

# Calculate probability

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Myzrathul the Whispering Orrery

Appearance: A floating armillary sphere of brass and odd bits and bobs from the 80s, orbiting itself in

impossible patterns. Inside its orbits flicker trapped images of old western movies.

Interests / Bargains: Myzrathul seeks data. It wants its wizard to record every phenomenon, even in moments where doing so is foolish or dangerous.

The caster's eyes fill with spiraling numbers and geometric overlays. They instantly determine optimal

trajectories and outcomes.

Calculate Probability

Level 1 Range:varies Duration: varies Casting Time: 1 Round Save: None

Spell

Check

Result

1

Lost, Roll 1d4 Modified by Luck. (0 or less) Corruption + Misfire + Patron Taint,

(1-2) Corruption, (3) Patron Taint). (4+) Misfire.

2-11

Lost. Failure.

12-13 The caster focuses. They may grant +1d3 to a single roll (attack, save, skill) made by themselves or an ally within 1 round.

14-17 The caster may declare advantage for one roll (Up any die by one in the chain) within 1 turn.

18-21 The caster may predict one enemy's next action, granting +2 AC and +2 to save against that enemy's next attack or effect.

22-27 For 1d3 rounds, the caster may choose to reroll any one d20 roll they or an ally makes after seeing the result. This does not take an action. They must take the new result.

28-29 For 1d3 rounds, The caster can force an enemy to reroll one successful roll as fate corrects itself.

30+ Absolute quantification. Until the start of their next round, the caster chooses the numerical result of any 1d20 rolled by any creature they can see. This may be used offensively or defensively.

#### d6 Corruption Effect

1 Ticking in the Skull: The caster hears perpetual clockwork noise. They suffer -1 to all checks due to faint ticking.

2 Mechanical Iris: One eye becomes a brass aperture, rotating independently. Gain +2 to spot hidden mechanisms, but -1 Personality when interacting with normal folk.

3 Orbital Logic Loops: The caster occasionally speaks in equations. They cannot lie, and all attempts to do so result in monotone binary stuttering.

4 Galactic Veins: Glowing constellation patterns appear beneath the skin. The caster sheds dim light in darkness.

5 Magnetic Field Body: Metal objects cling to the caster. They cannot wear plate armor, and thrown weapons have +1d to hit them.

6 Detached Perspective: The caster begins responding with cold cosmic detachment. They lose 1 point of Personality permanently, but gain +1 to all saving throws vs. mind-affecting effects. This Stacks if rolled again.

#### Roll Effect

1 The caster becomes trapped in recursive logic. They randomly change targets every action for 1d4 rounds.

2 The caster mistakenly predicts their own demise and suffers -2 to all rolls for 24 hours.

3 A floating brass gear embeds in the caster's forehead, glowing. Everyone gains +1 to hit the caster for 1 encounter (they are "predictable").

4 A sudden paradox. The GM rerolls one of the caster's previously successful rolls retroactively — and forces the new result.

Patron Taint Examples:

- Your eyes turn into rotating star charts. You see math everywhere.
- Your voice adopts a faint ticking rhythm.
- You begin obsessively naming planetary motions mid-conversation.