**Magic and Religious Critical Fail Table**

**Roll 1d6**

|  |  |
| --- | --- |
|  | **Magic/Religion** |
| **1** | **Blows up in your face and you and any PCs in the AOE take the full extent and of damage.** |
| **2** | **Disadvantage on next attack/magic roll** |
| **3** | **Nothing Happens** |
| **4** | **Nothing Happens** |
| **5** | **Make a SAVE equal to the spell DC. If you fail, your mind is debilitated for 1 rnd.** |
| **6** | **You develop spell sickness. For the rest of the encounter, you may not use proficiency while rolling for magic.**  |

**Magic and Religious Critical Success Table**

**Roll 1d6**

|  |  |
| --- | --- |
|  | **Magic/Religion** |
| **1** | **The area of effect is doubled** |
| **2** | **Damage is doubled** |
| **3** | **Make your action as planned** |
| **4** | **You may make another action** |
| **5** | **Damage is doubled** |
| **6** | **Damage is doubled and you may take another action** |