

THE CRITONOMICON: REBORN

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Updated for 5e by an anonymous fan

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INTRODUCTION AND HOW TO USE THIS PDF

For those unaware, The Critonomicon by Tony Hellmann and Technomancer Press, LLC was the comprehensive guide to critical hits and failures. The original, released in 2006, is shockingly hard to find and the company has since gone out of business. I have no affiliation with either the author or publisher, simply a fan of this resource that did not want to see it lost to obscurity. **IF YOU PAID FOR THIS PDF, YOU HAVE BEEN SCAMMED!** In the following pages, I have recreated the tables in a clean and easily searchable PDF document. The only ones not included are the "Grand" tables which are simply rehashes of the lists preceeding them. The original was written to be general enough to apply to any tabletop game but still used several terms directly from D&D 3.5; this version has been updated to use terms more compatible with D&D 5e but is still general enough to be easily adaptable.

The lists contained within this PDF may seem superfluous but they are tailored for specific situations, weapons, and enemies. Do not simply flip to a random list and roll for a result or your players will hate you. For example, the Damaging Fumbles table results in massive damage or death on most rolls; as such, that table is better to use for players observing NPC's. Beyond having different tables for the previously mentioned, there are also quick-use tables to not be bogged down determining a critical result in fast-paced combat. These tables are merely a supplement, it is ultimately up to the Game Master to describe how the events come to pass

Using this PDF could not be easier. Read the section heading preceeding the table to make sure you are rolling for the desired result and that there are no special modifiers to be aware of. "Critical Hit Multiplier" is used to specify how many times the critical damage is multiplied; if a normal crit doubles the dice and your result shows a +1 Critical Hit Multiplier, you would instead triple it. Many of the results are flavourful (landing on head, hitting groin, etc) without having a listed mechanical effect; as Game Master you may add effects to these as you wish or simply have the affected party recover. Some effects have objects make a Constitution save or break; as objects do not have a Resilience modifier the GM may assign an appropriate Constitution modifier: +0 for a fragile item, +5 for an average item, +10 for a sturdy item, etc.

CRITICAL HITS

SIMPLE D6 CHARTS

For the game master who wants combat to move quickly and not pause to look up critical hit results during combat, these d6 charts can be memorized. Also, some game masters prefer to have monsters and NPCs use d6 charts while players use d20 charts

TABLE 1.1 D6 CRITICAL HIT CHART
d6 Critical Hit Multiplier and Result

1	+0 Normal critical hit
2	+0 Armor damaged, -2 AC
3	+0 Leg damaged, -5 to base movement until healed
4	+0 Weapon arm damaged, -2 to hit until healed
5	+1 Knocked prone
6	+1 Knocked prone

TABLE 1.2: ALTERNATE D6 CRITICAL HIT CHART
d6 Critical Hit Multiplier and Result

1	+0 Right arm hit; unusable
2	+0 Left arm hit; unusable
3	+0 Leg sweep; knocked prone
4	+0 Gut hit
5	+1 Chest hit; gains 1 level of Exhaustion
6	+1 Head hit; stunned 1d4 rounds

SIMPLE D20 CHARTS

When a game master wants a little more variety or drama in combat, often a d20 crit chart is sufficient. This first chart (Table 1.3) deals primarily with damage severity.

TABLE 1.3 D20 CRITICAL HIT CHART
d20 Critical Hit Multiplier and Result

01	-1 Lucky hit; opponent's weapon broken
02	+0 Solid Hit
03	+0 Terrific hit; opponent gains one 1 level of Exhaustion
04	+0 Resounding blow; opponent dazed 1 round
05	+0 Deft strike
06	+1 Grave wounding
07	+0 Vicious blow; opponent base move -2
08	+0 Savage wallop; opponent -1 to hit
09	+1 Severe hit; opponent knocked prone
10	+0 Expert strike; opponent disarmed
11	+0 Incredible blow; opponent dazed 2 rounds
12	+1 Brutal strike; opponent -2 to Dexterity
13	+1 Amazing strike; opponent -2 to Strength
14	+0 Connected hard
15	+0 Nicked an artery; +1 point per round for 5 rounds
16	+1 Hit a vein; +2 points per round for 3 rounds
17	+1 Vital strike; opponent gains 1 level of Exhaustion and dazed 1d4 rounds
18	+1 Massive blow; opponent dazed 1d6 rounds
19	+0 Skilled strike; opponenets armor damaged (-1 to armor bonus to AC)
20	+2 Mortal blow

The following chart (Table 1.4) is focused less on damage severity and more on location.

TABLE 1.4 ALTERNATE D20 CRITICAL HIT CHART
d20 Critical Hit Multiplier and Result

01	-1 Foot; -5 to base movement until healed
02	+0 Leg; -5 to base movement until healed
03	+0 Hip; -2 Dexterity until healed
04	+0 Ribs
05	+0 Stomach
06	+0 Arm; drop weapon/item held
07	+0 Chest; gains 1 level of Exhaustion until healed
08	+0 Neck
09	+0 Back
10	+1 Head; dazed 1d4 rounds
11	+0 Foot; unusable until healed
12	+0 Leg; -10 to base movement and unusable until healed
13	+0 Hip; -4 Dexterity and unable to stand until healed
14	+1 Ribs
15	+1 Stomach; internal bleeding, 2 points per round until healed
16	+0 Arm crushed/severed
17	+2 Chest; gains 1 level of Exhaustion until healed
18	+3 Neck; crushed/severed if this kills opponenet
19	+1 Back; legs unusable and unable to stand until healed
20	+2 Head; unconscious 2d6 rounds

PERCENTILE (D100) CHARTS

Some prefer a chart with more options. This way, it is unlikely to see the same critical hit twice in one adventure. As you will see, these charts are still fairly simple, with only one roll of the dice required.

This first chart (Table 1.5) deals with ranges, apportioned to the likelihood of hitting different parts of the body.

TABLE 1.5: PERCENTILE RANGE CRITICAL HIT CHART

%	Critical Hit Multiplier and Result
01-02	-1 Left foot*; -5 to base movement
03-04	-1 Right Foot*; -5 to base movement
05-08	+0 Left Calf*
09-12	+0 Right Calf*
13-18	+0 Left Thigh*
19-24	+0 Right Thigh*
25-28	+0 Left Hip
29-32	+0 Right Hip
33-34	+0 Groin
36-43	+1 Stomach
44-45	+2 Stomach; vital area
46-50	+0 Left Flank
51-55	+0 Right Flank
56-58	-1 Left Hand*
59-61	-1 Right Hand*
62-64	+0 Right Lower Arm*; drop held object(s)
65-67	+0 Left Lower Arm*; drop held object(s)
68-71	+0 Left Upper Arm*
72-75	+0 Right Upper Arm*
76-79	+0 Left Shoulder
80-83	+0 Right Shoulder
84-85	+1 Left Clavicle
86-87	+1 Right Clavicle
88-96	+1 Chest
97	+2 Chest; vital area
98	+2 Neck*
99	+2 Head
100	+2 Face

*Attacker's successful strength check (DC 20) severs/crushes the extremity.

This next chart (Table 1.6) provides many different effects, each unique.

TABLE 1.6: PERCENTILE CRITICAL HIT CHART

Roll (d100)	Critical Hit Multiplier and Result
01	+0 1d4 toes hit
02	+0 Foot hit
03	+0 Knee hit
04	+0 Finger hit
05	+0 Elbow hit
06	+0 Shoulder hit
07	+0 Clavicle hit
08	+0 Neck hit
09	+0 Nose hit
10	+0 Cheek hit
11	+0 Eye hit
12	+0 Skull hit
13	+0 Temple hit; disoriented; new Initiative is 1
14	+0 Forehead hit
15	+0 Thumb hit
16	+0 Buttocks hit
17	+0 Abdomen hit
18	+0 Chest hit
19	+0 Hip hit
20	+0 Thigh hit
21	+0 Hamstring hit
22	+0 Shin hit
23	+0 Calf hit
24	+0 Ankle hit
25	+0 Ear hit
26	+0 Hand hit
27	+0 Wrist hit
28	+0 Leg sweep, knocked prone
29	+0 Armor damaged; -1 armor bonus to AC
30	+0 Knocked off feet, lands on head
31	+0 1d4 toes mutilated; -5 to base movement
32	+0 Foot mutilated; -5 to base movement
33	+0 Knee mutilated; -5 to base movement
34	+0 1d4 fingers mutilated; drop any items; -2 to hit with injured hand
35	+0 Elbow mutilated; lower arm unusable
36	+0 Shoulder mutilated; arm unusable
37	+0 Clavicle mutilated; cannot lift upper arm
38	+0 Neck injured; paralyzed 1d4 rounds
39	+0 Nose mutilated; -4 Charisma
40	+0 Cheek mutilated; -4 Charisma
41	+0 Eye mutilated; blind in one eye
42	+0 Concussion; dazed 2d6 rounds
43	+0 Temple mutilated; unconscious 1d8 rounds
44	+0 Forehead mutilated; unconscious 1d6 rounds
45	+0 Thumb mutilated; cannot grip anything
46	+0 Buttocks mutilated; unable to sit
47	+0 Abdomen mutilated; -4 Constitution
48	+0 Chest mutilated; gains 1 level of Exhaustion
49	+0 Hip mutilated; leg unusable
50	+0 Thigh mutilated; -5 to base movement
51	+0 Hamstring mutilated; -5 to base movement
52	+0 Shin mutilated; -5 to base movement
53	+0 Calf mutilated; -5 to base movement
54	+0 Ankle mutilated; -10 to base movement
55	+0 Ear mutilated; Disadvantage to Perception checks based on sound
56	+0 Hand mutilated; drop any items; -2 to hit/dmg
57	+0 Wrist mutilated; hand unusable
58	+0 Leg sweep; knocked prone
59	+1 Armor damaged; -2 armor bonus to AC
60	+1 Knocked off feet, lands on weapon
61	Break opponent's weapon; no damage
62	-1 Break opponenet's weapon
63	Break opponent's weapon; roll again on this chart for damage
64	1d4 carried items are destroyed, no damage
65	-1 1d4 carried items are destroyed
66	1d4 carried items are destroyed; roll again on this chart for damage
67	+1 Chest punctured/crushed
68	+1 Foot crushed; -5 to base movement
69	+1 Knee severed; base movement reduced by 75%
70	+1 1d4 fingers severed
71	+1 Elbow severed
72	+1 Hip shattered; base movement reduced by 75%
73	+1 Thigh severed; base movement reduced by 75%
74	+3 Neck hacked
75	+1 Ankle severed, base movement reduced by 75%
76	+1 Larynx mutilated; unable to speak until healed
77	+1 Wrist severed
78	+2 Skull cracked; unconscious 2d6 hours
79	+1 One lung mutilated; -6 Constitution until healed
80	+1 Major artery opened; -2 HP per round for 5 rounds
81	+1 Thumb Severed
82	+0 Shoulder dislocated; arm unusable until successful Medicine check
83	+1 Partially eviscerated
84	+0 Hip dislocated; leg unusable until successful Medicine check; base movement reduced by 75%

Roll (d100)	Critical Hit Multiplier and Result
85	+0 Elbow dislocated; hand unusable until successful Medicine check
86	+0 Knee dislocated; leg unusable until successful Medicine check; base movement reduced by 75%
87	+1 Lower spine snapped; legs unusable
88	+1 Upper spine snapped; arms and legs unusable
89	+0 1d4 teeth knocked out; -2 Charisma
90	+0 Jaw broken; speech impaired and unable to eat solid foods
91- 100	Roll twice on this chart or once on the dramatic critical hit chart (Table 1.7)

Dramatic Critical Hits

The dramatic critical hit chart is designed for special occasions; most rolls result in massive damage or death. Use it sparingly.

