

92. Magical Research and Spell Construction

Magical Research and Spell Construction is concerned with the means whereby Adepts may augment their existing magical knowledge or ability. Only Adepts may construct and develop new spells. There are two main methods of doing so:

1. Research: This method is used to rediscover lost wisdom.
2. Experimentation: This method is used to explore new paths of hitherto undiscovered knowledge.

The one method which may not be used is to simply have an Adept of another College of Magic teach the spells of his College to an Adept desiring to expand his knowledge. Effectively, members of different Colleges are speaking different languages because their magical knowledge is couched in arcane metaphysical terms commonly understood by practitioners of the same College, but not capable of fitting into the same body of thought and experience which makes up any other College. Therefore, while it is possible for the same exact spell to be cast by Adepts of two different Colleges, the means by which the spell is cast and the state of mind of the Adepts will be completely different. Some form of research will always be required to discover a means of casting a spell which is not part of an Adept's College, even when the spell is perfectly comprehensible to Adepts of some other College.

Whenever the GM or the players desire to add a new spell to DragonQuest, the following procedure is followed:

Step 1: The individual desiring the addition of the spell to the game writes out the following information:

- The Type of Spell (see 92.1).
- The Target Nature of the spell (see 92.2).
- The Number of Targets affected by the spell (see 92.3).
- The Damage Type (if any) of the spell (see 92.4).
- The possible Resistance of the spell (see 92.5).
- The Special Attributes (if any) of the spell (see 92.6).

Each of these types of information is termed a Special Characteristics. The first five characteristics are listed on the Spell Construction Chart. Beneath each spell characteristic of that chart there is one or more descriptive phrases. When writing out the spell, the player should choose for each characteristic, the one phrase which most closely represents the nature of the spell ignoring those characteristics which do not apply. Detailed discussions of each phrase are provided under the section dealing with the characteristic described by that phrase. Special Attributes are discussed in 92.6. A spell may have any number of special attributes.

Step 2. The GM refers to the Spell Construction Chart to determine the Base Chance, Experience Multiple, Difficulty Factor and Cost of the spell. Each item is represented by a column on that chart, and each column contains a list of numbers representing the value of the spell's component characteristics for purposes of determining these four elements of the spell.

In order to determine any of these elements, the GM selects one number from the span provided opposite each spell's characteristics and adds all of the numbers selected together. Where a span of numbers is provided, the GM should use the highest number in the span if the player creating the spell desires that it work as a talent instead of a spell, or if the particular combination of spell characteristics selected seems overly effective to the GM. The lowest number in the span should be used if the spell is designed to work as a ritual instead of a spell, or if the GM finds the combination selected to be particularly weak or ineffective. Otherwise, a number from the middle of the span which the GM feels provides a proper balance between the overall effectiveness of the spell and its cost should be chosen.

When a number has been chosen for each characteristic that applies to the spell type entry each under Type of Spell, Target Nature, Number of Targets, Damage Type, and Resistance of Spell, the entries are added together to form a single number which, in the cases of Experience Multiple, Difficulty Factor, and Cost equals the element represented by that column. The sum derived for Base Chance is subtracted from 100 to find the Base Chance for the spell. In some cases, it will simply be impossible to make a particular combination of elements into a spell using this process because a negative Base Chance will be derived. The GM should, in such cases, disallow the spell or require that it be performed only as a ritual of a duration equal to at least one hour for every 1% (or fraction) the Base Chance is below 1.

Example: Sinjab the Kurd, an Earth Magician, desires to employ a spell designed to (1) Transmute (2) Single Target (3) which is a Cold Iron Object (4) using a spell which May not be resisted. The Spell Construction Chart lists the following numbers for each phrase:

Characteristics	Experience Base Chance	Difficulty Multiple	Factor	Cost (SPs)
Transmutation	25-35%	80-120	30-40	500
Single Target	0-10%	5-40	5-15	50
Cold Iron Object	45-55%	100-140	45-55	300
No Resistance	20-30%	30-170	30-40	350
TOTAL	90-130%	215-470	110-150	1200

Subtracting the totals under the Base Chance column from 100 yields a number between 10% and -30%. The Experience Multiple for the spell would range from 215 to 470. The Difficulty Factor would be 110-150, and the cost to develop the spell would be 1,200 Silver Pennies.

