

# Weird Magic

Using magic is not for everyone – the association with chaotic forces marks the Magic User, and the Elf, as individuals outside the natural order, who manipulate the very fabric of reality in order to bend it to their will. This is not done without risk, but the rewards can be great; the possibilities for personal gain far outshine those given by the selfless magic of the Cleric or Shaman.

Magic takes its toll on the mind, however. The elves have long known this, and most elves refuse to use their innate magic unless circumstances are extraordinarily dire – although some adventuring types are notable exceptions, which is a big part of why they must venture outside elven society. For the Magic User, such constraints are rarely a problem and being shunned by civilized society is simply business as usual.

That being said, most of those who wield arcane powers do so with utmost caution, since doing otherwise invites all sorts of disasters, both on a personal level and on a larger scale. Sometimes circumstances are dire, however, and the need to tap one's reserves is critical. In these cases, an Elf or a Magic User can attempt to retain cast spells in their mind, using mental discipline and brute force of will.

## Retaining Spells

The attempt to retain a spell must be made *at the moment of casting*, right after the spell has been cast, and is considered a part of the very same action. The intent to retain the spell must be declared prior to casting, as well. In order to retain the spell in his or her memory, the character must roll a save vs. Spell. The caster's Intelligence modifier modifies this save, but the level of the spell must also be subtracted from the roll. If the end result is a successful save, then the spell has been retained in memory. Note that an unmodified roll of 1 is considered a failure in all cases, Intelligence modifier and Magic save aside.

Most attempts result in nothing more than the spell being retained or lost from memory, but a low roll can backfire on the caster, and in the case of higher-level spells the results can be disastrous. After the roll has been made, consult the following chart to see if there are any negative effects on the caster. *This takes place even if the spell was successfully retained* – high level mages with a high Intelligence modifier and a very good Saving Throw are capable of keeping lower level spells in their memory despite suffering one of the less severe results from this table.

The effects of these backlashes, from minor ones to major ones, affect primarily the character himself and not the world around him or her – and the spell that was cast always takes effect at the intended power

level with the intended target. These are not miscasts, but are instead a strain on the mage or elf as he tries to retain the pattern on the spell in memory. That being said, the effects can be catastrophic for both his mind and his physical body.

In order to determine what effect this strain has, consult the following table:

Roll	Result
4+	No effect
2-3	Minor physical strain (nosebleed, headache or similar); suffer 1 HP damage
1	Backlash (flashes, dizziness or similar); stunned 1d6 rounds, suffer 1 HP damage
0 or less	Roll for a Mishap using 2d6, adding the amount by which the roll fell below zero

Should the roll require you make a further roll for a Mishap, make a roll on the following table:

Roll	Result
4 or less	Mental jolt; stunned 1d3 turns, suffer 1 HP damage
5-6	Mental feedback; stunned and unable to speak 1d3 hours, suffer 1d3 HP damage
7-9	Mental shutdown; fall unconscious for 1d6 hours, suffer 1d3 HP damage
10-11	Mind wipe; fall unconscious for 1d6 hours, suffer 1d3 HP damage, lose all memorized spells
12-13	Struck down; caster drops to 0 HP from severe magical feedback and is rendered unconscious, and also loses all memorized spells
14	Mental collapse; caster is <i>Feebleminded</i> as per the spell (no save), suffer 1d6 damage
15	Catastrophic brain damage; caster is <i>Feebleminded</i> as per the spell (no save) and suffers 1d6 permanent Int and Wis damage, and also drops to 0 HP
16	Blasted; caster dies immediately from major magical feedback and severe internal damage
17+	Snuffed out; the caster's soul is obliterated and scattered on the cosmic winds – death is instantaneous and irreversible

## Effective spell level

In those cases where the effect of a spell is affected by the caster's level in any way (duration, area of effect, damage et al.), dividing the caster level by two and rounding up determines the actual spell level. The caster can freely choose at what power level he wishes to cast a spell at the moment of casting, with two restrictions; it cannot be higher than his own character level, and cannot be below the minimum level required to actually be able to cast the spell.