TABLE 1.7: DRAMATIC CRITICAL HIT CHART

Roll (d100)	Critical Hit Multiplier and Result
01	+2 Skull cracked/brain struck; -2 Intelligence and Wisdom
02	+2 Chest cavity punctured through clavicle
03	+2 Jugular vein opened
04	+2 Lung impaled
05	+2 Bowels impaled
06	+2 Neck impaled
07	+2 Liver ruptured
08	+2 Kidney ruptured
09	+2 Spleen ruptured
10	+2 Stomach ruptured
11	+1 Hand nailed to body with attacker's weapon
12	+1 Arm nailed to side with attacker's weapon
13	+1 Body nailed to wall/floor with attacker's weapon
14	+1 Foot nailed to floor with attacker's weapon
15	+1 Knocked prone, lands on own weapon
16	+3 Knocked 10' away, back broken
17	+1 2d6 ribs broken; 2d6 points of damage every round the target moves or takes an action
18	+1 Hip shattered; 1d4 damage every round the target is standing
19	+1 All teeth knocked out, jaw crushed; target unable to speak or eat solid food
20	+1 Hand and arm cleaved to elbow; unusable
21	+1 Compound fracture to leg
22	+1 Compound fracture to clavicle
23	+1 Compound fracture to arm
24	+1 Armor broken and twisted into wound
25	+2 Falls onto own weapon, which snaps off in wound

26	+3 Brain pierced through ear; -2 Intelligence and Wisdom; Disadvantage to Perception checks based on sound
27	+3 Brain pierced through eye; -2 Intelligence and Wisdom; Disadvantage to Perception checks based on sight
28	+2 Compound fracture in leg; protruding bone slices major artery in other leg
29	+2 Compound fracture in arm; protruding bone pierces abdomen
30	Item carried by target driven into body, GM determines damage
31	+2 Lower spine snapped; legs unusable
32	+2 Upper spine snapped; arms and legs unusable
33	+3 Partially eviscerated
34	+2 Bone shard enters bloodstream, causing cardiac arrest; 1d4 points of Constitution damage per hour until healed
35	+1 Jaw broken, tongue bitten off; speaks with difficulty
36	+2 Arm severed, trip on arm, fall on own weapon
37	+2 Leg severed, fall on attacker's weapon
38	+2 Opponent attempts to block with their own weapon only to have it forced into their face
39	+2 Opponent attempts to block with their own weapon only to have it forced into their abdomen
40	+1 Opponent attempts to block with their own weapon only to have it forced into their leg
41	+2 Chunk carved/knocked out of torso
42	+1 Chunk carved/knocked out of leg
43	+1 Head struck, neck turned 90°; cannot straighten until healed
44	+1 Back struck; gains 1 level of Exhaustion; cannot bend until healed
45	+2 Force of blow shatters opponent's weapon, shrapnel lodging in their throat; unable to speak/eat
46	+1 Force of blow shatters opponent's weapon, shrapnel lodged in eye; Disadvantage to Perception checks based on sight
47	+1 Force of blow shatters opponent's weapon, shrapnel lodged in ear; Disadvantage to Perception checks based on sound
48	+2 Force of blow shatters opponent's weapon, shrapnel lodged in chest cavity
49	+1 Force of blow shatters opponent's weapon, shrapnel lodged in abdomen
50	D1 Side of head caved in
51	D1 Spinal column shattered
52	D1 Head twisted 180°
53	D1 Completely eviscerated
54	D1 Skull shattered
55	+3 Both legs severed
56	D0 Beheaded
57	D1 Brain impaled through eye
58	D6 Trachea crushed

Roll (d100)	Critical Hit Multiplier and Result
59	D2 Heart Ruptured
60	D1 Brain impaled through mouth
61	D0 Cleaved in two (crown to pelvis)
62	D0 Cleaved in two (shoulder to hip)
63	D1 Cleaved in two (at the waist)
64	D1 Knocked 10' away, landing on head; broken neck
65	D2 Side shorn away, shoulder to hip
66	D6 Massive blow to the chest causing respiratory failure
67	D6 Neck injury causing lungs to fill with blood
68	D10- Massive blow to abdomen; internal bleeding 20
69	D1 Massive blow to head; brain hemorrhage
70	D2 Clavicle snapped, pierces jugular
71	D0 Impaled underneath chin, through crown
72	D0 Brain impaled through ear
73	D4 Larynx crushed
74	D6 Liver and kidney impaled/ruptured
75	D2 Partial evisceration, slip on guts, fall on own weapon
76	D1 Heart and lung impaled/ruptured
77	+2 Force of blow shatters opponent's weapon, shrapnel enters the target's bloodstream causing cardiac arrest; 1d4 Constitution damage until healed
78	+3 Impaled through abdomen, weapon exits through clavicle
79	+2 Impaled through abdomen, weapon exits through back
80	+3 Impaled through chest, weapon exits through hip
81	+3 Impaled through chest, weapon exits through back
82	D4 Back broken through massive blow to abdomen, organs rearranged
83	D4 Internal hemorrhage into chest cavity
84	+3 Leg snapped, broken bone severs femoral artery
85	D0 Skull cleaved in two (crown removed)
86	D0 Skull cleaved in two (crown to neck)
87	D0 Impaled ear-to-ear; brain hemorrhage
88	D0 Impaled through back of head, weapon comes out mouth
89	D1 Impaled down through throat into chest cavity; lung and stomach ruptured
90	+1 Stabbed through trachea; will suffocate if weapon not removed (attacker's choice)
91-100	Game master's choice

D = Death in the number of indicated rounds. D0 is immediate death

LOCATION/SEVERITY CHARTS

The charm of the previous charts are that one roll returns a result; however, how does one impale someone through the chest with a club? or sever a leg with an arrow? While clever game masters may devise explanations, others would prefer to use a chart that is appropriate to the weapon used.

The charts in this section require one to three different rolls. These rolls tell the game master where the opponent is struck, how hard, and the effect of the blow, taking into account the type of weapon being used.

This next chart (Table 1.8) requires only a single throw of percentile dice and returns a result for blunt, piercing, and slashing weapons, as well as bites.

Of course, game masters may need to adjust the entries; if a size Tiny creature scores a critical bite to the clavicle, it won't be puncturing the heart.

TABLE 1.8: ONE-ROLL LOCATION/SEVERITY CRITICAL HIT CHART

Roll (d100)	Location	Blunt	Slashing	Piercing	Bite
01	Left Foot	+0, ½ Base movement	+0	+0	+0; free trip attack
02	Right Foot	+0, ½ Base movement	+0	+0	+0; free trip attack
03-04	Left Calf	+0, ½ Base movement; DC 20 Dexterity save or fall prone	+0	+0	+0
05-06	Right Calf	+0, ½ Base movement; DC 20 Dexterity save or fall prone	+0	+0	+0
07-09	Left Thigh	+0	+0; ¾ base movement	+0	+0
10-12	Right Thigh	+0	+0; ¾ base movement	+0	+0
13-14	Left Hip	+0	+0	+0	+0
15-16	Right Hip	+0	+0	+0	+0
17-18	Groin	+0	+0	+0	+0
19-22	Stomach	+0; gains 1 level of Exhaustion	+0; Gashed, 1d2 dmg/round	+0	+0
23-24	Left Flank	+0	+0	+1	+0
25-26	Right Flank	+0	+0	+1	+0
27	Left Hand	+0	+0	+0; Drop item(s) in hand	+0; Item(s) in hand snatched
28	Right Hand	+0	+0	+0; Drop item(s) in hand	+0; Item(s) in hand snatched
29-30	Right Lower Arm	+0	+0	+0	+0
31-32	Left Lower Arm	+0	+0	+0	+0
33-34	Left Upper Arm	+0	+0	+0	+0
35-36	Right Upper Arm	+0	+0	+0	+0
37-38	Left Shoulder	+0	+0	+0	+0
39-40	Right Shoulder	+0	+0	+0	+0
41	Left Clavicle	+0	+0	+0	+0
42	Right Clavicle	+0	+0	+0	+0
43-47	Chest	+0	+0	+1	+0
48	Neck	+0; Paralyzed, ¼ base movement 1d4 rounds	+0; Gashed, 1d2 dmg/round	+0	+0
49	Head	+0; Unconscious 1d4 rounds	+0	+0; ear pierced, deaf in one ear	+0
50	Face	+1; Dazed 1d4 rounds	+0; scar	+0; eye pierced, blinded in one eye	+0; lip/ear torn, -2 Charisma
51	Left Foot	+0; Shattered, ¼ base movement	+1; DC 20 Dexterity save or severed, ¼ base movemnet	+0; Nailed to floor, no movement, then ¼ after release	+0; DC 20 Dexterity save or torn off, ¼ base movement