Step 3. The GM selects a Range and Duration for the spell using existing spell as guidelines. The spell's inventor may request extra range or duration from the GM at this point, but the GM should increase the Experience Multiple, Difficulty Factor, and Cost and decrease the Base Chance of the spell by a percentage directly proportional to the increase in range and duration. When calculating percentage increases, round up to the nearest whole percentage point.

Example (continued): Sinjab's Transmute Cold Iron Spell might have a range of 10 feet and an immediate duration. If Sinjab wished to increase the range by 5 feet (50%), the result would be a decrease of 50% in Base Chance (a BC of 10 would become a BC of 5) and an increase of 50% in Experience Multiple, Difficulty Factor, and Cost. Thus, an Experience Multiple of 215 would become 323, and a Difficulty Factor of 110 would become 165. The spell's cost would be increased to 1800 Silver Pennies. Note: The GM may wish to round increases up to the nearest increment of 5. All increases are cumulative. Therefore, an increase of 20% in range and 15% in duration would cause a 35% increase in Experience Multiple, Difficulty Factor, and Cost, and a 35% decrease in Base Chance.

Step 4. Once all of the spell's basic characteristics have been determined, the GM should adjudicate the effect of Rank on the spell. Generally, Rank should increase range and duration (where appropriate), number of targets, Base Chance, and damage, all by a constant increment for each characteristic. The effects of Rank should be determined using existing spells as guidelines.

Step 5. All of the spell's characteristics and a description of its effects should be written out by the GM in DragonQuest format and the spell should be assigned a number and code. All spells researched by a player are considered Special Knowledge Spells (Special Knowledge Rituals, if the player wishes them to function as rituals rather than spells). However, all such spells have an ordinal number for purposes of learning or advancing in Rank one greater than the highest ordinal number given for any Special Knowledge Spell (or ritual, where appropriate) for this College. The GM should present the player with this written spell description along with a separate statement of the spell's relative Difficulty Factor and Cost.

Example (continued): Sinjab's spell would be written up by the GM as follows:

S-29. Spell of Transmuting Cold Iron

Experience Multiple: 215 Base Chance: 10%
Range: 10 feet (+5/Rank) Duration: Immediate
Resist: May not be resisted.

The caster may transmute 1 (+1/Rank) object made of Cold Iron within range into some other substance of his choice. The transmutation is permanent until dispelled by magic. Note to Sinjab: The total cost of developing this spell will be 1200 Silver Pennies, and it will have a Difficulty Factor of 110.

Once a spell has been designed, the GM may add it to the game for use by one or more NPC's or, if the spell is being designed for a player character, the player character will have to expend time and resources to develop the spell. Upon being handed the spell design, a player character may decide not to develop the spell at that time, in which case, the spell is returned to the GM who marks on it which character requested the design and files it away for future reference. One week of time is expended by a player character whenever that character's player requests that a spell be designed. This cost represents the time expended in determining the feasibility of the spell and is automatically assessed whether or not the character proceeds to develop the spell immediately.

Whenever a player character decides to develop a spell, that character must state to the GM whether he will research the spell or experiment in an effort to discover it. If a character is researching the spell, he will require access to a library (his own or one borrowed or rented for the occasion). If he is experimenting, the character will require no such facilities, but the Difficulty Factor of a spell is automatically increased by 25 if the development of the spell is to be by a process of experimentation only, instead of research. In both cases, the Adept developing the spell will require materials whose cost is equal to the Cost of Spell in Silver Pennies.

