

OVERCASTING

Casters of Arcane and Divine magics may attempt to **Overcast** extra spells beyond those they are allotted each day. However, each time that a spell is overcast, the player must make an Overcasting Success throw. Roll a d20 and consult the **Overcasting Success** table. Failure results in a fumble.

Arcane casters who fumble roll on the **ARCANE MISHAPS** table. Divine casters roll on the **DIVINE DISFAVOR** table.

Subsequent attempts to Overcast require successively higher throws to succeed. The Overcast throw is reset after a full rest.

For example, a 1st-level Wizard can normally cast one 1st-level spell per day. If she elects to overcast a second 1st-level spell the same day before resting, she fumbles the spell on a d20 roll of 1-5. A third spell overcast before resting results in a fumble on a d20 roll of 1-10.

One cannot overcast spells of a level to which one does not already have access. However, Clerics, Bladedancers, Dwarven Craftpriests, Nobiran Wonderworkers, and other classes built upon a Divine Value of 1-3, may Overcast spells at 1st-level, even though they do not normally have access to spell-casting until 2nd-level. Doing so is considered the first Overcast of the day and requires a success throw of 6+.

All casters may choose to spend double the time overcasting a spell in order to gain a bonus of +3 to the Overcasting Success throw. In most cases, this means taking two rounds to overcast a spell. The player must indicate that he is taking double the casting time when he declares that he is casting the spell.

Note that if the character takes damage or fails a saving throw at any time during the cast before the spell goes off, the spell is lost. In this case, no success throw is made, but it does count as an attempt.

Overcasting Success		
Attempt of the Day	Throw	Throw w/ Double Time
1st	6+	3+
2nd	11+	8+
3rd	16+	13+
4th+	20+	17+

ARCANE MISHAPS

When a caster of Arcane magic fumbles due to Overcasting, he must roll d% on the ARCANE MISHAPS table.

A mishap represents a mistake of some kind. Perhaps the caster mispronounced a magical syllable, or waggled his fingers the wrong way. The caster may also have let his guard down, allowing the extra-planar creature he had bound to his will to gain the upper hand.

If the mishap results in a Corruption, then roll d% on the **CORRUPTION** table.

DIVINE DISFAVOR

When a caster of Divine magic fumbles due to Overcasting, she must roll d% on the DIVINE DISFAVOR table.

Disfavor represents a transgression perceived by the divine powers that the character serves. It may be that she misspoke a prayer or performed a holy ritual incorrectly. The caster's deity, or their intercessor, might decide to teach the mortal a lesson. It may just be a rough day in the Outer Planes. The gods are fickle, callous, and pernicious, and they and their representatives care little for the travails of mortals.

ARCANE MISHAPS TABLE

MISHAP [d%]	RESULT
01-50	The spell takes twice as long to cast. If you stop casting, the spell is lost.
51-70	The caster simply fails to cast the spell. The caster may take no other actions this round unless she has the Unflappable Casting proficiency.
71	Cast a different random spell of the same level from your repertoire.
72	The power of the spell is internalized. The caster immediately takes 1d4 damage. Until the caster makes a Save vs. Spells at the beginning of his initiative, he takes an additional 1d4 damage.
73	Target self. If this wouldn't otherwise result in a negative outcome, the spell instead does 1d6 damage/spell level to the caster.
74	As target self above, but instead target a random ally within range. If this wouldn't otherwise result in a negative outcome, the ally takes 1d6 damage/spell level. If there are no allies within range, then the spell targets the caster.
75	Magical energy PBAoE blast of 1d6 damage/level of the spell. Radius is 5' per level of the spell. Save vs. Blast & Breath for 1/2 damage.
76	A Dispel Magic spell is cast in a 5'/spell level radius centered on the caster.
77	The caster temporarily loses the ability to cast spells for 1d4 rounds.
78	The caster is knocked unconscious for 1d4 rounds.
79	Temporary loss of spell from Repertoire - regained the next day.
80	Temporary loss of a casting slot of the same level of spell that was being Overcast.
81	Lose casting ability of all spells until a full, uninterrupted 8-hour rest has been taken.
82	The weather within 1 mile per level of the spell radically changes for 1d4 (1-3) hours (4-5) days (6) weeks per level of the spell. This can occur even if indoors or underground. See Control Weather for some possible side effects.
83	The caster suffers memory loss of the last 1d3 (1-2) hours (3-4) days (5) weeks (6) years.
84	The caster is aged 1d4 years per level of the spell.
85	The caster is more prone to Spell Corruption, permanently increasing his Overcasting spell fumble range by 1.
86	Permanent loss of the spell from the caster's Repertoire.
87	Permanent loss of a casting slot of that level.
88	A wasting disease causes the caster to suffer -2 on all attack and Charisma rolls, naturally heals at 1/2 rate, and will die in 2d12 days unless he receives a Cure Disease.
89	Permanent Dispel Magic zone created centered where the caster is currently standing, 5'/spell level radius.
90	Caster turned to stone as per the spell, Flesh to Stone. No saving throw allowed.
91	An extra-planar creature associated with the spell places a Geas upon the caster, no save. Until the Geas is completed, the caster can no longer cast this spell.
92	A (random color) Sphere of Annihilation is summoned into the world. Roll a Save vs. Paralysis to avoid destruction if it comes within 10'. Any attempt to control it for the first 1d100 days will automatically fail. The caster will never be able to control it. The sphere moves 10' in a random direction (d10 - 9 or 10 same direction as last turn) and up/same/lower elevation (d6) each turn.
93	The life essence is sucked out of everything within a 5' radius per spell level. All living creatures must Save vs. Death or be aged 1d4 years per level of the spell. All flora in the radius withers and dies. All food within the radius spoils and water evaporates.
94	The spell pulls a monster into the world. The being will have HD, damage, and saves equivalent to a monster the level of the caster +2. Roll 1d4 special abilities from the Undead Special table. The creature will immediately attack, concentrating on the caster, if possible. Also, Lamentations of the Flame Princess rulebook, pages 142-152.
95	The caster immediately explodes/implodes in a disgusting show of blood and gore.
96-98	The caster's body is corrupted. See the CORRUPTION table, below.
99-100	DM rolls/takes something from this table and applies it to everyone and everything on a large scale. For example, the entire village suddenly succumbs to a wasting disease or all casters within a 1 mile radius permanently lose a casting slot of the appropriate level.

