

Magical Fumble Table

Magic Point Cost of Fumbled Spell

<i>1-2</i>	<i>3-4</i>	<i>5-6</i>	<i>7-9</i>	<i>10+</i>	
d100	d100	d100	d100	d100	Result
			01	01-05	The spell summons an extremely powerful Enegalan creature from the underworld. The creature will attack the caster immediately and then seek to cause as much destruction as possible. If intelligent enough, it will use guile and treachery to accomplish these goals, possibly attempting to find a new follower or followers for Enegala. Its Spirit and 1d4 other characteristics are at +2 to the die type; also roll 1d6, on a 1-5 it has Arcane Resistance, on a roll of 6 it has Improved Arcane Resistance.
			02-05	06-10	The spell summons an Enegalan creature from the underworld. The creature will attack the caster immediately and then seek to cause as much destruction as possible. If intelligent (or weak) enough, it will use guile and treachery to accomplish these goals, possibly attempting to find a new follower or followers for Enegala.
		01	06-10	11-15	The spell triggers the creation of a Class 4 monster.
	01	02-05	11-15	16-20	The spell summons an elemental from the most appropriate plane depending on the current location (water if at sea, etc). The elemental will be hostile, but will listen to reason if it can be communicated with.
	02-05	06-10	16-20	21-25	The spell triggers the creation of a Class 3 monster.
	06-10	11-20	21-29	26-30	The spell triggers the creation of a Class 2 monster.
01	11-20	21-30	30-34	31-35	The spell triggers the creation of a Class 1 monster.
02-20	21-30	31-40	35-40	36-40	The spell strikes the caster or an ally of his, instead of the intended target. If the spell was intentionally cast on the caster or a friend, it will hit a random target within the spell's range.
21-50	31-50	41-50	41-50	41-45	The spell creates a magical backlash that causes the caster to be automatically Shaken (this can cause a wound).
51-80	51-70	51-60	51-60	46-50	Roll 2d6, on an odd result the spell simply never goes off (the magic points must still be used, however), on an even result the spell activates in that many hours. It will target the same location, person or area that it originally was cast on, or in the case of spells like Lightning or Fireball the spell will launch in the direction that the mage is facing when it activates.
81-99	71-85	61-74	61-67	51-60	The spell has a contrary effect, healing instead of damaging, harmless cold instead of fire, etc.
00	86	75	68	61	Reroll on the next higher column.
	87-95	76-90	69-80	62-75	The spell triggers the creation of a Class 5 monster.
	96-99	91-95	81-90	76-80	The spellcaster has damaged his connection to the magical energy around him. His Magic Points are reduced by 2d6 + (magic points spent / 4) for the next 4d10 days. The spellcaster is aware of a drop, but not of its severity! Magic Points cannot be reduced below zero.
	00	96-99	91-95	81-85	The spell triggers the creation of a Class 4 monster.
		00	96-99	86-90	The spell creates a number of zombies or skeletons equal to the magic points spent x 1d4, reduce the number created by one for each mile distant the body is located. The undead will mindlessly attack any living things that they encounter.
			00	91-95	The spell triggers the creation of a Class 6 monster.
				96-100	The spellcaster's Magic Points are reduced by 3d6 + (magic points spent / 2); the change lasts 4d10 weeks, after which the Magic Points "heal" back to normal at a rate of 1 point per day. Magic Points cannot be reduced below zero. In addition, the caster's spellcasting skill will be at a -1 penalty for 2d10 days.