

DIVINE SPELL

Fumble table

- 01-10.** No answer received from your Deity on your prayer. Spell used.
- 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.** Your Deity grants you another random spell of same level you have prepared and you cast that instead.
- 20-22.** You feel a sudden sorrow for all the souls which have left their body in the recent period. 50% chance for no actions next 1d6 rounds – while praying for the lost souls.
- 23-25.** Your Deity curses you for your sins. You receive a random curse as the “Bestow curse Spell” (DM decides/rolls)
- 26-28.** You get a glimpse of amageddon. You feel great greef. No actions next 1d6 rounds.
- 29-31.** Your Prayer is creating lots of food and water instead
- 32-34.** You feel apocalypse is near. The shock paralyses you for 1d6 rounds. No penalties
- 35-37.** Prayer grants you the opposite effect of the spell. (If make no sense roll again).
- 38-40.** Prayer returns “Greater Command” (as the spell) instead. The command is “lie down and pray”.
- 41-43.** You feel a great misfortune and Divine satisfaction. You and your allies get a -2 Unluck penalty on all attack rolls and saves next 24 Hours.
- 44-46.** Prayer returns “Darkness” 100 feet radius instead (as the spell)
- 47-50.** Prayer returns “Silence” 100 feet radius instead (as the spell)
- 51-53.** Prayer returns “Silence” 100 feet radius instead (as the spell)
- 54-56.** Prayer returns “Anti Magic Field” 100 feet radius instead (as the spell)
- 57-59.** Prayer returns “Zone of Truth” 100 feet radius instead (as the spell)
- 60-62.** Divine Empowerment: Target grows one size catagory for the next 24 hours
- 63-65.** Divine Wrath: Your Deity answer your Prayer with a “Call Lightning” spell instead (as the spell)
- 66-68.** Divine Wrath: Deity answer your Prayer with a “Flame Strike” spell instead (as the spell)
- 69-71.** Blackout: Caster falls face down and is considered prone for the next 1d4 rounds.
- 72-74.** Planar rift: Your prayer creates a rift in the Plane you are on. You are sucked into that rift and reappears 50 feet from your original location in a random direction like a “Dimension Door” effect (cannot be into solid mass)
- 75-77.** Planar rift: Your prayer creates a rift in the Plane you are on. One random party ally is sucked into that rift and reappears 50 feet from your original location in a random direction like a “Dimension Door” effect (cannot be into solid mass)
- 78-80.** Lesser Divine punishment: Caster takes 1d4 damage per level of the spell cast.

- 81-83.** A strong Divine Ray of Light shortly appears in front of your eyes. You are blinded for 1d4 rounds. Half speed. -2 to attack rolls and lose all DEX bonus to AC. -4 to Spot, Search skill checks and STR and DEX based skill checks.
- 84.** Loose sense of purpose: Helplessness overcomes you. You are stunned for 1d4 rounds. -2 to AC and lose all DEX bonus. Drop all items
- 85.** One creature of an opposing alignment (Celestial if you are Evil or Devil/undead if you are Good or Neutral) materializes in front of you and attacks you. Creature has same CR as your Level+2. (DM decides or rolls randomly)
- 86.** One creature of an opposing alignment (Celestial if you are Evil or Devil/undead if you are Good or Neutral) materializes in front of you and attacks you. Creatures have same CR as your Level+1. (DM decides or rolls randomly)
- 87. *Healing Domain:*** – You connect momentarily to the Healing Domain and are accosted by a wave of curing power 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 Domain:***– You connect momentarily to the Air Domain and are accosted by a divine breath of chilling 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 Domain*** – You connect momentarily to the Earth Domain. A large, irregular chunk of stone falls from above 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 Domain*** – You connect momentarily to the Water Domain. 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 Domain*** – You connect momentarily to the Fire Domain 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. *Death Domain*** – You connect momentarily to the Death Domain and are accosted by a wave of Fear and Energy draining force. 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.** Partly abandoned by your Deity: You loses 50% of all spells per level for the rest of the day.
- 94.** Abandoned by your Deity: Caster loses all spells for the rest of the day.
- 95.** Divine Punishment: A Deity of opposing alignment is interfering in your prayer and uses it to channel a foul life draining punishment on you. You are reduced to 10% of normal full HP – no save
- 96.** Greater Divine Punishment: A Deity of opposing alignment is interfering in your prayer and uses it to channel a foul life draining punishment on you. You are 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.** Prayer targets 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.** Fatal vision of Chaos: You connect to a place of incomprehensible life draining Chaos and you are reduced to 0 HP, Loses all prepared spells for rest of day. Caster ages 1d10 years.
- 100.** Death comes to us all: Death visits you by a swift touch of your heart. 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