A good magical research library will cost about 30,000 Gold Shillings to develop (less the value of any magical scrolls that the Adept may add to the library as a result of his adventures) and should take between five and ten years to develop. An Adept may use a partially developed research library, but the Difficulty Factor of the spell being researched will be increased by a percentage equal to the percentage difference in efficiency of the partially completed research library and a fully functional library. For example, a research library which was 70% completed would cause an increase of 30% (the difference between 70% efficiency and 100% efficiency) in the Difficulty Factor for any spell researched using that library. It normally costs about 1000 Silver Pennies per week in bribes to gain regular entry to a Royal Library, Guild Library, or similar facility which would serve as a research library. Penalties for use of such libraries are stringent, however. There are no readily available research libraries open to the public.

Members of the College of Rune Magics who develop a spell by research decrease the Cost and Difficulty Factor of the spell by 20% (after all other modifiers are applied to the spell). Adepts of the College of Enspellments and Enchantments who develop a spell by experimentation decrease the Difficulty Factor (only) by 40% (after all other modifiers are applied to the spell). Members of the College of Naming Incantations who develop a spell by research decrease the Cost and Difficulty Factor by 25%. Upon embarking on the development of a spell (through either research or experimentation), a character's player must announce to the GM how many weeks the character will spend developing the spell. He may take no other action during that period. If the development of the spell during this period is interrupted, the process of development must be performed again from scratch and time spent in unsuccessful development is lost. At the end of the development period, a Development Check is made by the GM to determine if the spell is successfully developed as written. The GM rolls D100. If the resulting number is greater than the Difficulty Factor, the spell is successfully developed and may be used as written by the Adept (who may teach it to others). If the resulting number is less than or equal to the Difficulty Factor, the development is unsuccessful to one degree or another and the GM rolls on the Spell, Talent, and Ritual Development Table (92.9) to determine the effects of the failure. For each week

spent in developing a spell the Difficulty Factor for that spell is decreased by 5. Exception: A spell may never have a Difficulty Factor less than 5. No Development Check may be made for a spell which has a modified Difficulty Factor greater than 95.

[92.1] Every spell capable of being developed will be of one of 10 basic types.

1. Spells of Transmutation—All spells which alter the molecular structure of substances, change them from one shape into another, alter their density, and so forth, can be considered Spell of Transmutation, unless subsumed under another type.
2. Spell of Enchantment—All spells that raise undead, control, charm, enchant, allow communication with, bind, effect luck of, increase resistance of, create blight, blessing or rotting, cause disease or curse, animate, or enhance an existing enchantment on an object, entity, or substance. Many spells under this heading could also be considered Spells of Transmutation.
3. Spells of Creation (Fire)—All spells involving the conjuration or creation of physical objects or of energy and involve the element of fire.
4. Spells of Creation (Air)—All spells involving the conjuration or creation of physical objects or of energy and involve the element of air.
5. Spells of Creation (Earth)—All spells involving the conjuration or creation of physical objects or of energy and involve the element of earth.
6. Spells of Creation (Water)—All spells involving the conjuration or creation of physical objects or of energy and involve the element of water.
7. Spells of Perception—All spells involving illusions, obscurments, the creation of mental responses to magic (via Spell of Agony or similar device), the creation of darkness or light, the detection of auras or other hidden things, enhancement or dulling of senses, or prediction of the future.
8. Spells of Summoning—All spells involving the calling or summoning of beings of this dimension or any other dimension.
9. Spells of Restoration—All healing, regeneration, raising from the dead, and other types of damage repair.
10. Spells of Locomotion—All spells involving the propelling or levitating of individuals, objects, or substances by the Adept.

These 10 types are general divisions and any given spell may arguably be of more than one type. In general, the GM will readily perceive that the thrust of a spell places it within one of the 10 classifications more than any other. Where such is not the case, the GM should always place the spell within the type of classification least advantageous to the spell's designer (in terms of Base Chance, Experience Multiple, Difficulty Factor, and Cost). If the spell's designer writes up the spell under one type of classification, that never prevents the GM from using a different type classification which he feels is more appropriate.

[92.2] Every spell that is capable of being developed will affect one of 11 possible targets.

