

MISCAST 1-6 FOR SPELLS-WITHOUT-LEVEL LAMENTATIONS

Abjuration*

- 1) Spell effect is halved
 - 2) Spell affects a random target in the vicinity other than the one intended
 - 3) Spell effect is reversed
 - 4) Illusion - caster and friends present believe the spell was successful
 - 5) A random different abjuration spell is cast instead (see table below)
 - 6) Spell affects a random target not in the vicinity but within one mile, and not immediately but up to an hour from now
- 7+ As in VAM

Alteration

- 1) Illusion - caster and friends present believe the spell was successful
 - 2) Target is polymorphed into same race as caster
 - 3) Caster is polymorphed into same race as target
 - 4) Caster is polymorphed into same appearance as Target
 - 5) Random foe is target
 - 6) Random friend is target
- 7+ As in VAM

Conjuration/Summoning

- 1) Spell effect is halved (half HD or number of summoned creatures, or they stay half as long, etc.)
 - 2) Desired things/beings are summoned, but so is the Gelatinous Hypercube (Lusus Naturae/48). And for future reference, safe to say its not the only thing drawn to botched conjurings
 - 3) Conjured/summoned things/beings are hostile to caster
 - 4) Conjured/summoned things/beings appear in one fused-together, horrible and horrified conglomeration or amalgam of arms, legs, heads, tails, weapons, etc. The abomination's rage and terror causes all present to save against fear or flee. The confused monstrosity will behave entirely randomly, wailing, moaning, thrashing and flailing all the while. It has all the attacks and abilities of its constituent parts
 - 5) The caster is instead transported to the location from which the summoned beings would have come. He remains there for the duration of the spell. Things could get ugly
 - 6) Instead of summoning things/beings to the vicinity, randomly determined allies and antagonists nearby are transformed into the conjured creatures. They keep their original allegiances and revert to type when the spell duration ends.
- 7+ As in VAM

Divination

- 1) Caster affected as by "Forget" (RM/106) spell cast at his level; no save allowed
- 2) Opposite information
- 3) False information
- 4) Accurate information but about something else
- 5) Caster affected as by "Confusion" (RM/96) spell cast at his level; no save allowed
- 6) A torrent of information delivered rapid fire about 2d3 subjects (roll on your favourite tables of occupations or areas of knowledge. Mine are the Background Skill table on page 4 of Lion & Dragon and the Sage Fields of Study table on page 32 of the DMG; resolve duplicate rolls by going up or down one (50/50; last rolls around to first and vice versa) til you land on a new topic). Treat as a "Feeblemind" (RM/104) spell at caster's level. If relieved of the effects, caster now has skill/knowledge in one of those subjects (determined randomly)
- 7+ As in VAM

Enchantment/Charm

- 1) Spell affects 1/2 HD as normal
- 2) Spell affects random foe
- 3) Spell affects random friend
- 4) Spell affects caster
- 5) Illusion - caster and friends present believe the spell was successful
- 6) Spell reversed
- 7+ As in VAM

Evocation**

- 1) Cast at 1/2 level
- 2) Random foe is target
- 3) Random friend is target
- 4) Caster is target
- 5) Cast at 2x level
- 6) A random different evocation spell is cast instead (see table below)
- 7+ As in VAM

Illusion/Phantasm

- 1) Illusion appears to have failed, but only to the caster
 - 2) Illusion succeeds, but only for the caster
 - 3) Illusion appears, but only to the caster. It annoys and harasses the caster anytime he attempts to work magic, preventing dispelling, spell casting or concentration until sleep is gained. The illusion is then dispelled
 - 4) Illusion appears, but only to the caster; it is permanent and sentient. It speaks in a language the caster understands and the caster can converse with it. It takes up a retainer spot. It will not hinder, but it might betray ...
 - 5) The illusion appears, and is a solid, sentient, creature with HD equal to the caster's level. It attacks the caster and his companions
 - 6) Caster develops an irrational fear to a type of thing or being in the immediate vicinity (e.g., elves, dogs, fire, vines, gold, statues, etc.)
- 7+ as in VAM

Necromancy

- 1) Caster saves vs poison or dies
 - 2) As if "Electric Grave" (EC/19) was cast on the caster
 - 3) Corpse becomes a lich, twice the level of the caster who is hostile to the caster (If no corpse is available, the lich is summoned to the caster from elsewhere)
 - 4) "Raise the Dead" (VAM/31) is miscast. The dead do not ignore the caster
 - 5) Caster (no save) and his companions (save vs. magic allowed) become sentient undead, similar to liches. They do not gain spellcasting ability; they can be turned
 - 6) Caster is "Harm"ed (RM/107) (loses all but 1d4 hit points)
- 7+ as in VAM

*: Random Abjurations (Rules and Magic), roll 1d9

1. Dispel Magic (101)
2. Imprisonment (110)
3. Major Globe of Invulnerability (106)
4. Mind Blank (116)
5. Minor Globe of Invulnerability (107)
6. Prismatic Sphere (122)
7. Protection From Normal Missiles (124)
8. Protection From Normal Weapons (124)
9. Spell Turning (131)

Skip ahead or back (50/50) one if you roll the same spell that was just miscast. Or you could just drop that spell from the list and roll a d8 instead. And feel free to add to this list from other sources.

** : Random Evocations (Rules and Magic), roll 1d17

1. Cloudkill (94)
2. Contingency (96)
3. Demand (99)
4. Dig (100)
5. Floating Disc (105)
6. Grasping Hand (107)
7. Interposing Hand (111)
8. Magic Missile (115)
9. Magic Sword (115)
10. Shield (128)
11. Stinking Cloud (131)
12. Wall of Fire (148)
13. Wall of Force (149)
14. Wall of Ice (149)
15. Wall of Iron (149)
16. Wall of Stone (149)
17. Web (150)

As with the abjurations above, skip ahead or back (50/50) one if you roll the same spell that was just miscast. Or you could just drop that spell from the list and roll a d16 instead.

And again, feel free to add to this list from other sources.