

CHAOS MANIFESTATIONS IN SPELLCASTING

Magic is the use of raw chaos regardless if you are an arcane or divine caste and chaos will manifest on any ENCOUNTER OR DAILY power or magical ritual that requires a d20 dice roll.

When a natural "1" is rolled, the player rolls for an effect on the chaos manifestation chart.

APPENDIX I:

Divine Chaos Manifestation Charts

D20 Wrath of the gods:

1 - MAJOR DAEMONIC INTERFERENCE:

Your prayer is answered, but not by your god. Roll on the Major arcane chaos manifestation instead.

2 - MINOR DAEMONIC INTERFERENCE:

Your prayer is answered, but not by your god. Roll on the Minor arcane chaos manifestation instead.

3-4 - UNEARTHLY VISION:

Your God chooses this time to grant you a symbolic but confusing vision. This leaves you DAZED for 1 round.

5-6 - PROVE YOUR DEVOTION:

A few more prayers are needed to finish casting the spell. You are SLOWED until the end of next round if you wish to finish casting your power on your next standard action.

7-8 - YOU TRY MY PATIENCE:

Power not only fails, but you cannot use this power again for the rest of the day.

9-10 - YOUR CAUSE IS UNWORTHY:

Power fails and lose one healing surge.

11-12 - STINGING REBUKE:

Power fails and lose any remaining action points.

13-14 - WHAT WILL YOU SACRIFICE FOR THIS BOON?

Power actually works but you take your level in d8 damage.

15-16 - YOU HAVE SINNED AGAINST ME:

You have somehow angered your god, you must immediately kneel HELPLESS until you save.

17-18 BLINDED BY FAITH:

You are BLINDED until you save.

19-20 HIGH IS GOOD FOR THE PLAYERS!

No effect.

APPENDIX II:

Arcane Chaos Manifestation Chart (4e)

D20 Petty chaos manifestation. (Level 1 powers):

1 - UNLUCKY:

Roll on the Minor Chaos manifestation list

2-4 - WITCHERY:

Within 30 feet of you, milk curdles, wine goes sour, small plants wither, and food spoils. You lose one healing surge.

5 - RUPTURE:

Your orifices begin to bleed profusely you are considered DAZED until you save.

6 - POLTERGEIST:

Small items (up to 1 lb) in a 10 burst radius hover in the air for a few seconds and then fall down.

7-8 - HOWL OF CHAOS:

A cold and unnatural howling occurs in your square leaving you DEAFENED until you save.

9 - HORRIPILATION:

Your hair stands on end and your skin becomes slimy. Save each extended rest.

10 - SPEW VERMIN:

You belch and spew tiny chaos-insects and leeches until you save.

11-12 - STENCH OF CHAOS:

A foul sulfuric smells spreads in the air around you (burst 0), leaving you with a -2 to all attack rolls until you save.

13 - HAUNTED:

Ghostly voices occur in a burst 10 until you save.

14 - CHAOS ADDICTION:

SLOWED and repeat the same at-will power every round until you save (roll randomly).

15-16 - AETHYRIC HIT:

Magical energy courses through you causing you to become exactly bloodied (may heal you).

17-18 - DUMBFOUNDED:

You channel too much magical energy and lose this power until your next extended rest.

19-20:

Nothing occurs.

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D20 Minor chaos manifestation. (Level 2-10 powers):

1 - BLIND FATE:

Roll on the MAJOR Chaos manifestation list

2-3:

Roll on the PETTY chaos manifestation list

4 - CHAOS MIGRAINE:

A surge of magical energy hammers through your mind. You are unable to do anything beyond at-will powers until you save.

5 - INTOXICATION OF CHAOS:

You are DAZED until you save.

6 - CHEATED BY CHAOS (I.C.R.):

Your next natural 20 counts as a natural "1."

7-8 - WYRDLIGHT AND WYRDSOUNDS:

You glow with an eerie light and strange haunting sounds surround you until you save. Any creature seeing you will know that you are using raw chaos.

9 - AETHYRIC HAZE:

The winds of magic fills your entire vision making you BLINDED with a seething eyebane until you save.

10 - DAEMONIC DEFORMITY.