1. Flora—All spells affecting only plants.
2. Lesser Entities—All spells affecting small animals, fish, birds, insects, and such.
3. Greater Entities—All spells designed to affect non-fantastical, non-sentient large animals, fish, and birds.

4. Sentient Entities—All spells designed to affect sentient entities (including player characters and NPC's), but which excludes fantastical entities.
5. Lesser Enchanted Entities—All spells designed to affect fantastical monsters of small size, lesser undead of any non-sentient type, and elementals.
6. Greater Enchanted Entities—All spells designed to affect large fantastical monsters, greater undead, dragons, summonables (other than elementals), large aquatics (whales, kraken, and the like), and large avians.
7. Small Inanimate Object—Any object of roughly the size of: small box, pouch, flask, and so on.
8. Medium Inanimate Object—Any object the size of a chair, small table, or crib.
9. Large Inanimate Object—Any object the size of a bed, dinner table, or other large piece of furniture.
10. Cold Iron Object—All spells designed specifically to affect objects made of cold iron (other than those spells that are used to enchant weapons).
11. Any Unrestricted Target—Any spell designated to affect any target or designed to affect a number of different target classes. The only exceptions are those spells which include as targets Greater Enchanted Entities or Cold Iron Objects. In such cases, the highest possible numbers are used for Base Chance, Experience Multiple, Difficulty Factor, and Cost.

[92.3] Every spell capable of being developed will affect only a limited number of targets.

1. Single Target—Spells that affect only a single target other than the caster.
2. Multiple Target—Spells that affect a finite number of targets in excess of one.
3. Area Spell—Spells that affect all targets within a given area or range, or affect all such targets the except the caster.
4. Caster Only—Spells that affect only the caster of the spell.

[92.4] Some spells capable of being developed are distinguished by the type of damage that they either inflict or heal.

There are four types of damage a spell developed during the course of one game can inflict or heal:

1. Light Damage—Spells that inflict or heal less than 6 points of damage on the average (with 5 being considered the average roll on D10).
2. Heavy Damage—Spells that inflict or heal 7 to 12 points of damage on the average (with 5 being considered the average roll on D10, and 10 being considered the average roll on 2D10).
3. Killing Damage—Spells that inflict or heal greater than 13 points of damage on the average, or that are specifically described as usually inflicting or curing terminal results on the victim.

Not all spells cause or heal damage. Those spells that are not specifically designed to kill, heal, or damage a victim directly have no Damage Characteristic. When constructing such a spell, the designer and the GM ignore that characteristic. All damage referred to relates to damage done or healed by the spell unranked against the undefined target. Spells that inflict damage on all targets within an area or heal all targets within the area are classified according to the damage they could do to or remove from any one target within that area (not according to the damage it could do cumulatively). When

constructing a spell, no allowance is made for how much of the damage inflicted by the spell might be absorbed by armor or other forms of protection.

[92.5] There are four classes of resistance possible versus spells.

1. Active Resistance Only—Spells that may be resisted only actively, not passively.
2. Passive Resistance Only—Spells that may be resisted only passively, not actively.
3. Active and Passive Resistance—Spells that may be resisted both actively and passively.
4. No Resistance—Spells that cannot be resisted (including illusion-type spells that must be disbelieved instead).

Exception: Spells that affect only the caster and that can not be resisted are considered to have no Resistance Characteristic, and no numbers are added to Base Chance, Experience Multiple, Difficulty Factor, or Cost for such spells.

[92.6] Some spells will have special attributes not covered in the Spell, Ritual, and Talent Construction Chart.

These special attributes include the following:

1. The spell is designed to work as a talent rather than a spell.
2. The spell is designed to work as a ritual rather than a spell.
3. The spell is designed to affect the climate or weather in an area, or to create earthquakes, tremors, volcanic eruptions, openings to the center of the earth, or the like, or to summon celestial bodies, or make major alterations in the earth or stars.
4. The spell involves a major curse or other doom of a significant (and probably deadly) nature.
5. The spell involves some means of dissipating or countering other magic already in effect.