Roll (d100)	Location	Blunt	Slashing	Piercing	Bite
52	Right Foot	+0; Shattered, ¼ base movement	+1; DC 20 Dexterity save or severed, ¼ base movement	+0; Nailed to floor, no movement, then ¼ after release	+0; DC 20 Dexterity save or torn off, ¼ base movement
53-54	Left Shin	+0; Broken, ¼ base movement	+1 DC 20 Dexterity save or torn off, ¼ base movement	+0	+0; Broken, ¼ base movement
55-56	Right Shin	+0; Broken, ¼ base movement	+1 DC 20 Dexterity save or torn off, ¼ base movement	+0	+0; Broken, ¼ base movement
57-59	Left Thigh	+0; Broken, ¼ base movement	+1 DC 20 Dexterity save or torn off, ¼ base movement	+0	+0
60-62	Right Thigh		+0; Broken, ¼ base movement	+1 DC 20 Dexterity save or torn off, ¼ base movement	+0
63-64	Left Hip	+0; Shattered, unable to stand	+0; Gashed, 1d2 dmg/round	+0	+0
65-66	Right Hip	+0; Shattered, unable to stand	+0; Gashed, 1d2 dmg/round	+0	+0
67-68	Groin	+1	+0; Gashed, 1d2 dmg/round	+1	+0; Gashed, 1d2 dmg/round
69-72	Stomach	+1; Ruptured organs, internal bleeding, 1d4 dmg/round	+2; DC 16 Dexterity save or die	+2; Liver ruptured, DC 16 Dexterity save or 1d6 dmg/round	+1
73-74	Left Flank	+0; Broken ribs, carry capacity halved	+0; Gashed, 1d2 dmg/round	+2; Lung punctured, gains 1 level of Exhaustion	+0; Gashed, 1d2 dmg/round
75-76	Right Flank	+0; Broken ribs, carry capacity halved	+0; Gashed, 1d2 dmg/round	+2; Lung punctured, gains 1 level of Exhaustion	+0; Gashed, 1d2 dmg/round
77	Left Hand	+0; Shattered, unusable	+0; DC 20 Dexterity save or severed	+0; Drop item(s) in hand	+0; DC 20 Dexterity save or torn off
78	Right Hand	+0; Shattered, unusable	+0; DC 20 Dexterity save or severed	+0; Drop item(s) in hand	+0; DC 20 Dexterity save or torn off
79-80	Right Lower Arm	+0; Broken, cannot attack or hold items over 5 lbs	+0; DC 20 Dexterity save or severed	+0	+0; Broken, cannot attack or hold items more than 5 lbs
81-82	Left Lower Arm	+0; Broken, cannot attack or hold items over 5 lbs	+0; DC 20 Dexterity save or severed	+0	+0; Broken, cannot attack or hold items more than 5 lbs
83-84	Left Upper Arm	+0; Broken, cannot attack or hold items over 5 lbs	+0; DC 20 Dexterity save or severed	+0	+0; Broken, cannot attack or hold items more than 5 lbs
85-86	Right Upper Arm	+0; Broken, cannot attack or hold items over 5 lbs	+0; DC 20 Dexterity save or severed	+0	+0; Broken, cannot attack or hold items more than 5 lbs
87-88	Left Shoulder	+0; Broken, arm unusable	+0; Gashed, 1d2 dmg/round	+0	+0
89-90	Right Shoulder	+0; Broken, arm unusable	+0; Gashed, 1d2 dmg/round	+0	+0
91	Left Clavicle	+1; Broken, stabs left lung, gains 1 level of Exhaustion	+0; Gashed, 1d2 dmg/round	+2; Heart punctured, gains 1 level of Exhaustion, DC 20 Constitution save or die	+0
92	Right Clavicle	+1; Broken, stabs right lung, gains 1 level of Exhaustion	+0; Gashed, 1d2 dmg/round	+2; Lung punctured, gains 1 level of Exhaustion	+0
93-97	Chest	+2; Caved in	+0; Gashed, 1d2 dmg/round	+2; Heart punctured, gains 1 level of Exhaustion, DC 25 Constitution save or die	+2; Heart punctured, gains 1 level of Exhaustion, DC 20 Constitution save or die
98	Neck	+2; Paralyzed 1d4 weeks	+2; DC 20 Constitution save or die	+1; Larynx pierced, unable to speak	+2; Paralyzed 1d4 weeks

Roll (d100)	Location	Blunt	Slashing	Piercing	Bite
99	Head	+2; Caved in, DC 20 Constitution save or die	+2; Downward stroke, DC 20 Constitution save or die	+2; Skull pierced, DC 20 Constitution save or die	+2; Skull crushed in jaws, DC 20 Constitution save or die
100	Face	+2; Shattered, DC 25 Constitution save or die	+2; Golf swing, DC 25 Constitution save or die	+2; Eye impaled, blinded in one eye, DC 25 Constitution save or die	+2; Teeth puncture the eye and throat, blind in one eye, DC 25 Constitution save or die

TABLE 1.9: THE TWO ROLL CHART

This chart offers more options; damage can be localized to a specific body part, with the severity of the blow determined with a second roll particular to several weapon types. Roll percentile dice to determine location and a d6 to determine severity. Check the special result column for possible additional damage/effects.

Roll (d100)	Location	Special Result
01-02	Left Foot	1
03-04	Right Foot	1
05-08	Left Calf	1
09-12	Right Calf	1
13-18	Left Thigh	1
19-24	Right Thigh	1
25-28	Left Hip	-
29-32	Right Hip	-
33-35	Groin	3
36-45	Stomach	4
46-50	Left Flank	-
51-55	Right Flank	-
56-58	Left Hand	1
59-61	Right Hand	1
62-64	Right Lower Arm	1
65-67	Left Lower Arm	1
68-71	Left Upper Arm	1
72-75	Right Upper Arm	1
76-79	Left Shoulder	-
80-83	Right Shoulder	-
84-85	Left Clavicle	-
86-87	Right Clavicle	-
88-97	Chest	4
98	Neck	5
99	Head	6
100	Face	7

SLASHING WEAPONS

Roll (d6)	Critical Hit Multiplier & Effect	Special Result** 1 2 3 4 5 6 7
1-2	+0; Gashed	E P P P B P B
3-4	+1; Slashed and broken	H S B P D I U
5	+1; Mutilated	H I O L X D D
6	+2; Severed	* I D D X X X

BLUNT WEAPONS

Roll (d6)	Critical Hit Multiplier & Effect	Special Result** 1 2 3 4 5 6 7
1-2	+0; Incapacitated	E S S S S I I
3-4	+1; Battered and broken	H S O P D I U
5	+1; Maimed	H I O L X D D
6	+2; Shattered	H I D D X X X

PIERCING WEAPONS

Roll (d6)	Critical Hit Multiplier & Effect	Special Result** 1 2 3 4 5 6 7
1-2	+0; Gashed	- - - - -
3-4	+1; Pierced	P S B P D I U
5	+1; Vital Puncture	P I O L X D D
6	+2; Impaled	E I D D X X X

BITES

Roll (d6)	Critical Hit Multiplier & Effect	Special Result** 1 2 3 4 5 6 7
1-2	+0; Chomped	P - - - - -
3-4	+1; Punctured	E S B P D I U
5	+1; Maimed	H I O L X D D
6	+2; Torn away	* L D D X X X

****SPECIAL RESULTS**

Code	Effect
*	Severed
B	Massive bleeding, death in 1d6 turns without medical care
D	Death in 1d6 rounds
E	Unusable for duration of battle
H	Unusable until healed
I	Incapacitated, effectively unconscious
L	Severe pin, -6 to hit/dmg, difficulty breathing
O	Ruptured organs, internal bleeding; death in 1d3 rounds
P	Pain, -2 to hit/dmg
S	Stunned
U	Unconscious
X	Instant death

TABLE 1.10: THE THREE ROLL CHART

This chart requires one to three rolls. First, roll a d20 to determine what kind of critical hit was scored. If directed to "roll for location/severity," the player rolls percentile dice to determine location and a d6 to determine severity. Check the special result column for possible additional damage.

Roll (d20)	Critical Hit Multiplier and Result
01	* Roll for location/severity (+1 to severity)
02	+1 Opponent dazed 1d4 rounds
03	+1 No special result
04-05	+0 Knocked prone
06-08	+0 No special result
09-10	+0 Armor damaged, -2 armor bonus to AC
11	+2 No special result
12-14	+0 Armor damaged, -1 armor bonus to AC
15-16	* Roll for location/severity (-2 to severity)
17	* Roll for location/severity
18-19	* Roll for location/severity (-1 to severity)
20	* Roll for location/severity (+2 to severity)

*See location/severity chart for multiplier

Roll (d100)	Location	Special Result
01-02	Left Foot	1
03-04	Right Foot	1
05-08	Left Calf	1
09-12	Right Calf	1
13-18	Left Thigh	1
19-24	Right Thigh	1
25-28	Left Hip	1
29-32	Right Hip	1
33-35	Groin	2
36-45	Stomach	4
46-50	Left Flank	-
51-55	Right Flank	-
56-58	Left Hand	1
59-61	Right Hand	1
62-64	Right Lower Arm	1
65-67	Left Lower Arm	1
68-71	Left Upper Arm	1
72-75	Right Upper Arm	1
76-79	Left Shoulder	-
80-83	Right Shoulder	-
84-85	Left Clavicle	-
86-87	Right Clavicle	-
88-97	Chest	4
98	Neck	5
99	Head	6
100	Face	7

SLASHING WEAPONS

Roll (d6)	Critical Hit Multiplier & Effect	Special Result**
		1 2 3 4 5 6 7
≤2	+0; Gashed	E P P P B P B
3-4	+1; Slashed and broken	H S B P D I U
5	+1; Mutilated	H I O L X D D
6≤	+2; Severed	* I D D X X X

BLUNT WEAPONS

Roll (d6)	Critical Hit Multiplier & Effect	Special Result**
		1 2 3 4 5 6 7
≤2	+0; Incapacitated	E S S S S I I
3-4	+1; Battered and broken	H S O P D I U
5	+1; Maimed	H I O L X D D
6≤	+2; Shattered	H I D D X X X

PIERCING WEAPONS

Roll (d6)	Critical Hit Multiplier & Effect	Special Result**						
		1	2	3	4	5	6	7
≤2	+0; Gashed	-	-	-	-	-	-	-
3-4	+1; Pierced	P	S	B	P	D	I	U
5	+1; Vital Puncture	P	I	O	L	X	D	D
6≤	+2; Impaled	E	I	D	D	X	X	X

BITES

Roll (d6)	Critical Hit Multiplier & Effect	Special Result**						
		1	2	3	4	5	6	7
≤2	+0; Chomped	P	-	-	-	-	-	-
3-4	+1; Punctured	E	S	B	P	D	I	U
5	+1; Maimed	H	I	O	L	X	D	D
6≤	+2; Torn away	* L	D	D	X	X	X	X

**SPECIAL RESULTS

Code	Effect
*	Severed
B	Massive bleeding, death in 1d6 turns without medical care
D	Death in 1d6 rounds
E	Unusable for duration of battle
H	Unusable until healed
I	Incapacitated, effectively unconscious
L	Severe pin, -6 to hit/dmg, difficulty breathing
O	Ruptured organs, internal bleeding; death in 1d3 rounds
P	Pain, -2 to hit/dmg
S	Stunned
U	Unconscious
X	Instant death

WEAPON SPECIFIC CRITICAL HITS

When just a few possible results per weapon won't do, a weapon specific critical hit table may be in order. One roll determines everything.