All Arcane Mishaps of 75+ result in the spell cast being lost.

CORRUPTION TABLE

CORRUPTION [d%]	RESULT
01-04	The character must sustain themselves on something other than normal edible food. This could be blood, metal, dirt, etc.... The character's teeth and digestive tract will mutate to accommodate the new eating habits. Normal food now acts as a poison that does 1d6 damage and causes sickness for 1d10 days.
05-08	An increase in metabolism results in all of your hair and nails growing very rapidly. Spend 1 hour per day grooming or start looking like a freak. After 2-4 days, you suffer -2 to hit from your nails and hair getting in the way. You also have to eat twice as much.
09-12	Roll for each hand and foot. On a 1-3 (d6) you grow an extra digit on that appendage.
13-16	You grow a 1-4' long tail. 1-2 Furry 3-4 Reptilian 5-6 Rodent-like. It is not prehensile.
17-20	Festering sores spread over your body. They are slightly painful, but otherwise cause you no other discomfort.
21-24	Your 1-3 Upper Canines or 4-6 Lower Canines grow into 1-3" fangs. You may make Bite attacks for 1-3 damage.
25-28	Your skin changes to scales. Choose a color!
29-32	You grow fins on 1-3 your back, 4 the backs of your arms, 5 the backs of your calves, or 6 the top and back of your head. You may not wear armor in those locations (AC -1) unless you get it custom-made.
33-36	Your tongue forks. Start adding hisses to your speech and slurring your S's.
37-40	Weakened musculature: -2 Strength.
41-44	Weakened immune system: -2 saves versus poisons and diseases.
45-48	Weakened physicality: -2 Constitution.
49-52	Swollen and stiffened joints: -2 Dexterity
52-56	You grow 1-3" Horns on your 1-4 Head, 5 Shoulders, 6 Elbows. These may be curled, straight, or antler-like. You may use them to attack for 1-3 damage.
57-60	One of your limbs withers. 1-3 Arm, 4-6 Leg. A withered arm means you cannot climb, dual wield, or use two-handed weapons. A withered leg requires the use of a crutch or peg, movement is reduced by 30', DEX reduced or made worse by 1/3 for AC purposes.
61-64	Aged-looking. Your hair turns white (for men this means some baldness and liver spots) and your skin sags. This is only for the sake of appearances -- your character has not actually aged.
65-68	Furry. You grow fur all over your skin.
69-72	You are now anemic and suffer an extra hit point each time you take damage.
73-76	Light Sensitivity results in you suffering a -2 to all attempted actions while in sunlight or bright light conditions. Additionally, your skin changes to an alabaster color.
77-80	Odd skin color -- Purple, Jet Black, Alabaster White, Blood Red, Green, etc...
81-84	Unusual eyes - 1- Cats, 2- Amphibian, 3 - Insectoid, 4 - No irises (pure white), 5 - All irises (pure black), 6 - Double irises.
85-88	Voice changes 1-3 Sound like opposite sex, 4-5 Pre-pubescent, 6 Otherworldly (double-voice, hollow, booming, etc...)
89-92	Sex change - 1-3 Opposite sex, 4-5 Hermaphroditic, 6 Asexual.
93-96	You've grown vestigial wings -- 1-3 Bird-like, 4-6 Bat-like
97-100	DM's choice or imagination**