You grow a temporary deformity (long tongue, tusks, serpent arm, gaunt/obese figure, bulging eyes, pulsating bulbous ears, beastman-feature, etc.) until you save. No combat effect.

11 - UNNATURAL AURA:

Non-hostile animals within 30 feet of you get spooked and flee unless successfully handled.

12 - UNNATURAL LIKENESS:

A random opponent seems to be a mocking resemblance of you leaving you MARKED to that opponent until you save.

13 - FLAYED BY RAW CHAOS:

You suffer strange-looking flayings on a random part of your body. You suffer d6 points of damage.

14 - LIFE OF CHAOS:

A tiny daemonic creature from the Realm of chaos slips trough and scuttles away into a dark corner near you, granting flanking bonuses to all who attack you until you save (only when attacked).

15 - AETHYRIC SHOCK:

The magical energy coursing through you causes you to lose an action point and one healing surge.

16 - PAINFUL MEMORY:

The forces of chaos force a painful memory to surface. You are considered SURPRISED each round until you save.

17-18 - MENTAL BLOW:

You channel too much magical energy and lose this power for the remainder of the day.

19 - KICKBACK:

The force of the Aethyr knocks you PRONE 10 feet in a random direction. D4 damage if you strike anything.

20 - EVEN CHAOS TAKES A REST:

Nothing occurs.

D20 Major chaos manifestation: (Level 10+ powers):

1-2 - TRICK OF FATE:

Roll on the Catastrophic Chaos manifestation list

3-4 - SILENCED:

Unable to use any powers until you save.

5-6 - OVERLOAD:

You are overwhelmed by magical energy and are SLOWED and PRONE until you save

7-8 - CRAVEN FAMILIAR:

A chaos creature appears from the Aethyr and attacks you next round.

9-10 - CHAOS FORESEEN:

You get a glimpse of the Realm of Chaos and gain INSANITY.

11-12 - AETHYRIC ATTACK:

Magical energy burns though you, causing you to immediately become BLOODIED and lose half your healing surges.

13-14 - ENFEEBLEMENT:

Chaos energy wracks your body, debilitating your constitution and warping your body. You are WEAKENED and -4 to all attacks until you save.

15-16 - MIND NUMB:

You channel too much magical energy. You lose this power for the remainder of the day.

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17 - DAEMON POSSESSION:

You are DOMINATED by a DM-controlled Daemonic entity until you save.

18 - WITCH PRESENCE:

You take on the features of a person possessed (save with each extended rest). Any who see you will know you command raw chaos.

19 - DAEMONIC WEATHER:

Daemonic surface weather occurrence for 1/2 mile around you (save thrice per day).

20:

A major episode of nothing happens

D20 Catastrophic chaos manifestation:

1 - CALLED TO THE VOID:

You are sucked into the Realm of Chaos and are lost. Duration unknown...

2 - DARK INSPIRATION:

The GM can choose any result from this list or make up a comparable manifestation.

3-4 - THE WITHERING EYE:

Chaos energy wracks your body. You are HELPLESS and PRONE until you save.

5-6 - TZEENTCH LASH:

Magic powers overwhelms you, knocking you unconscious and DYING until you save.

7-8 - AETHYRIC ASSAULT:

The winds of magic lashes out at you. Lose all action points and all healing surges and become bloodied (may not raise HP's).

9-10 - HERETICAL VISION:

A Daemon prince shows you a vision of chaos. DM-decides effect.

11-12 - MIND-EATEN:

Your ability to use this magic is burned out. You cannot use this power again until you level.

13-14 - YOU OPENED A GATE?!?!:

+2 EL chaos demons appear nearby.

15-16 - DAEMONIC CONTRACT:

You suffer damage as a (d%) of your total maximum hit points as a 2" rune of chaos burns into your flesh, at a random location. If you ever get 6 of these it will spell out a contract signing your soul over to chaos.

17-18 - WILD MAGIC:

You lose control of the magic as you cast your spell. Everyone within 90 feet of you suffer your most powerful DAILY power (negative effects only), including you.

19-20:

YOU'RE JUST DAMN LUCKY...FOR NOW....