

The Magic Table			
MEL Line	Spell Success	Spell Failure	Abysmal Failure
0	01-35	36-90	91
1	01-38	39-91	92
2	01-41	42-92	93
3	01-44	45-93	94
4	01-47	48-94	95
5	01-50	51-95	96
6	01-52	53-96	97
7	01-54	55-97	98
8	01-56	57-98	99
9	01-58	59-99	100
10	01-60	61-100	101
11	01-62	63-101	102
12	01-64	65-102	103
13	01-66	67-103	104
14	01-68	69-104	105
15	01-70	71-105	106
16	01-72	73-106	107
17	01-74	75-107	108
18	01-76	77-108	109
19	01-78	79-109	110
20 & up	01-80	81-110	111

Language Effects	
A) Reduce Casting Cost 20%(RD).	
B) Increase EL, for spell effects, by 1.	
C) Any result, after modification, of Abysmal Failure will have an additional 5 subtracted from the roll. If failure results, the expertise gained as specified for failure are received in both the spell and the language spoken.	
D) Any expertise points gained for casting the spell are also gained in the language.	
E) Any summoning, Dispell/Banish, or Exorcism that is attempted is rolled with 10 subtracted from the roll, IF the caster speaks the spell in the tongue of the force he is trying to summon/oppose.	

Table of Squares		
	Base Number	
POWER	2	3
1	2	3
2	4	9
3	8	27
4	16	81
5	32	243
6	64	729
7	128	2187
8	256	6561
9	512	19683
10	1024	59049
11	2048	177147
12	4096	531441
13	8192	1594323
14	16384	4782969
15	32768	14348907

The Abysmal Failure Table	
Roll	Effect
12 or less	The failure is turned w/o adverse affect.
13	The caster suffers d100 points loss to his Energy Level. If the Energy Level is reduced to zero or less, he is dead.
14-15	Reduce the Energy Level to zero. Caster will remain comatose until he regenerates completely.
16-30	The effect of the spell is suffered by the caster and no other. If it is a spell that is only stopped by the caster's death, then it must be dispelled to stop the effect.
31-60	The Casting Ability is reduced by an additional 2d10 points and he is unconscious for a number of hours equal to extra Mana lossed.
61-90	Lose 2d6 points from BOTH Energy Level & Casting Ability. Caster is stunned, and incapable of casting any magic or moving for a number of rounds equal to the points lost.
91 & up	The caster is possessed by the force from which the spell is derived. This creates a Fanatical Tie to the alignment of the spell. Until the effect is negated, with a Negate Curse spell, he may not cast spells of any other alignment and his actions are dedicated to the goals of the possessing alignment.

Spell Languages	
Tongue of:	Spells Effected:
The Abyss	Hatred, Slime, Insanity, Terror, Disorder, Stillness, Silent Terror, Silence.
Blasted Soul	Leeching.
Darkness	Darkness Powers, Disintergration.
Death	Death Powers, Plague, Disease, Withering Hand, Destruction, Chaining.
The Dead	Necromantic Powers, Lichcraft.
The Desert	Desert Powers.
Dvalinn	Permanent Magics.
The Earth	Desert Powers, Elemental Powers(Earth).
The Elder	Illusion, Masquerade, Abandon, Peace, Vengeful Horror, Flaming Death, Blood Vengeance.
Elder Water	Sweeten Water, Elemental Powers(Water).
Elder Fire	Smokeless Flame, Flaming Death, Elemental Powers(Fire).
Fiery Chaos	Earth Powers, Hell Powers:Fire Dart, Quarrels, Invulnerability, Petrify.
The Giant	Cold, Illusion, Storm Powers, Smokeless Flame, Earth Powers.
Hecate	Purification, Summoning, Protection, Divination, Hell Powers.
The Jinn	Hatred, Illusion, Desert Powers, Shape Changing, Tongues, Smokeless Flame.
The Kotothi	Quarrels, Telepathic Powers, Choking Moisture, Flaming Death.
Lawful Fire	Purification, Protection, Fire Powers, Storm Powers, Truth, Resurrection.
Light	Divination, Detection, Summoning, Cure Disease, Healing, Sustenance, Sanity, Wakefulness, Light Powers, Open Prison, Negate Curse, Healing Light, Revivification.
Lilith's Command	Fascination, Compulsion, Wounds, Paralysis, Shape Changing.
The Primal	Clairvoyance, Damage Reversal, Watchful Sleep, Oblivion, Preserve the Dead, Astral Fire, Astral Powers, Time Powers, Fate, Strange Powers, Planar Travel.
Shadow	All Shadow Powers.
The Sidh	All Sidh Magics, Concealing Mist, Wildness, Forgetfulness.
The Tonah	Communicate, Orient Self, Protection, Soul Sight, Preception, Shape Changing, Lower World Travel, Knowledge, Restoration, Summoning.
The Wind	Storm Powers, Travel Powers, Elmental Powers (Air).
Young Chaos	Hell Powers, Theft, Storm Powers, Decay, Corruption.