days are instantly applied (for instance, if they are in an unforgiving tundra, they will suffer the results of 1d6 days of cold exposure). The characters are then affected as if they have not eaten or slept in that entire time.
  - o **If play is in “medium time”** (such as dungeon exploration or any game play where time is measured in 10 minute turns), then 1d6 turns per spell level pass instantly. All characters within 20' stay in the same place the entire time. Light sources are expended, encounter checks are made, and any effect of the characters being in that spot unmoving for that period of time are instantly applied.
  - o **If play is in “fast time”** (such as combat or any game play where time is measured in six-second rounds), every biological being within 20', including the caster, rolls 1d6 per spell level, and is effectively paralyzed for that many rounds.

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- Odd and alien light floods a 100' area, destructive and harmful to physical life, but so strange that biological bodies don't know the proper response to the harm suffered. Bodies therefore guess at how they are supposed to respond to the malignant force, deciding to “remember” the last damage suffered and recreate that to express the harm caused by the light. Every character within the area re-suffers the last damage inflicted upon them. If the specific damage suffered cannot be remembered, then surely the foe that caused it can be; assume maximum damage was suffered. If even that cannot be remembered, the character suffers 1d20 points of damage. If a character has never before suffered hit point damage and is subject to this effect, it does no damage and instead doubles their maximum (and current) hit point amount.

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- Microscopic organisms floating in the air are engorged with strange energies, growing large enough to be seen and emitting glowing hues. They pass through all matter freely and devour all perishables (food, oil, torches, ammunition, gunpowder, basically any item individually accounted for and expended in a character's inventory, money and other such valuables excepted) within a 10' per spell level radius.
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