TABLE 1.11: MELEE, BLUNT

Roll (d20)	Critical Hit Multiplier and Result
01	-1 Leg swee, opponent tripped
02	+0 Temple hit, disoriented; new Initiative is 1
03	+0 Foot broken, ¼ base movement
04	+0 Hip shattered; unable to stand
05	+0 Elbow dislocated; lower arm unusable, drop held item(s)
06	+0 Knee dislocated; opponent tripped, lug unusable; ¼ base movement
07	+0 Hand hit; carried item(s) dropped
08	+0 Wrist broken; carried item(s) dropped, cannot attack or hold items more than 5 lbs
09	+0 Opponent's weapon broken
10	+0 Opponent's armor damaged, -2 armor bonus to AC
11	+0 Random item carried by opponenet is smashed
12	+0 Chest hit; opponent gains 1 level of Exhaustion
13	+0 Hip bruised; -2 Dexterity
14	+0 Arm broken, lesser fracture; cannot hold items over 5 lbs, attack damage halved
15	+0 Groin struck
16	+0 Neck injured; Paralyzed 1d4 rounds
17	+0 Concussion; Dazed 2d6 rounds
18	+0 Stomach hit; internal bleeding, 1d4 dmg/round
19	+1 Massive chest blow, broken ribs; opponent gains 1 level of Exhaustion, can only carry light load
20	+2 Head caved in, unconscious 4d6 hours, DC 20 Constitution save or slip into a coma lasting 1d8 days

TABLE 1.12: MELEE, PIERCING

Roll (d20)	Critical Hit Multiplier and Result
01	+0 Foot nailed to floor; no movement, then ½ movement after release
02	+0 Leg broken, ½ base movement
03	+0 Arm nailed to side
04	+0 Hard Hit; drop item(s) in hand
05	+0 Knee hit, ½ base movement
06	+0 Arm hit; -2 to hit/dmg
07	+0 Leg hit, femoral artery nicked; 1d4 dmg/round
08	+0 Hip hit; ¾ base movement
09	+0 Back pierced; opponenet paralyzed from waist down until weapon is removed
10	+0 Opponenet's armor damaged, -1 armor bonus to AC
11	+0 Arm broken, lesser fracture; cannot hold items over 5 lbs, attack damage halved
12	+0 Stomach hit, nasty gash
13	+0 Groin hit; ¾ base movement
14	+0 Ear pierced, deaf in one ear
15	+0 Eye pierced; blinded in one eye
16	+0 Stomach hit; DC 16 Dexterity Save or liver ruptured, 1d6 dmg/round
17	+0 Chest hit, lung punctured; opponent gains 1 level of Exhaustion
18	+0 Chest hit
19	+1 Neck hit, larynx pierced; unable to speak
20	+2 Skull hit and cracked, brain pierced; -1 Intelligence, -1 Wisdom

TABLE 1.13: MELEE, SLASHING

Roll (d20)	Critical Hit Multiplier and Result
01	-1 Knuckles slashed; drops weapon
02	-1 Forehead slashed; blood runs into eyes, blinded 1d2 rounds
03	+0 Hand slashed; drop carried item(s)
04	+0 Foot sliced
05	+0 Arm gashed; DC 20 Dexterity save or broken
06	+0 Leg gashed; DC 20 Dexterity save or broken
07	+0 Hip slashed
08	+0 Opponent's weapon broken
09	+0 Back slashed
10	+0 Armor damaged, -2 armor bonus to AC
11	+0 Belt, backpack, or weapon harness slashed off
12	+0 Arm slashed; DC 15 Dexterity save or severed
13	+0 Leg gashed; DC 15 Dexterity save or severed
14	+0 Face slashed; DC 15 Dexterity save or nose cut off, -4 Charisma
15	+0 Chunk carved from side
16	+0 Deep cut in shoulder
17	+0 Chest slashed
18	+0 Stomach opened up; opponenet gains 1 level of Exhaustion
19	+1 Extremity badly slashed (d4 to determine which); DC 20 Dexterity save or severed
20	+2 Neck badly slashed; DC 20 Dexterity save or severed

TABLE 1.14: MELEE, UNARMED STRIKE

Roll (d20)	Critical Hit Multiplier and Result
01	-1 Surprise jab; knocked prone
02	-1 Stick and move; dazed one round
03	-1 Body blow; drops to knees
04	+0 Kidney punch; gains 1 level of Exhaustion 2 rounds
05	+0 Rabbit punch; dazed 1d4 rounds
06	+0 Uppercut; knocked prone
07	+0 Ear bash; DC 20 Constitution save or break eardrum, Disadvantage to Perception checks based on sound
08	+0 Blow to solar plexus; dazed 1d4 rounds
09	+0 Shin kick; leg broken, $\frac{1}{4}$ base movement
10	+0 Foot stomp; crushed, $\frac{1}{2}$ base movement
11	+0 Arm bar; shoulder dislocated, arm unusable
12	+0 Low blow; dazed 1 round
13	+0 Eye gouge; blinded in one eye
14	+0 Greaty body blow; drops to knees, gains 1 level of Exhaustion
15	+0 Broken nose; -1 Charisma
16	+0 Dotting the "i"; opponenet's eye swells shut after 1 round
17	+0 Bolo punch; opponenet bites part of tongue off, affecting speach
18	+0 Hook to the jaw; stunned 1d6 rounds
19	+0 One-two punch; jaw broken, stunned 1d4 rounds then dazed 1d4 additional rounds
20	+1 One blow K.O.; unconscious 1d8 rounds

TABLE 1.15: RANGED, BLUNT

Roll (d20)	Critical Hit Multiplier and Result
01	-1 Leg bashed, opponent tripped
02	+0 Head struck; disoriented, new Initiative is 1
03	+0 Opponent's armor damaged, -2 armor bonus to AC
04	+0 Hip bruised; opponent knocked prone
05	+0 Elbow dislocated; lower arm unusable, drop held item(s)
06	+0 Knee struck, dislocated; opponent tripped, leg unusable, $\frac{1}{4}$ base movement
07	+0 Hand struck, broken; carried item(s) dropped, cannot attack or hold items more than 5 lbs
08	+0 Chest hit; opponent gains 1 level of Exhaustion
09	+0 Opponent's weapon stuck, broken, then weapon strikes opponent
10	+0 Attacker's missile breaks apart on impact, pieces lodge in chest and arm
11	+0 Random item carried by opponent smashed
12	+0 Attacker's missile breaks apart on impace, pieces lodge in stomach and leg
13	+0 Eye hit, temporarily blinded in one eye due to swelling (large missile) or permanently (small missile)
14	+0 Shoulder dislocated; arm unusable until successful Medicine check or magical healing
15	+0 Groin struck
16	+0 Neck injured; paralyzed 1d4 rounds
17	+0 Concussion; Dazed 2d6 rounds
18	+0 Stomach hit; internal bleeding, 1d4 dmg/round; small missiles become lodged in opponent's stomach cavity
19	+1 Massive chest blow, broken ribs; opponent gains 1 level of Exhaustion, Carry Capacity halved
20	+2 Head caved in, unconscious 4d6 hours; DC 20 Constitution save or slip into a coma lasting 1d8 days

TABLE 1.16: RANGED, PIERCING

Roll (d20)	Critical Hit Multiplier and Result
01	-1 Foot nailed to floor; no movement, then ½ movement after release
02	-1 Arm nailed to wall; no movement until removed
03	+0 Shoulder hit, tip breaks off in wound; 1d4 dmg to remove
04	+0 Stomach hit, tip breaks off in wound; 2d4 dmg to remove
05	+0 Chest hit, tip breaks off in wound; 1d4 dmg to remove
06	+0 Arm hit; -2 to hit/dmg
07	+0 Leg hit, femoral artery nicked if pulled out without a successful Medicine check; 1d4 dmg/round
08	+0 Hip hit; ¾ base movement
09	+0 Back pierced; opponent paralyzed from the waist down until the missile is removed
10	+0 Opponent's armor damaged, -1 to armor bonus to AC
11	+0 Arm broken, lesser fracture; cannot hold items more than 5 lbs, can attack at half damage
12	+0 Stomach hit; small missiles are lodged completely inside opponent's stomach cavity, larger missiles protrude from both sides
13	+0 Groin hit; ¾ base movement
14	+0 Ear pierced; deaf in one ear
15	+0 Eye pierced; blinded in one eye
16	+0 Stomach hit; DC 16 Dexterity save or liver ruptured, 1d6 dmg/round
17	+0 Chest hit, lung punctured; opponent gains 1 level of Exhaustion
18	+0 Chest hit
19	+1 Neck hit, larynx pierced; unable to speak
20	+2 Skull hit and cracked, brain pierced; -1 Intelligence, -1 Wisdom (x2 if removed without a successful Medicine check)

TABLE 1.17: RANGED, SLASHING

Roll (d20)	Critical Hit Multiplier and Result
01	-1 Scalped; -1 Charisma
02	-1 Forehead slashed; blood runs into eyes, blinded 1d2 rounds
03	+0 Foot slashed; DC 15 Dexterity save or lose 1d4 toes
04	+0 Hand slashed; drop carried item(s), DC Dexterity save or lose 1d4 fingers
05	+0 Elbow shaved; -2 to hit/dmg with injured arm
06	+0 Kneecapped; ½ base movement
07	+0 Hip slashed; ¾ base movement
08	+0 Weapon broken, attacker's missile ricochets into opponent
09	+0 Side slashed
10	+0 Armor damaged; -1 armor bonus to AC
11	+0 Missile lodged between ribs
12	+0 Arm gashed
13	+0 Leg gashed
14	+0 Face slashed; DC 15 Dexterity save or nose lopped off, -4 Charisma
15	+0 Stomach opened; gains 1 level of Exhaustion
16	+0 Deep cut in shoulder; missile lodged between bones, unable to move arm until removed
17	+0 Chest slashed
18	+0 Missile lodged in spine; paralyzed from waist down until removed
19	+1 Stomach hit; internal bleeding 1d4 dmg/round, small missiles are lodged completely inside opponent's stomach cavity
20	+2 Neck badly slashed; DC 15 Dexterity save or large missiles sever

TABLE 1.18: BITE

The following chart assumes creatures are within one size category of their prey.

