

ESSENCE

	Summoning	Elemental attack	Elemental non-attack
01-25	The other end closed the connection. Beep.	A flimsy elemental particle dances by. Only the most gullible are impressed.	Strainous attempt causes nothing but a slight shiver in the air.
26-40	No one is answering the call, yet they charge you for it. Unfair! ☉d10	Bits of element are hurled around without coordination as caster tries to fend of an imaginary gnat. 1☆	The element stirs, but not in the desired way. A (minor) negative effect in similarity with the intended spell (a grass fire, a stray wind blowing casters hat off, etc) occur.
41-55	Caster summons something annoying that is nigh impossible to get rid of (i.e a loud chirping faery frog or the whispering ghost of a long dead poet). Hopefully the nuisance get tired before caster goes insane.	Caster plays around, inflicting an "A" severity elemental critical upon himself.	Caster strains himself in the attempt to bend the Essence. Spell fails and caster is penalized (all actions) due to exhaustion. (-10)
56-70	Caster is mentally exhausted, unable to summon anything for 24 hours. Spell fails. ☉2d10	Caster barely escapes death (but not embarrassment) as element engulfs him, stunning him for 2 rounds. +6 hits.	Caster believe the spell have failed. GM: In fact spell is only delayed and will take effect in two rounds.
71-85	Spell accidentally opens a gate to the void. One of Morgoth's lesser evils pass through before caster is able to close the gate, draining himself of half remaining PP. The bewildered creature leaves the site, unless attacked.	In a mad display of self loathing, caster melts, freezes, burns or impale part of himself. The show is enjoyable, especially for any foe, as caster take a "B" elemental critical.	It seems that caster have forgotten this particular spell. It may not be cast again until next level.
86-95	A flash of light blinds all within 20' for 1-3 rounds. Caster is flummoxed for a few minutes, but is certain the spell have failed. GM: something slipped through and will await darkness until attacking. Randomly select a demon or entity of lesser or equal level as the spell cast.	Spell fails, but the element clings to casters hands, stunning him for 1 round. A mind block disables caster from trying to cast this spell again for 3 days. +10 hits.	Caster is thrown to the ground in a disastrous spell failure that send fragments of the element flying across a 15'R area. All within the radius, including caster, take an "A" severity elemental critical. 3☆
96-100	Disaster strikes as caster forgets the final words of the incantation! The summoning opens a gate through which something evil has a 20% chance of slipping through every night. Caster can make a frantic attempt to close the portal with chance equal to the amount of PP applied. Caster only gets one attempt per 24 hour period. ☉3d10	The spell is larger and more powerful than expected (x2 concussion damage), but unfortunately terribly aimed. Roll for direction and range randomly, but exclude the intended target(s). ☉2d10	Caster lose control over the element he tries to invoke, resulting in the destruction of a nearby construction (ragged by fire, flooded by water, withered down or blown away). Anyone inside takes an "E" severity critical of the appropriate sort. If no constructions are nearby, use the 86-95 result instead, but with the loss of 2d10 PP. ☉2d10 3☆
101-125	Spell fails. Caster, and all who took part in the summoning, are thrown to the ground. Caster lose all his PP and are unable to summon anything for 1 week. Any other partakers lose 3d10 PP. 3☆	Element clings to caster's body causing an "A" severity elemental critical for 3 consecutive rounds unless caster find a way to quench the element. ☉2d10	Bad ground causes unstable result. Spell works, but increases in effect for each consecutive round, drawing it's power from caster. GM: spell ends when caster gets 300' away or has zero PP left. ☉2d10 (per round)
126-150	Spell fail results in a surge of Essence internalized by caster, turning him into a vegetable for 1-10 hrs. Even after regathering his wits, caster is wobbly and unable to cast any spells for three weeks. ☉5d10 (-10)	Caster's attempt to handle forces that he has yet to master, knocks him to the ground. Caster suffers a "D" severity elemental critical and lose the ability to cast this spell. 3☆	Caster realises his mistake only when the chaotic element is overwhelming him. Caster is stunned and the equivalent of a Weak Elemental attacks him until slain or dispelled. 3☆
151-175	Strenuous spell casting culminates in a black out, and as the caster falls unconscious to the ground, a shimmering portal opens. A greater demon (Razarac, Wind of Taurang, Slydach or equal) pass through unchecked and will make its mark on the world. Caster's life is at it's whim.	Spell misfires, causing it's intended effects with caster in it's center. Trauma makes caster unable to use any spells from this spell list for 1 week.	Spell failure exhausts caster. Struggling with control over the elements caster lose 5d10 PP per round for 1-5 consecutive rounds. Caster is frantic to avoid any spells from this list for 1 week. ☉5d10
176-200	A slight slip at the incantation of protective measures proves very unfortunate. The caster is knocked out for 1-10 hours and upon returning to consciousness he is dramatically changed. GM: Caster is possessed by a Greater Demon (or Fae), and will work solely for a single purpose fitting the possessors agenda.	Caster is not strong enough to wield the force invoked. Everyone within a 20'R take a "B" critical. Caster is hit even worse, taking a "D" critical and then falling into a coma, lasting for 1d10 days.	Caster visibly struggles to control the element unleashed and eventually fails, falling unconscious to the ground. Caster is out for 1-10 hours. GM: An infuriated Fae (equal to a Strong Elemental) invisibly lingers in the area ready to take out its anger on any suitable subject.
201+	Uttermost unpredictable Essence wind reverses the flux flow. Caster is summoned from his whereabouts to someplace else, disappearing from this world immediately, never to return.	Caster is embedded in element, internally and externally, in an uncontrollable display of malpractice. His life and career ends tragically and before time. So sad, roll another set of stats immediately.	Caster internalizes the element, killing himself in a blaze of shame. All that remains is a blown out husk.

