

ARCANE SPELL

Fumble table

01-10. Nothing happens.

11-13. Spell effectiveness (range, duration, AoE, damage, etc.) is reduced by 50%.

14-16. Spell is delayed 1d4 rounds – after which effect happens.

17-19. Caster cast as another random spell of same level he has prepared instead.

20-22. Spell malfunctions. Caster takes 1d4 damage per level of the spell cast.

23-25. Caster grows 10 cm permanently.

26-28. Caster's hair turns white. Only natural growth will return it to its normal color.

29-31. Spell effect is creating gems instead: Caster creates 1d4 Gems worth 100 GP each

32-34. 1d4 10x10x10 feet stone spires shoot up from the ground.

35-37. Spell effect is creating magic gold instead: Caster creates 1d6x100 GP shattered around the ground in a 10 feet circle

38-40. Caster cast Magic Missiles instead

41-43. Caster casts Fog cloud spell instead

44-46. Caster casts Fly instead

47-50. Caster casts Invisibility Spell instead

51-53. Area in a 200 foot radius is Silenced (like the silence Spell).

54-56. Caster casts Anti Magic Field 100 feet radius instead

57-59. Caster cast Darkness 100 feet radius instead

60-62. Target grows one size category for the next 24 hours

63-65. Caster cast Fireball instead

66-68. Caster cast Lightning Bolt instead

69-71. Blackout: Caster falls face down and is considered prone for the next 1d4 rounds.

72-74. Caster is teleported 50 feet away in a random direction. (can not be into solid mass)

75-77. Random party member is teleported 50 feet away (cannot be into solid mass).

78-80. Caster is stunned for 1d4 rounds.

81-83. Caster is blinded for 1d4 rounds.

84. Caster is paralyzed for 1d4 rounds.

85. One Monster as the spell “Summon Monster” is summoned with CR equal to casters level+1 (DM decides). It attacks you

86. Two Monsters as the spell “Summon Monster” is summoned with CR equal to casters level (DM decides). They attack you.

87. *Positive* – You open a momentary portal to the Positive Energy Plane and are accosted by a wave of positive energy that heals target 1d6+1 damage per two caster levels, minimum 1d6+1. Any extra health above targets maximum becomes temporary hit points that disappear after 1d4 hours

88. *Air* – You open a momentary portal to the Plane of Air and are accosted by a howling blast of air that deals 1d6+2 of sonic damage for every two caster levels, minimum 1d6+2, to you and everyone within 10 feet of you. No save

89. *Earth* – You open a momentary portal to the Plane of Earth. A large, irregular chunk of stone materializes and explodes near you and fragments damages you and everyone in a random 10 feet direction (roll 1d8). Roll a 1d6+3 of fragment damage per two caster levels, minimum 1d6+3. No Save

90. *Water* – You open a momentary portal to the Plane of Water. You and everyone else within 10 feet is hit by a sudden torrent of pure hot water from above. You and everyone within 10 feet of you are burned. Roll 1d8+2 of fragment damage per two caster levels, minimum 1d8+2. (the drenching itself may cause side effects: e.g. if you are holding a torch, parchment etc.). No save

91. *Fire* – You open a momentary portal to the Plane of Fire in the ground and are accosted by gout of flame that deals a 2d4+2 of fire damage to you and everyone within 5 feet of you for every two caster levels, minimum one. No save

92. *Negative* – You open a momentary portal to the Negative Energy Plane and are accosted by a wave of negative energy. Blast deals 1d10 damage per two caster levels, minimum 1d10. In addition, you must make Fortitude save against your spell DC or gain a negative level for next 8 hours. (There is no chance for the negative level to become permanent.)

93. Lesser Arcane magic shock: Caster loses 50% of all spells per level for the rest of the day.

94. Greater Arcane magic shock: Caster loses all spells for the rest of the day.

95. Spell backfires as energy blast. Caster is reduced to 10% of normal full HP – no save

96. Spell implodes in casters mind. Caster is reduced to 1 HP – no save

97. A random party member is target of spell instead. If it is a damage spell treat hit as critical spell hit (x2 damage)

98. Spell target caster self. If it is a damage spell treat hit as critical spell hit (x2 damage). If caster already was target of spell it fails and player reroll again 2 times.

99. Sudden rift in the Weave – spell energy is consuming casters life essence: Reduced to 0 HP, Loses all prepared spells for rest of day. Caster ages 1d10 years.

100. Caster is exposed to fatal shadow weave magical attack. Reduced to -5 HP, bleeding 1HP per round, Spell is permanently lost and can only be recovered again through a *wish* spell. Caster ages 2d4 years