DIVINE DISFAVOR TABLE

DIVINE DISFAVOR [d%]	RESULT
01-25	Your prayers aren't worthy of attention. Perhaps if you continue for another round, you will be heard. If you stop casting, your spell will be lost.
26-40	Your god's agent has heard your plea, but is not satisfied. To cast the spell, take 1 hp/spell lvl.
41-44	The spell is lost. Perhaps if you pray more fervently next time the spell will take hold.
45-48	Someone's not happy with you. Prostrate yourself and fervently beg for a miracle or lose the spell. You lose any positive DEX mod to AC and must spend a movement to later stand.
49-52	Rebuked! Lose the spell and suffer a temporary loss of ability to cast spells for 1 rnd/spell lvl.
53-56	Your prayers are rebuffed and you lose the spell. You may not attempt to cast this spell again until you have rested a full 8-hours and prayed as normal.
57-60	Doubts have arisen. Your spell succeeded, but you lose the use of one of your Divine class abilities for 24 hours.
61-64	Castigation. The spell succeeds, but suffer wounds equivalent to 1d4 hp/spell lvl.
65-68	You have offended your god. Sacrifice treasure equal to 1/2 the amount of experience it takes to your next level in gold within 24 hours. If you do not, you will be subject to Divine Disfavor on a roll of 1 when spell-casting. Also, all Overcasting ranges are increased by 1. If you have previously received this result, your Overcasting fumble range is increased by 1. Only the full amount to the next level in gold value sacrificed will remove the penalty if it is incurred.
69-72	You are to be tested by the Downward Spiral. For the next 24 hours, any failed roll results in a cumulative -1 to the next roll of that type.
73-75	Prove your faith. The spell succeeds, but for the next 24 hours, you may not wear armor, bear a shield, wield a weapon, or use magic items. You may only call upon Divine spells in battle.
76-78	Enemy on the Other Side. The spell succeeds, but the next roll you make on the "Tampering with Mortality" table is at a -1/spell lvl for the d20, and a -1 on the d6 for the Side Effect roll.
79-81	Vow of Silence. The spell is cast, but it is the last thing that you will utter for 24 hours. No talking, turning/controlling, or spell-casting. Breaking the oath will result in the DM being able make any one roll you make in the future any result that he desires.
82-84	Forsaken! The spell is lost. The misapplication of your god's power results in a Forsaken Sinkhole of Evil being formed in a 50'/spell lvl radius. See ACKS pp 251-252. The misdirected energy of the spell immediately causes 1d4 Skeletons/spell lvl to rise from the ground. These undead will be spread out evenly and attack the non-undead creatures closest to them.
85-87	Mission from God. The spell succeeds, but the caster is placed under the effects of a Quest by an agent of their god equivalent to lvl 8+1d6. No initial save. The nature of the quest is for the betterment of the faith, and often involves the return or destruction of some relic.
88-90	The Mark of Shame is apparent upon the caster. The spell fails. All those who venerate the caster's god will have no dealings with the caster. Clerics, Priests, Paladins, and the fervent of faith may seek to do you harm; physical or otherwise. Enemies of the faith will only take 1/2 dmg and receive a +2 to their saving throws from your spells. The Mark will only be removed when the caster has sacrificed something (or someone) of great personal value.
91-93	Represent! The spell succeeds. You now have one week to convert one new member to the faith/spell lvl. Only NPC conversions count. Use the "Reaction to Hiring Offer" rules on ACKS pg 49, with a result of "Accept" or better resulting in a success. Failure by the end of the week means that you suffer a temporary loss of one spell-casting and turning level per recruit that you came up short until you succeed.
94-96	Something slipped through. While the spell succeeds, the power used to perform the miracle loosed an entity from its shackles and it has escaped into the world. It is now possessing a nearby creature and can pass from one creature to another through touch. It does not have to inhabit the body of a living creature and can exist without a host, though it has no powers of its own. It will seek to destroy the caster at the most inopportune moment, likely striking through someone close to them. A single Save vs. Death is allowed for anyone possessed in order to throw the entity out. It may not inhabit that person again if the save is successful.
97-99	Blue Bolt! You are smote on the spot, dropping immediately to 0 hit points.
100	The shadowy servants of Avod, Goddess of Death, erupt from the ground and pull the caster into the Underworld. The caster is trapped there unless someone can devise a means to rescue him.