In the cases of paragraphs 1, 3, 4, and 5 preceding, the maximum number should be used for each spell characteristic to reflect the presence of one of these factors. If more than one of these factors is present, half the difference between the higher and lowest number in each span should be added to the highest number in the span for each of the special characteristics which apply. In the case of 2. above, the minimum number in the span should be used. If 2 is used in conjunction with 3, 4, or 5, half the difference between the highest and lowest number in each span is added to the lowest number in the span for each of the special characteristics that apply. The GM may wish to add other special characteristics in addition to the 5 mentioned. Any such added characteristics should be treated the same as special characteristics 1 through 5 insofar as they affect the numbers on the Spell, Talent, and Ritual Construction Chart.

[92.7] The GM must roll on the Spell, Talent, and Ritual Development Table whenever a spell is improperly developed.

A spell is improperly developed whenever the GM rolls a number less than or equal to the Difficulty Factor for that spell on D100 as part of a Development Check (see the introduction to this Section for the procedure employed). An improperly developed spell may still be used in most cases, but improper development can result in a variety of (more or less) adverse consequences relating to the spell's implementation. These may include increases or decreases in the spell's characteristics, increased

development cost, an alteration in the spell's primary effect, the creation of side effects attendant upon the casting of the spell, or automatic backfire whenever the spell is cast.

The GM should never tell the developer of the spell anything about the spell except whether the spell has been developed or not, until such time as the developer attempts to cast the spell, increase his Rank with it, teach it to others, or otherwise employ it in such a way that any alteration from its written form would become clear to the developer. The GM should, however, note any changes in the way the developed spell actually works (as opposed to the way it was supposed to work). The developer may, if the GM desires, be told there is a chance the spell has been improperly developed, or the GM may choose to notify the developer that the development has failed totally (and no usable spell has been developed), or that it has succeeded to an unspecified extent. GM's who desire to keep as much information about the spell secret for as long as possible may wish to routinely roll D100 (ignoring the result) after each Development Check, whether or not it is necessary to roll on the Spell, Talent, and Ritual Construction Chart. This procedure should keep the developer guessing as to just what is happening to his spell.

In some cases, a roll on the Development Table will result in several aspects of the spell's functioning being altered or in the GM having a choice as to what aspects of the spell's functioning will be altered. In such cases, the GM is the sole determiner of how the altered spell will work. In other cases, it may be impossible for a spell of a particular type to be affected by the results of a roll on the Development Table. In such cases, the spell is considered to have been successfully developed as written. There is no effect on the spell due to improper development.

The actual procedure used to determine the effects of an improper development on a spell are as follows: The GM rolls D100 and consults the Development Table. The passage indicated describes the effect on the spell resulting from improper development. This dice roll result is modified by subtracting from it a number equal to the number of weeks spent on developing the spell.

Example (continued): If Sinjab the Kurd's Spell of Transmuting Cold Iron has a Difficulty Factor of 110, and Sinjab spends 10 weeks developing the spell, the modified Difficulty Factor will be 60. The GM makes a Development Check at this point by rolling D100. The result is 23. Sinjab has improperly developed his spell, and the GM must now roll on the Spell Development Table. The Result of this D100 roll is 12. The number of weeks spent in development of the spell (10) is subtracted from this number resulting in a modified roll of 02. A result of 02 falls within the span of 01-05. The description opposite this span of numbers on the Spell Development Table indicates that despite improper development, the developer is able to successfully formulate the spell as written.