Roll (d20)	Critical Hit Multiplier and Result
01	+0 Opponent knocked prone
02	+0 Leg broken; ½ base movement
03	+0 Foot crushed; ½ base movement
04	+0 Hand bitten; drop item(s) in hand
05	+0 Ankle bitten; sprained, ¾ base movement
06	+0 Arm comped; -2 to hit/dmg
07	+0 Leg bitten, femoral artery nicked, 1d4 dmg/round
08	+0 Hip bitten
09	+0 Neck bitten' opponent pinned to ground, successful grapple check must be made to escape
10	+0 Opponent's armor damaged, -1 armor bonus to AC
11	+0 Arm broken, lesser fracture' cannot hold items more than 5 lbs, can attack at half damage
12	+0 Hand munched; drop item(s) in hand, 1d4 fingers severed
13	+0 Groin bitten
14	+0 Face chomped; DC 15 Dexterity save or ear ripped off
15	+0 Eye pierced; blinded in one eye
16	+0 Flank bitten; DC 16 Dexterity save or kidney ruptured, 1d6 dmg/round
17	+0 Chest chomped; 1d4 ribs cracked
18	+0 Arm bitten; opponent tossed 5'
19	+1 Neck muched, larynx pierced; unable to speak
20	+2 Skull cracked, brain damaged; -1 Intelligence, -1 Wisdom

TABLE 1.19: FLAMING OIL/MOLOTOV COCKTAIL

dRoll (d20)	Critical Hit Multiplier and Result
01	-1 Armor singed; -1 armor bonus to AC
02	-1 Hand hit, on fire; drops any carried item(s)
03	-1 Flask breaks at feet; target must move 5' and suffers 2d4 fire dmg/round until extinguished
04	+0 Flask breaks at feet; footwear destroyed
05	+0 Flask breaks at feet
06	+0 Flast breaks at feet; target consumed by fireball, slips on oil, falls into adjacent square; initial target square on fire 1d4 rounds
07	+0 Flask breaks at feet; target slips on oil, falling into buring puddle; target must move 5' and suffers 3d4 fire dmg/round until extinguished
08	+0 Direct hit to abdomen
09	+0 Direct hit to leg
10	+0 Direct hit to arm
11	+0 Direct hit to hip
12	+0 Hair/fur ablaze; 1d6 fire damage for 1d4 rounds or until extinguished
13	+0 Hit to backpack/belt pouch/other bag; bag must be removed and extinguished immediately to avoid contents from burning
14	+0 Hit to chest, flask breaks and splashes one additional enemy within 5'
15	+0 Direct hit to chest, oil runs to legs; takes at least two rounds to extinguish
16	+0 Flask caught in clothing/armor; armor helt together with leather/fabric is destroyed, all-metal armor suffers -2 armor bonus to AC; takes at least two rounds to extinguish
17	+0 Flask breaks on the back of neck, flaming oil runs down back; takes at least one round to extinguish if the target drops prone
18	+1 Direct hit to face, whole head aflame, all hair burned off; -2 Charisma
19	+1 Flask breaks at feet; target slips on oil, falls on own weapon and into burning puddle, target must move 5' and suffers 4d4 fire dmg/round until extinguished
20	+2 Flask goes into open mouth, explodes; flame shoots from mough and nose, target unable to speak until healed

TABLE 1.20: FIREARM BULLET/SLUG

Roll (d20)	Critical Hit Multiplier and Result
01	-1 Ear grazed, maimed
02	-1 Nose shot off; -2 Charisma
03	+0 Entry through leg, no exit; $\frac{3}{4}$ base movement
04	+0 Entry through shoulder, no exit
05	+0 Entry/exit through hand; drop carried item(s), hand unusable
06	+0 Finger shot off; drop carried item(s)
07	+0 Entry through arm; broken arm
08	+0 Entry through leg; broken leg
09	+0 Entry through hip; shattered hip
10	+0 Entry through abdomen, no exit; gains 1 level of Exhaustion
11	+0 Entry through chest, no exit; gains 1 level of Exhaustion
12	+0 Entry/exit through ankle; $\frac{1}{2}$ base movement
13	+0 Entry through chin, no exit; broken jaw
14	+0 Entry through neck, no exit; unable to speak
15	+0 Entry through abdomen, kidney punctured, exit through back
16	+0 Entry through abdomen, liver punctured, no exit
17	+0 Entry through chest, lung punctured, no exit
18	+0 Entry through chest, heart punctured, no exit
19	+1 Entry through side of head, exit through other side
20	+2 Entry through eye, exit through back of head

TABLE 1.21: BLASTER

Roll (d20)	Critical Hit Multiplier and Result
01	-1 Armor/clothing catches fire and is destroyed; 1d4 dmg/round until extinguished
02	-1 Temporary intermittent neural damage; each round, a different body part will become paralyzed (determine randomly), effects last 1d4 minutes
03	+0 Neural overload; Dazed 2d4 rounds
04	+0 Neural overload; Stunned 2d4 rounds
05	+0 Neural overload; Unconscious 2d4 rounds
06	+0 Face burned; -2 Charisma
07	+0 Hair/fur ablaze; takes at least two rounds to extinguish
08	+0 Sensory damage; target feels unexplained sensations at random times
09	+0 Sensory damage; target sees sunbursts in front of eyes every other round, giving all opponents 50% concealment
10	+0 Sensory damage; target hears a high-pitched whine, Disadvantage to Perception checks based on sound
11	+0 Damage to chest, gains 1 level of Exhaustion
12	+0 Damage to back; can carry only a light load
13	+0 Hand hit, on fire, drops any carried item(s)
14	+0 Systemic neural damage; partial paralysis (arms), make a DC 20 Constitution save each round to regain use of arms
15	+0 Systemic neural damage; partial paralysis (legs), make a DC 20 Constitution save each round to regain use of legs
16	+0 Systemic neural damage; temporary total paralysis, make a DC 20 Constitution save each minute to regain use of a single body part
17	+0 Systemic neural damage; short-term total paralysis, make a DC 20 Constitution save each day to regain use of a single body part
18	+0 Systemic neural damage; long-term total paralysis, make a DC 20 Constitution save each week to regain use of a single body part
19	+0 Intermittent neural damage; each hour, a different body part will become paralyzed (determine randomly); effects last 1d4 weeks
20	+0 Major brain damage; DC 20 Constitution save or autonomic body functions cease, sending target to 0 HP

OPPONENT SPECIFIC CRITICAL HITS

The previous charts have all focused on the attacker; the following charts are for situations beyond your typical target on foot. Table 1.23 provides options for critical hits to frequently disable undead in some way rather than deal increased damage.

TABLE 1.22: MOUNTED OPPONENTS

Roll (d20)	Critical Hit Multiplier and Result
01	-1 Pulled from mount
02	+0 Mount stumbles with force of blow, moves 5' in a random direction
03	+0 Thrown from mount and dragged; DC 20 Dexterity save or Acrobatics check to escape, 1d4 dmg/round until escape or mount is stopped
04	+0 Knocked from mount
05	+0 Bridle severed
06	+0 Hand broken, unusable; -2 Animal Handling
07	+0 Mount slips on opponent's blood but does not fall; -3 Initiative
08	+0 Opponent's blood sprays into mount's eyes, mount blinded 1 round
09	+0 Head struck; Dazed 1d2 rounds
10-14	+0 Normal critical hit
15	+0 Opponent drops weapon
16	+0 Mount cannot move for 1 round
17	+0 Mount falls
18	+0 Mount falls, breaks leg
19	+1 Leg broken; -5 Animal Handling
20	+2 Leg pinned to mount; mount takes normal weapon dmg in addition

TABLE 1.23 UNDEAD

Roll (d20)	Result
01	Hand broken or severed; unusable
02	Arm broken or severed; unusable
03	Foot broken or severed; unusable, ¾ base movement
04	Leg broken or severed; unusable, ½ base movement
05	Back broken, cannot swivel at the waist; -2 to hit/dmg
06-15	Normal hit, not critical
16	Neck broken; -4 to Bite attacks
17	Pelvis shattered; ¼ base movement
18	Massive blow to chest; creature knocked prone and 5 feet back
19	Head caved in or partially severed; creature must hold it on to keep it from separating
20	Head completely severed

TABLE 1.24: WINGED OPPONENTS

Roll (d20)	Critical Hit Multiplier and Result
01	-1 Tail tattered; ¾ base Fly speed
02	-1 Right wing torn; ½ base Fly speed
03	-1 Left wing torn; ½ base Fly speed
04	+0 Hips; -2 Dexterity until healed
05	+0 Ribs hit
06	+0 Stomach hit
07	+0 Arm hit; drop weapon/held item(s)
08	+0 Chest hit, gains 1 level of Exhaustion
09	+0 Wing joint hit; ¾ base Fly speed
10-14	+0 Normal critical hit
15	+0 Solid hit; opponent tumbles and falls 1d20 feet
16	+0 Head struck; Unconscious 1 round
17	+0 Face struck; Dazed 1d4 rounds, flies in a straight line while dazed
18	+0 Tail severed; ½ base Fly speed
19	+1 Massive hit; tumbles and falls 1d10x10 feet
20	+1 Wing severed; tumbles to ground

TABLE 1.25: FISH AND OTHER FINNED OPPONENTS

Roll (d20)	Critical Hit Multiplier and Result
01	-1 Stabilizing fin severed; -1 to Initiative
02	-1 Stabilizing fin severed; -2 Dexterity
03	+0 Stabilizing fin severed, back struck; -4 to Initiative
04	+0 Stabilizing fin severed, back struck; -2 Dexterity
05	+0 Ribs hit
06	+0 Stomach hit; contents emptied
07	+0 Spine damaged; moving in anything but a straight line is a full-round action
08	+0 Face hit; Dazed 1 round,
09	+0 Jaw mangled; -2 to hit and damage with Bite attacks
10-14	+0 Normal critical hit
15	+0 Tail fin severed; ½ base movement
16	+0 Gill slashed; difficulty breathing, gains 1 level of Exhaustion
17	+0 Right pelvic fin severed; ½ base movement, -4 Dexterity
18	+0 Left pelvic fin severed; ½ base movement, -4 Dexterity
19	+1 Entire tail severed, ½ base movement
20	+1 Brain pierced through eye; blind in one eye, Disadvantage to Perception checks based on sight

FUMBLES

SIMPLE D6 CHARTS

Like the d6 critical hit charts presented in the first section, d6 fumble charts keep the action moving fast. The first one presented is lighter in tone and consequence than the second.