Key: ☉d10 = PP loss in addition to spell cost; β☆ = stunned for β rounds; (-β) = caster has -β penalty

ESSENCE

	Informational	Force	Passive/Utility
01-25	There's nothing for you to find here. Try Google next time.	Spell fails, but any target within sight are certainly aware of your odd conduct.	The hand gestures and focused gaze looked promising. The end result is a disappointment.
26-40	All you got for your effort was a headache and a broken ego. Penalty applies to spell casting as well. (-10)	A traumatizing childhood event suddenly surfaces your memory, causing the spell to fail. Any recasting of that particular spell for the rest of the day is at -20 BAR.	The grandiloquent gesturing causes caster to drop something held or worn. Unfortunately the situation causes the spell to fail as well.
41-55	Spell works, but the gathering of information is truly tiresome, caster spends additional 1d10 PP. GM: information gained is incorrect ☉1d10	The strain blurs caster's vision for a moment, inbuing respect for the powers dabbled with. ☉1d10 1☆	Despite the serious effort, caster stumbles on the wording and fails the spell. ☉1d10
56-70	Spell fails. GM: any information spell the caster use for the next 48 hours will provide incorrect information. Caster is unaware of this condition.	Target is too resilient. The spell fails and poor caster's mind is blanked for a brief moment. 1☆☉	The strain causes a slight collapse of caster's mind, lowering one random mental stat (SD, RE, PR, IN, EM) temporarily by 1d10.
71-85	Spell fails and is entirely lost from caster's repertoire (it must be relearn). ☉1d10	Backlash stuns caster, but even worse: the failed spell is completely lost from caster's repertoire due to a mental block. GM: pick a condition that must be fulfilled for caster to relieve the mental block. ☉1d10 2☆	Spell fails and is entirely lost from caster's repertoire (it must be relearn). ☉1d10
86-95	Tapping into the planes of magical information is a dangerous business. GM: Caster reveals something important. Was it a trusted secret? One of your weaknesses, or something else? Caster is unaware of the situation. Who learnt of the secret?	A sudden surge in the flow of Essence catches caster unaware. All animals within 100'R fall asleep (RR allowed if they are of importance). Caster staggers around in a severe case of sleepwalking (prone and unwakeable) for 1d10 rounds.	Caster drops a worn or held item as he stumbles over an unseen turtle. The spell failure lingers over caster for the next 48 hours, causing all spells to be cast with an ESF of 10. 1☆
96-100	Spectacular spell failure leave caster powerless for 1d5 hours. Caster develops an insomnia due to particularly haunting nightmares. Power point recovery is at half rate, until nightmares are cured. ☉2d10	Unintentional internalization of spell rupture caster's spleen. Caster is in great pain; -50 to all physical actions. Any spell casting is performed at -15 until the organ is healed. ☉2d10 3☆☉ (-50)	Bad internalization results in extreme fatigue. Caster looks like he is about to fall asleep for the first rounds, after which he is rather sluggish for 1 week, during which it is a +25% action to cast non-instantaneous spells and +10% to cast instantaneous spells. ☉2d10 3☆ (-10)
101-125	Information overload shuts down caster's mind momentarily. When caster has collected his wits, he realise that he has lost all memories from the past week. In addition; caster is unable to cast any spells for 1d10 hours. 2☆☉	The strain causes caster to suffer a mild stroke. Caster is a vegetable for 6 rounds. When he recovers from the immediate bewilderment he realises that he has lost spell casting ability for 1d10 hours. 6☆☉	Caster's use of a less archaic pronunciation proves to be a bad choice. The spell travels somere unknown while caster is temporarily unaware of his surroundings. Caster is unable to cast spells for the next 1d10 hours. 2☆☉
126-150	Pursuing his limits, caster catches a glimpse of a red burning eye and suffer the consequences of a Black Channels I critical (with a -10 mod). He is to scared to ever again cast that spell. ☉3d10	Caster push on until something burst inside his head. He take 4d10 hits and lose all spell casting ability for 1d5 days. In addition, he suffer a -40 penalty for 6-10 days. ☉3d10 3☆☉ (-40)	Caster reach beyond his limits and suffer the consequences, knocking himself out for 1d10 minutes with a regrettable internalization of the spell. ☉3d10
151-175	The utter nothingness that you discern takes you close to death. Caster take 2d10 hits, a 'C' Depression critical and must spend one hour doing nothing.	The spell targets a random victim that can be anywhere with 500'. The power backlash short circuits your brain. Caster take 25 hits and are unable to function for 1d10 hours.	The spell misfires in your head. Take 2d10 hits while you are knocked down. You are unable to function for one hour.
176-200	The spell short circuits. Caster take 20 hits and knock himself out for 9 hours. Sadly, caster also lose all spell casting ability for 4 weeks.	The spell completely internalizes, frying casters brain. Caster take 8d10 hits, enters a 1 week coma and lose all spell casting ability for 1d10 weeks.	Strange phenomenas appear from your failed attempt at spell casting. You've permanently lost the ability to overcast. Actually you will not cast any spells at all for the next two weeks.
201+	Caster goes completely insane, running in the streets (or wherever you where) screaming mad things. If you get the chance you will get naked and run. It feels a lot better that way...	Massive internalization of spell. Instant brain death. The enemies rejoice!	Dabbling beyond his ability, caster internalize the spell, take 4d10 hits and lose consciousness for 2d10 hours. Upon waking up he learns that he has lost all spell casting ability (1d10 weeks).

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