[92.8] Spell, Talent and Ritual Construction Chart

Characteristic	Base Chance	Experience Multiple	Difficulty Factor	Cost Of Spell
<i>Type of Spell</i>				
Transmutation	25-35%	80-120	30-40	500
Enchantment	15-30%	80-120	20-30	300
Creation (Fire)	3-13%	30-70	5-15	300
Creation (Air)	5-15%	30-70	7-17	300
Creation (Earth)	10-20%	30-70	13-23	200
Creation (Water)	5-15%	30-70	7-17	200
Perception	15-30%	30-70	20-30	100
Summoning	15-30%	80-120	20-30	300
Restoration	15-25%	50-90	20-39	200
Locomotion	20-30%	120-160	25-35	200
<i>Target Nature</i>				
Flora	10-20%	10-40	10-15	50
Lesser Entities	15-25%	10-50	15-25	50
Greater Entities	25-35%	30-70	25-35	50
Sentient Entities	35-45%	80-120	40-50	100
Lesser Enchanted	30-40%	60-100	40-50	100
Greater Enchanted	50-60%	130-170	60-70	150
Small Inanimate	25-35%	30-70	15-25	100
Medium Inanimate	30-40%	40-80	25-30	100
Large Inanimate	30-40%	50-90	30-40	100
Cold Iron Object	45-55%	100-140	45-55	300
Area Unrestricted	50-60%	180-220	45-55	200
<i>Number of Targets</i>				
Single Target	0-10%	5-40	5-15	50
Multiple Target	5-20%	10-50	10-15	100
Area Spell	10-20%	20-60	10-15	100
Caster Only	15-35%*	40-85*	35-40*	100*
<i>Damage Type</i>				
Damage: Light	1-5%	40-60	5-15	150
Damage: Heavy	5-15%	50-90	5-20	200
Killing Damage	25-35%	160-200	30-40	500
<i>Resistance</i>				
Active Resistance	15-25%	20-60	40-50	500
Passive Resistance	10-20%	15-55	15-45	350
Active and Passive	3-15%	15-50	20-30	150
No Resistance	20-30%	30-100	30-40	350

* This number is subtracted from the total for the spell.

Range and Duration are determined by the GM. He may use existing spells as guidelines for establishing proper Range and Duration and should charge more to BC, EM, and Cost if a player desires exceptional Duration or Range for his spell.

[92.9] Spell, Talent, and Ritual Development Table

- 01-05 Despite remarkably poor development, your labors bear the intended fruit. The spell may be cast in future as written.
- 06 The shades of your fathers smile upon your efforts! The Range, Duration, and Base Chance for your spell are each increased by 30%.
- 07 The Range, Duration, and Base Chance for your spell are each increased by 10%.
- 08 Any two of the three characteristics mentioned in 06-07 are increased by 30%.
- 09 Any two of the three characteristics mentioned in 06-07 are increase by 10%.
- 10 Luck is again your chattel! The Experience Multiple for this spell is decreased by 20%.
- 11 The Experience Multiple for this spell is decreased by 10%.
- 12 A fortuitous accident results in the doubling of your spell's effectiveness. The GM should double the average damage/regeneration done by the spell if possible. If the spell results in no damage or regeneration, the GM should double the Range or (where applicable) Duration of the spell. If the spell has no Duration (i.e., is effective immediately and, more or less, permanently) or definable Range, then this result should be ignored and the spell should be cast as written.
- 13-15 The spell is properly developed and may, in the future, be cast as written. However, an accident during the development process has led to D10 x 1000 silver Pennies damage to the research library being used to develop the spell. If the library being used belongs to the spell's developer or another player, the library loses 5% effectiveness until the damage is repaired. If the library is a royal, monastic, or other type of library being used by bribery, the developer will have to pay D10 times the amount of damage in Silver Pennies to repair the damage and bribe craftsmen and attendants to keep quiet about the accident. If the spell is being developed by experimentation instead of by research, this effect is ignored and treat the spell as castable as written.
- 16-17 The spell is properly developed and may, in future, be cast as written. However, an accident during the development process has led to the developer suffering D + 5 Damage Points which are immediately subtracted from the developer's Endurance. This result is ignored if the spell is being developed via research instead of experimentation.
- 18-19 The arcane terminology used in this spell tends to cause intense perturbations in the mana flow having unpredictable effects on the strength of the spell. The GM rolls D100 prior to each attempt to cast the spell. On a roll of 35 or less, the spell will have double its normal effect. If it is a spell which inflicts or cures Damage Points, then the GM will double the number of Damage Points actually cured or inflicted by the spell. Otherwise, the Base Chance for the spell should be doubled. On a roll of 35 or greater, the spell will have half the normal effect. If the spell normally inflicts or cures Damage Points, the number of points inflicted or cured will be halved (before any are absorbed by armor). Otherwise, the Base Chance for the spell should be halved (round down).