TABLE 2.1: D6 FUMBLE CHART
Roll(d6) Fumble Result

1	Weapon breaks
2	Overextends, opponent gains immediate Attack of Opportunity
3	Slips and falls prone
4	Tosses weapon 3d8 feet in random direction
5	Overextends; opponent gains immediate Attack of Opportunity
6	Mishandles weapon, attack is a miss

TABLE 2.2: ALTERNATE D6 FUMBLE CHART
Roll(d6) Fumble Result

1	Hits self
2	Hits random ally
3	Hits other random enemy, half damage
4	Weapon breaks
5	Overextends, opponent gains immediate Attack of Opportunity
6	Slips and falls prone

SIMPLE D20 CHARTS

When a game master wants a little more variety or drama in combat, often a d20 fumble chart is sufficient. Two are presented in this section, the first a bit less dangerous than the second

TABLE 2.3: D20 FUMBLE CHART
Roll(d20) Fumble Result

01	Staggers and falls to knee
02	Mishandles weapon, attack is a miss
03	Wrist turns, mild strain; -1 to hit/dmg for 2d10 hours
04	Disarmed by opponent
05	Overextends, opponenet gains immediate Attack of Opportunity
06	Attacks against PC have Advantage for one round
07	Drops weapon
08	Stumbles, attack is a miss
09	Weapon breaks
10	Weapon damages own armor, -1 armor bonus to AC
11	Weapon tears random piece of own clothing
12	Weapon tossed 1d4x5 feet in a random direction
13	Rolls ankle, ¾ base movement for 1 day
14	Off balance, -4 penalty to Initiative; attack is a miss
15	Slips and falls, rolling to feet in random adjacent square; new Initiative is 1
16	Throws weapon straight up, landing on own head for 1 damage
17	Slips and falls prone
18	Slips and falls on own weapon, 2 damaged
19	Hits closest ally, half damage
20	Hits self, half damage

TABLE 2.4: ALTERNATE D20 FUMBLE CHART
Roll(d20) Fumble Result

01	Mishandles weapon, attack is a miss
02	Slips and falls prone, opponent gains immediate Attack of Opportunity
03	Disarmed by opponent
04	Attacks against PC have Advantage for one round
05	Overextends, opponent gains immediate Attack of Opportunity
06	Weapon tossed, hits nearby ally who must make a DC 20 Dexterity Save or be tripped
07	Wrist turns, mild strain; -1 to hit/dmg for 2d10 hours
08	Trip, fall on opponent's weapon, which does normal damage
09	Weapon breaks
10	Weapon damages own armor, -1 armor bonus to AC
11	Off balance, -4 to Initiative; attack is a miss
12	Weapon tossed 1d4x5 feet in random direction
13	Slipped and fell on own weapon, 1d4 points damage
14	Whack self in knee, normal damage; ½ base movement
15	Whack self in head, normal daamge; Stunned one round
16	Hit closest ally, half damage
17	Hit self, half damage
18	Hit closest ally, normal damage
19	Hit self, normal damage
20	Hit self, double damage

PERCENTILE (D100) CHARTS

If you prefer a chart which includes all the possibilities in the last two charts, use percentile ranges. The following chart's (Table 2.5) ranges have been apportioned to make non-damaging fumbles more likely.

TABLE 2.5: PERCENTILE RANGE FUMBLE CHART
Roll(d100) Fumble Result

01-08	Staggers and falls to knee
09-16	Stumbles in, attack is a miss
17-24	Mishandles weapon, attack is a miss
25-32	Weapon tears random piece of own clothing
33-40	Off balance, -4 Initiative; attack is a miss
41-43	Attacks against PC have Advantage for one round
44-46	Drops weapon
47-49	Wrist turns, mild strain, -1 to hit/dmg for 2d10 hours
50-52	Weapon breaks
53-55	Weapon damages own armor, -1 armor bonus to AC
56-58	Disarmed by opponent
59-61	Weapon tossed 1d4x5 feet in a random direction
62-64	Rolls ankle, ¾ base movement for 1 day
65-67	Overextends, opponent gains immediate Attack of Opportunity
68-70	Slips and falls, rolling to feet in random adjacent square; new Initiative is 1
71-73	Throws weapon strain up, landing on own head doing 1 damage
74-76	Slips and falls prone
77-79	Slips and falls on own weapon, 2 damage
80-82	Tosses weapon, hits nearby ally who must make a DC 20 Dexterity save or be tripped
83-85	Trips, falling onto opponent's weapon which does normal damage
86-88	Slips and falls on own weapon, 1d4 damage
89-90	Whacks self in knee, normal damage; ½ movement
91-92	Whacks self in head, normal damage; Stunned 1 round
93-94	Hits closest ally, half damage
95-96	Hits self, normal damage
97	Hits closest ally, normal damage
98	Hits self, normal damage
99	Hits self, double damage
100	Hits self, triple damage

This next chart (Table 2.6) provides many different effects, each unique.

TABLE 2.6: PERCENTILE FUMBLE CHART
Roll(d100) Fumble Result

01	Tears a hamstring, ¾ movement for one day	33	Drops weapon
02	Weapon stuck in nearest object (or a wall, the ground, etc) DC 15 Strength check to retrieve it	34	Slips, somersaults backwards, rolls to feet in square directly behind former position
03	Mishandles weapon, attack is a miss	35	Slips and graps opponent on the way down, both fall Prone
04	Falls prone, weapon slides 1d4x5 feet away	36	Wrenches elbow, -2 to damage for duration of battle
05	Bad swing, dislocates shoulder, arm unusable until successful Medicine check	37	Staggers and falls to knee
06	Attacks against PC have Advantage for one round	38	Slips, rolling to standing 5 feet to the left
07	Weapon tangled in your clothes/armor, lost turn	39	Destroys weapon of random adjacent foe (besides target); if no foes adjacent, miss
08	Weapon strikes nearest target besides intended opponent	40	Off balance, -4 penalty to Initiative, attack is a miss
09	Weapon breaks	41	Falls into opponent, knocking them backwards 5 feet
10	Misses, lose grip during the follow-through; weapon thrown 1d6x5 feet behind character	42	Slips, tumbles 5 feet to the right, lands flat on face
11	Weapon is damaged, -1 to hit/dmg	43	Armor/equipment strap slips, attack is a miss; -2 to hit until adjusted (Bonus Action)
12	Falls hard, prone and Stunned for one round	44	Weapon damages own armor, -1 armor bonus
13	Rolls ankle; ¾ movement for 1 day	45	Slips, rolls to feet 5 feet to the right
14	Tears a bicep, -2 hit/dmg for one day	46	Hits own foot, 2 damage; ¾ base movement until the end of the battle
15	Grit in the eye, -2 to hit for 1d4 rounds	47	Disarmed by opponent
16	Throws weapon straight up, weaon lands on head doing 1 point of damage	48	Falls flat on back, injures back; full round to stand
17	Bobbles weapon, contacts the "business end" while trying to catch it for 1 damage	49	Stab toe on left foot, ¾ base movement for the next round
18	Slipped and fell on own weapon, 2 damage	50	Overextends, opponent gains immediate Attack of Opportunity
19	Trips and falls into opponent, knocking both prone in opponent's square	51	Bobbles weapon, Attacks against PC have Advantage while trying to recover it (one round)
20	Momentarily distracted, -5 Initiative	52	Toss your weapon into nearest ally, normal damage
21	Totally distracted, opponent gains Attack of Opportunity	53	Slips, tumbles 5 feet to the left; lands on face
22	Whack self in knee, normal damage, ½ base movement	54	Strike random adjacent ally; if no allys adjacent, miss
23	Whack self in head, normal damage, Stunned 1 round	55	Weapon tossed 1d4x5 feet in a random direction
24	Armor/clothing/equipment binds up, -2 to hit/dmg until Character takes an action to readjust	56	Trip random adjacent foe
25	Sweat in eyes, -1 to hit until eyes cleared (Bonus Action)	57	Slips, tumbles 5 feet back; lands Prone
26	Wrist turns, mild strain, -1 to hit/dmg for 2d10 hours	58	Toww weapon, which trips nearest non-adjacent creature
27	Weapon tangles in opponent's armor/clothing/fur and is pulled from grasp	59	Weapon tears random piece of own clothing
28	Too much follow through, hits self for normal damage	60	Trips random adjacent ally; if no allys adjacent, miss
29	Stumbles, attack is a miss	61	Disarm random adjacent foe
30	Wrenches wrist, drops weapon; -2 to damage for duration of battle	62	Slips and fall, rolling to feet in random adjacent square; new Initiative is 1
31	Slips and falls on own weapon, 1d4 points damage	63	Strap breaks, backpack or belt comes off
32	Slips and lands on head, double vision 1d4 rounds (-2 to hit)	64	Strike random adjacent foe (besides target), if no foes adjacent, then miss
		65	Pants/breaches/belt fall down, Bonus action to fix them; ¼ base movement while around ankles
		66	Cut/knock open belt pouch or pack, contents scattered
		67	Destroys weapon of random adjacent ally, if no allys adjacent, miss
		68	Whacks self in eye, swelling shut for 1d20 hours. Disadvantage to Perception checks based on sight
		69	Slips and falls prone

Roll(d100) Fumble Result

70	Slips and does the splits, tearing hamstring; $\frac{3}{4}$ base movement
71	Slips, rolling 5 feet to the left; weapon slides 10 feet in random direction
72	Disarm random adjacent ally; if no allys adjacent, miss
73	Trip, fall on opponent's weapon which does normal damage
74	Slips and falls to knees, fumbling weapon; opponent may use a Reaction to Disarm
75	Slips, rolling 5 feet to the right; weapon slides 10 feet in random direction
76	Bobbles weapon; Attacks against PC have Advantage while recovering it
77	Wrenches shoulder, -1 to hit/dmg for rest of battle
78	Slips, rolling 5 feet backward; weapon tossed 10 feet in random direction
79	Ill timed sneeze, miss
80	Throws weapon straight up, landing on own head; unconscious for 1 round
81	Smashes/severs a finger, -1 to hit/dmg
82	Smashes/severs a toe, $\frac{3}{4}$ base movement
83	Lops off/smashes an ear, normal damage
84	Hit nearest non-targeted enemy, normal damage
85	Hit nearest ally, normal damage
86	Hit nearest ally, critical hit
87	Hits self, half damage
88	Hits self, normal damage
89	Hits self, double damage
90	Hits self, triple damage
91-100	Game Master's choice

