

<b>D66 MAGIC MISHAPS</b>	
11-13	Someone witnesses your magic and tells others. Your Reputation increases one step.
14-15	Your magic makes you very HUNGRY.
16-21	The spell suddenly makes you very THIRSTY.
22-23	The magic disturbs your sleep. You won't be able to sleep for D6 days, which makes you SLEEPY.
24-25	Your spell drains your energy, inflicting 1 point of damage to Agility.
26-31	Your magic hurts your body and you suffer 1 point of damage to Strength.
32-33	You are overwhelmed by the power of your own magic and feel that people around you are mere ants compared to you. You suffer 1 point of damage to Empathy.
34-35	The spell unleashes demonic visions which inflict 1 point of damage to Wits.
36-41	The spell triggers a magical disease with a Virulence of 2D6. You and everyone within ARM'S LENGTH of you for the next Quarter Day are exposed to the contagion.
42-45	The spell also affects a friend or other unintended victim. A healing or helping spell affects an enemy alongside the intended target.
46	Your magic permanently alters your appearance. The GM decides how.
51	The spell blinds you. You act as in total darkness for the next full day.
52-55	The spell ravages your mind. Immediately roll for a critical injury (mental trauma).
56	The force of the magic breaks bones in your body. Immediately roll for a critical injury (blunt force).
61	Your magic attracts a demon from another dimension. The GM can create a demon randomly (see page 78 in the Gamemaster's Guide) or create it herself. The demon appears within the next Quarter Day and will create all kinds of trouble.
62-65	The spell backfires. An offensive spell affects you instead of your intended target. A protective or healing spell wounds instead of healing. A shapeshift goes horribly wrong and you become a dumb animal. A summoned undead, demon, or illusion turns against you. The GM specifies the details.
66	Your magic rips open a rift to another dimension, and a demon pulls you over to the other side. Time to make a new character. Your old character will come back as an NPC after D66 days but will be ... changed.

<b>MAGIC</b>	<b>PRICE</b>	<b>SUPPLY</b>	<b>WEIGHT</b>	<b>EFFECT</b>
Ink and Quill	2 silver	Uncommon	Tiny	Can be used to write down spells.
Parchment	6 copper	Uncommon	Tiny	Can be used to write down spells.
Magnifying Glass	3 gold	Rare	Tiny	Can be used as ingredient in spells.
Holy Symbol	1 silver	Uncommon	Tiny	Can be used as ingredient in spells.
Chalk	2 copper	Common	Tiny	Can be used by Symbolists.
Map	4 silver	Uncommon	Tiny	Can be used as ingredient in spells.
Crystal Ball	6 silver	Uncommon	Light	Can be used as ingredient in spells.
Hourglass	12 silver	Rare	Light	Can be used as ingredient in spells.
Scales	3 silver	Uncommon	Normal	Can be used as ingredient in spells.