- 20 The spell is successfully developed, but the terminology and incantations necessary to use it are so involved that the spell can be remembered only with great difficulty. Prior to making a Cast Check for this spell, the GM rolls D100. If the resulting number is less than or equal to 3 x the caster's Magical Aptitude, the Adept proceeds to make a Cast Check. Otherwise, the Adept is unable to remember the spell and may not attempt to cast it for the next 5 hours.
- 21-22 Any one of the three characteristics mentioned in 06-07 (Range, Duration, or Base Chance) is increased by 20%.
- 23-24 Any one of the three characteristics mentioned in 06-07 (Range, Duration, or Base Chance) is increased by 10%.
- 25 The Range and Duration of the spell (if any) are halved and the Base Chance is increased by 30%. Round fractions down.
- 26 The Range and Duration of the spell (if any) are halved and the Base Chance is decreased by 50%. Round fractions down.
- 27 The Range, Duration, and Base Chance (where applicable) are halved, but so is the Experience Multiple. Round fractions down.
- 28 The Range, Duration, and Base Chance (where applicable) are increased by 10%, but the Experience Multiple is increased by 10% also.
- 29 The Range, Duration, and Base Chance (where applicable) are increased by 20%, but the Experience Multiple is increased by 50%.
- 30 The Range, Duration, and Base Chance (where applicable) are increased by 10%, but the Experience Multiple is increased by 40%.
- 31-35 The Range, Duration, and Base Chance (where applicable) are decreased by 10%. Round fractions down.
- 36-40 The Range, Duration, and Base Chance (where applicable) are decreased by 20%. Round fractions down.
- 41-45 The Range, Duration, and Base Chance (where applicable) are decreased by 30%. Round fractions down.
- 46-50 Any one of the three characteristics mentioned in 06-07 (Range, Duration, or Base Chance) is decreased by 50%. Round fractions down.
- 51-55 Any two of the three characteristics mentioned in 06-07 (Range, Duration, or Base Chance) are decreased by 50%. Round fractions down.
- 56-60 Range, Duration, and Base Chance (where applicable) are decreased by 50%. Round fractions down.
- 61-65 The Experience Multiple for the spell is increased by 75%.
- 66-70 The Experience Multiple for the spell is increased by 100%

- 71-75 The Experience Multiple for the spell is increased by 100% and Range, Duration, and Base Chance (where applicable) are all decreased by 50%. Round fractions down.
- 76-80 The spell is extremely potent (triple the Range, Duration, Damage Points inflicted or cured, and Base Chance, if appropriate), but drains the Adept whether it is successful or not. Reduce the Adept's Fatigue to zero whenever the spell is cast.
- 81-85 The spell automatically backfires whenever cast.
- 86-90 The spell may be cast as written, but it automatically backfires whenever the caster fails to successfully cast it.
- 91-98 The spell may be cast for half effect (GM should halve as many aspects of the spell as possible). In addition, you suffer a minor curse whenever you successfully cast the spell. The GM should choose any on such curse from those listed on the Backfire Table under entries 61 through 100. The same minor curse should always be inflicted whenever the spell is successfully cast.
- 99-100 Woe to the caster of this spell! Whenever the spell is successfully cast, the GM inflicts on the caster a Major Curse of Rank equal to D10 + caster's MA. The GM may choose any curse from among those listed in 84.4.

If any of these results contradict the workings of the intended spell, talent, or ritual (e.g., indicating a backfire for a talent) the GM should feel free to alter the result or re-roll.

The word "spell" in this table refers to spells, talents, and rituals.