The following chart (Table 2.7) is designed for special occasions; most rolls result in massive damage or death. It is excellent to use when the players are spectators watching NPC's or monsters in combat

TABLE 2.7: DAMAGING FUMBLE CHART
Roll(d100) Fumble Result

01	Slams self in head, skull cracked; -2 Intelligence and Wisdom, x3 damage
02	Nails hand to body with weapon, x2 dmg
03	Nails arm to side with weapon, x2 dmg
04	Nails self to wall/floor with weapon, x2 dmg
05	Nails foot to floor with weapon, DC 20 Strength check to remove it, then $\frac{1}{2}$ base movement; normal damage
06	Whacks self in mouth, all teeth knocked out, jaw crushed, unable to speak or eat; x2 damage
07	Falls into own weapon, which snaps off in wound, x2 damage
08	Falls on chin, jaw broken, tongue bitten off, speaks with difficulty; 2d6 damage
09	Hits self in temple, neck turned 90°, cannot straighten until healed
10	Hits self in back, cannot bend until healed; gains 1 level of Exhaustion
11	Tears a hamstring, $\frac{3}{4}$ base movement for 1 day
12	Weapon stuck in nearest object (or wall, floor, etc), DC 15 Strength check to retrieve it
13	Weapon strikes nearest target besides intended one for double damage
14	Shaves, breaks off thumb; -4 to hit/dmg, normal damage
15	Bobbles weapon and catches the "business end," severs/crushes 1d4 fingers; normal damage
16	Lops off/shatters own wrist; x2 damage
17	Lops off/shatters own elbow; x2 damage
18	Lops off/shatters own leg; x3 damage, $\frac{1}{4}$ base movement
19	Lops off/shatters own foot; x2 damage, $\frac{1}{2}$ base movement
20	Weapon breaks, shrapnel flies into eye, Disadvantage to Perception checks based on sight
21	Weapon is damaged (unless magical), -3 to hit/dmg
22	Falls hard, prone and stunned for 2d4 rounds
23	Slips and breaks ankle; $\frac{3}{4}$ base movement for 2d6 days
24	Tears a bicep, -2 to hit/dmg for 1 day
25	Grit in the eye, -2 to hit for 1d4 rounds
26	Throws weapon straight up, landing on own head for x2 damage
27	Sheathes weapon in ear, brain pierced; Disadvantage to Perception checks based on sound, -2 Intelligence and Wisdom, x4 damage
28	Slips and falls on own weapon; normal damage
29	Trips and falls into opponent, knocking both prone

Roll(d100) Fumble Result

- | | |
|--|---|
| <p>30 Sheathes weapon in eye, brain pierced; Disadvantage to Perception checks based on sight, -2 Intelligence and Wisdom, x4 damage</p> <p>31 Misses, loses grip on the follow-through, weapon thrown 4d4x5 feet behind character</p> <p>32 Whacks self in knee, normal damage; ½ base movement</p> <p>33 Whack self in head, normal damage, stunned one round</p> <p>34 Throws weapon straight up, landing on own head; unconscious for 1 round</p> <p>35 Smashes/severs a finger; -1 to hit/dmg</p> <p>36 Smashes/severs a toe; ¾ base movement</p> <p>37 Lops off/smashes an ear; normal damage</p> <p>38 Weapon clatters across floor, spinning hard, and breaks/severs the nearest ankle</p> <p>39 Shaves kneecap; ¾ base movement, normal damage</p> <p>40 Shaves elbow; -2 to hit/dmg, normal damage</p> <p>41 Slips and falls on own weapon; x2 damage</p> <p>42 Slips, landing on head; 2d8 damage, unconscious 1d4 hours</p> <p>43 Hits own leg, nicks femoral artery; normal damage and 1d4 dmg/round</p> <p>44 Snags cloak/piece of clothing which binds, choking and causing suffocation to begin; DC 15 Dexterity check to unbind</p> <p>45 Slips, pulling opponent down on top; opponent is now grappling the defender</p> <p>46 Wrenches elbow; -2 dmg for duration of battle</p> <p>47 Hits self in ribs; normal damage</p> <p>48 Lops off nose; -2 Charisma, normal damage</p> <p>49 Lops off ear; normal damage</p> <p>50 Scalps self; -1 Charisma, normal damage</p> <p>51 Stabs self in abdomen, ruptures liver; x3 damage</p> <p>52 Stabs self in chest, punctures lung; Exhausted, x3 damage</p> <p>53 Stabs self in chest, punctures heart; gains 1 level of Exhaustion, x4 damage</p> <p>54 Hits self in flank, ruptures kidney; x2 damage</p> <p>55 Weapon damage own armor; -1 armor bonus to AC</p> <p>56 Hits own foot; normal damage, ¾ base movement until healed</p> <p>57 Disarmed by opponent</p> <p>58 Falls flat on back, breaking spine; paralyzed from waist down</p> <p>59 Hits self in clavicle, breaks clavicle; -2 to hit/dmg, normal damage</p> <p>60 Overextends; opponent gains immediate Attack of Opportunity</p> <p>61 Tunic/cape/clothing flaps into face, hitting self trying to clear it; normal damage, attacks against PC have Advantage</p> | <p>62 Toss your weapon into nearest ally, roll to hit him with Advantage; x2 damage</p> <p>63 Hit self and drops weapon, normal damage</p> <p>64 Strike random adjacent ally; if no allies adjacent, miss</p> <p>65 Weapon tossed 3d4x5 feet in random direction</p> <p>66 Trip random adjacent foe; all within melee range get immediate Attack of Opportunity on tripped enemy</p> <p>67 Hit self and damage weapon; -2 to hit/dmg, normal damage</p> <p>68 Toss weapon, which trips nearest non-adjacent creature; all within melee range get immediate Attack of Opportunity on tripped creature</p> <p>69 Hit self and break weapon; normal damage</p> <p>70 Trip random adjacent ally; if no adjacent ally, then miss; all within melee range get immediate Attack of Opportunity on tripped ally</p> <p>71 Disarm random adjacent foe (besides target); if no foes adjacent, then miss</p> <p>72 Shears armor, clothing, and skin from torso; -2 AC, normal damage</p> <p>73 Strap breaks, backpack or belt comes off</p> <p>74 Strike random adjacent foe</p> <p>75 Shears armor, clothing, and skin from leg; -1 AC, normal damage</p> <p>76 Cut/knock open belt pouch or backpack; contents scattered</p> <p>77 Destroys weapon of random adjacent ally</p> <p>78 Pierces own eye; Disadvantage to Perception checks based on sight</p> <p>79 Slips and falls prone, Dazed 1 round</p> <p>80 Slips and does the splits, breaking leg; ½ movement</p> <p>81 Slips, rolling 5 feet left; weapon clatters 10 feet in random direction and breaks, -2 to hit/dmg</p> <p>82 Disarm random adjacent ally</p> <p>83 Trip, fall on opponent's weapon which does double damage</p> <p>84 Wrong place at the wrong time; first attack that hits before beginning of player's next round is automatically a crit</p> <p>85 Falls on butt, breaks tailbone; ¾ base movement</p> <p>86 Hits self in hand, breaks 1d4 fingers; hand unusable for combat</p> <p>87 Falls and dislocates shoulder, unusable until successful Medicine check or magical healing</p> <p>88 Hits self in neck, cuts trachea; difficulty speaking, x2 damage</p> <p>89 Hits self in neck, damages larynx; difficulty speaking, x2 damage</p> <p>90 Hits self in neck, severs carotid artery; death in 1d4 rounds</p> <p>91- Game Master's Choice</p> <p>100</p> |
|--|---|

Comedic fumbles bring some levity to a game. Players love to laugh at monsters and each other and this chart provides a means to do so.

TABLE 2.8: COMEDIC FUMBLE CHART
Roll(d100) Fumble Result

01	Slips on a damp spot on the ground, lands on head; now speaks with a stutter	47- Hits nearest ally, who counterattacks as a knee-jerk 48 reaction
02-03	Tosses weapon, hitting nearest ally, who then fumbles immediately and rolls on this chart	49- Pants/breeches/belt fall down; attacks against PC 50 have Advantage while pulling them back up, ¼ base movement while they are around ankles
04-05	Steps on own cape/tunic and falls 5 feet backwards	51 Cuts/breaks open purse/pouch, coins/gems scatter, one fled into mouth and down PC's through, causing PC to choke; PC cannot clear own airway and requires a successful Medicine check (DC 20) to avoid suffocation
06-07	Trips, falling into opponent; trade spaces and both fall prone	52- Stomps on own toe, grunts audibly; loses attack 53
08-09	Fall on own weapon, slips while attempting to stand and falls on it again	54- Remarkable stumble, falling into adjacent enemy; 55 both hit each other for half damage
10-11	Tosses weapon straight up, braces for impact; when impact doesn't come as expected, looks up and takes it on the forehead	56- Tosses weapon straight up, then catches it so 57 perfectly that it appears as a flourish; character is so surprised by own skill that next attack against them has Advantage
12-13	Tosses weapon into target's face; target takes normal weapon damage, weapon is now in target's square	58- Sweaty palms; weapon slips from grasp, enemy tries 59 to catch it (dropping own weapon); each now has the other's weapon
14-15	Tosses weapon straight up, catches the "business end"	60- PC and enemy's armor/clothing becomes 61 tangled/locked together at the wrist; opposing Strength check to move (only move base movement per round until untangled)
16-17	Tosses weapon straight up and the handle hits wrist, dislocating it	62- PC and enemy's armor/clothing becomes 63 tangled/locked together at the shoulder; opposing Strength check to move (½ base movement per round until untangled)
18-19	Incredible stumble, falling into adjacent enemy; both score critical hits on each other	64- PC and enemy's armor/clothing becomes 65 tangled/locked together at the chest; opposing Strength check to move (5 feet per round)
20-21	Piece of cloth flips over face, blinded until removed	66- Strike enemy's weapon, breaking both 67
22-23	Punches self in mouth; 1 damage	68- Trips and lunges toward enemy, who ducks. PC 69 somersaults overhead and lands on back behind enemy; 1d6 damage
24-25	Punches self in groin; 1 damage	70- Remarkable slip; delivers an unintended flying elbow 71 (1d4 damage) to target before falling
26-27	Punches self in eye; 1 damage	72- Hits self hard, breaks own leg (1d6 damage), falls into 73 enemy, who falls onto the exposed bone and pierces and artery (1d4 dmg/round to enemy)
28-29	Punches self in nose; 1 damage	74- Wild swing; hits everyone withing reach (ally and 75 enemy) for 1d4 damage each
30-31	Weapon slips from grasp during attack, slaps opponent's face instead	76- Spectacular stumble; falls into adjacent enemy, both 77 with weapons out, hitting each other for normal damage
32-33	Cuts/rips nearest ally's clothes, ally's pants/breeches/belt fall down; attacks against ally have Advantage while pulling them back up; ¼ base movement while around ankles	78- Loses grip on weapon during swing, the now- 79 weaponless swing ends up punching the enemy in the eye instead; Disadvantage to Perception checks based on sight
34-35	A buckle comes loose and backpack (or other container) flies off, tripping nearest ally	80- Trips and lunges toward enemy, who ducks; PC 81 somersaults overhead and lands on feet behind enemy
36-37	A buckle comes loose and backpack (or other container) flies off, tripping nearest foe	82- Accidentally hurls weapon at ally's head; PC yells ally's 83 name, who turns and takes it to the face; x2 damage
38-39	Armor sticks/locks, weapon arm stretched out to the right; Strength check to unstick (Light Armor DC 10, Medium Armor DC 15, Heavy Armor DC 20)	84- Trips and lunges toward enemy, who ducks; PC sails 85 overhead and lands on head behind enemy; 1d6 damage and Stunned 1 round
40-41	Pokes self in eye with thumb, Disadvantage Perception checks based on sight for 1 day	86- Stumbles, managing to step on own hand; breaking 87 1d3 fingers before landing on head, Dazed 1 round
42-43	Gets grit in nose and sneezes convulsively, drawing an Attack of Opportunity	
44-45	Bitten by a bug in the pants, involuntarily yells "OW!", loses attack; 25% chance/round of the bug biting again, full round to remove or kill bug	
46	Scalps self; 1d4 damage, -1 Charisma (if unarmed, roll again)	

Roll(d100) Fumble Result

88-89	Stumbles, falls, and somersaults, managing to knee self in face twice; 2 damage, Stunned 1 round
90-91	Incredible slip; delivers an unintentional flying kick to target's face (2d4 damage) before falling Prone, taking 1d4 damage
92	Knock out 1d4 of opponent's teeth, causing 1d4 damage; tooth flies into PC's throat, causing choking; full round to dislodge and avoid Suffocation
93-94	Spectacular slip; delivers an unintentional flying kick to target's face (1d4 damage) before falling Prone, taking 1d4 damage
95-100	Game Master's choice

WEAPON SPECIFIC FUMBLES

Falling on your club isn't like tripping yourself with your scythe, so we've created several weapon-specific fumble charts for your enjoyment

TABLE 2.9: ARMOR
Roll(d20) Fumble Result

01	Knee locks up; ¾ base movement
02	Elbow locks up; lose attack, -2 to hit/dmg with weapon arm
03	Torso armor slides loose; -1 armor bonus to AC until tightened
04	Gauntlet/glove/sleeve snags armor, hand pinned to waist; lose attack
05	Shoulder locks up, forcing weapon arm to stick up over head
06	Slips, falls, armor locks so standing is impossible until adjusted
07	Torso armor falls off; PC loses armor bonus to AC
08	Helmet/head covering comes off
09	Helmet/head covering slips over eyes; attacks against PC have Advantage until it is adjusted
10	Arm catches on waist, 1 action to free it if other hand is empty
11	Belt slips to knees; ½ base movement until adjusted
12	Belt slips to feet; trips PC
13	Straps slip, chafing; -2 to hit until adjusted
14	Armor cuts into PC; 1 damage
15	Strap breaks, armor no longer fits properly; -1 armor bonus until repaired
16	Strap breaks, seam splits, armor no longer fits properly; -1 armor bonus and ¾ base movement until repaired
17	Both arms lock up for 1 round
18	Armor locks/snags with armor of adjacent ally; remain attached until they spend an action to free themselves
19	Armor locks/snags with armor of adjacent enemy; remain attached until they spend an action to free themselves
20	Torso armor falls off, PC slips and lands on head; Unconscious 1d4 rounds, PC loses armor bonus to AC

TABLE 2.10: SWORDS AND AXES
Roll(d20) Fumble Result

01-05	Wide swing, miss, opponent's laugh
06	Punches target with fist holding weapon; 1 damage
07	Damages own armor; -2 armor bonus to AC
08	Slashes own forehead, blood runs into eyes; 2 damage, Blind 1d2 rounds
09	Cut belt/clothing, pants/tunic falls down; -10 base movement
10	Slices own foot; normal damage, -5 base movement
11	Slashes own backpack off
12	Weapon clatters across floor in random direction, spinning hard and cutting the nearest ankle for normal damage and -5 base movement
13	Shaves own kneecap; ¾ base movement, normal damage
14	Shaves own elbow; -2 to hit/dmg, normal damage
15	Bobbles weapon; -2 Initiative
16	Slips and falls on weapon; normal damage
17	Throws weapon straight up, 50/50 chance it strikes self or nearest enemy for normal damage
18	Accidentally hits closest ally in head, lops off ear; ally Dazed for 1 round, normal damage
19	Lops off own ear; normal damage
20	Hits self; double damage

TABLE 2.11: BLUNT MELEE WEAPONS
Roll(d20) Fumble Result

01-05	Wide swing, miss; opponents laugh
06	Bruises own knee, leg unusable; tripped, ¼ base movement
07	Hit off-hand; any held item(s) dropped
08	Off-weapon elbow dislocated; lower arm unusable, drop held item(s)
09	Throws weapon, hits random ally; normal damage
10	Hits own temple, disoriented; new Initiative is 1
11	Weapon makes a DC 15 Constitution save or breaks
12	Hit self, random carried item destroyed
13	Bruises own hip; -2 Dexterity
14	Throws weapon into random opponent; normal damage
15	Throws weapon into random opponent; double damage
16	Slips and falls on weapon; 1 damage
17	Throws weapon straight up, 50/50 chance it strikes self or nearest enemy for normal damage
18	Accidentally hits closest ally in head; ally dazed for 1 round
19	Might spin; trips all creatures within reach
20	Bashes own head; unconscious 1d4 rounds, normal damage

TABLE 2.12: BOWS
Roll(d20) Fumble Result

01-05	Wide shot, miss; opponents laugh
06	Errant shot, own foot nailed to floor; normal damage, no movement, then $\frac{1}{2}$ base movement after released
07	Errant shot, own thigh hit; normal damage, tip/head breaks off in wound, 1d4 damage to remove
08	Errant shot, nearest ally hit; normal damage
09	Errant shot, nearest non-targeted opponent hit; normal damage
10	Errant shot, straight up
11	Bowstring breaks, snapping PC in eye; 1 damage, blinded in one eye 1d4 rounds, -3 to hit while sighting with other eye
12	Bowstring breaks
13	Releases with wrong hand; throws bow 1d4x10 feet backwards
14	Arrow sticks in quiver; PC loses action
15	Quiver unbuckles and falls off
16	Accidentally pulls feather off shaft; PC loses action
17	Grazes own arm; 1 damage
18	Bow makes DC 15 Constitution save or snaps
19	Arrow whistles loudly and misses
20	Errant shot, own toe shot off; -5 movement, normal damage

TABLE 2.13: CORDED WEAPONS
Roll(d20) Fumble Result

01-05	Wide throw, miss; opponents laugh
06	Hits random opponent within reach, half damage
07	Tosses weapon to nearest opponent
08	Trips self
09	Loses grip, throws weapon; trips nearest ally
10	Loses grip, throws weapon; trips nearest non-targeted enemy
11	Loses grip, throws weapon and entangles nearest ally; $\frac{1}{4}$ base movement until untangled (full round)
12	Loses grip, throws weapon and entangles nearest non-targeted enemy; $\frac{1}{4}$ base movement until untangled (full round)
13	Wraps around own waist; takes an action to unwrap
14	Entangles self; $\frac{1}{4}$ base movement until untangled (full round)
15	Throws weapon 1d4x5 feet in a random direction
16	Drops weapon at feet
17	Wraps around own head; 2 damage
18	Poor timing; hits any creature directly behind PC
19	Hits random ally within reach, normal damage
20	Entangles feet, flips and falls, landing on head; Unconscious for 1d4 rounds

TABLE 2.14: LONG-HAFTED MELEE WEAPONS
Roll(d20) Fumble Result

01-05	Wide swing, miss; opponent laugh
06	Trips random ally within reach
07	Hits random ally within reach; normal damage
08	Hits random opponent within reach; half damage
09	Tosses weapon to nearest opponent
10	Hits target; normal damage, weapon breaks in wound
11	Hits target with haft; 1 damage
12	Strikes ground; weapon stuck
13	Clothesline self; knocked Prone
14	Clothesline up to two allies in tandem within 10'; knocked Prone
15	Strikes ground; accidental pole vault in random direction
16	Off balance from swing; -4 Initiative, attacks against PC have advantage for one round
17	Throws weapon straight up; 50/50 chance it strikes self or nearest enemy for normal damage
18	Hits nearest ally within reach for double damage
19	Overextends, opponent gains immediate Attack of Opportunity
20	Slips and falls on own weapon; double damage

TABLE 2.15: THROWN WEAPONS
Roll(d20) Fumble Result

01-05	Wide throw, miss; opponents laugh
06	Errant throw, own foot hit; $\frac{1}{2}$ base movement, 2 damage
07	Errant throw, straight up; hits own head, normal damage
08	Errant throw, nearest ally hit; normal damage
09	Errant throw, nearest non-targeted opponent hit; normal damage
10	Errant throw, missile goes straight up
11	Throws weapon 1d4x5 feet in a random direction
12	Tosses missile to nearest enemy who catches it and may throw it back as a reaction
13	Forgets to let go; propelled forward 5 feet, landing prone
14	Bobbles weapon, -2 Initiative
15	Drops missile, slips and falls on it; 2 damage
16	Jostled; missile thrown 1d4x5 feet in a random direction
17	Throws weapon 2d4x5 feet in random direction; weapon makes DC 20 Constitution save or breaks
18	Missile comes apart on impact; no damage
19	Missile slips from grasp, any opponent within reach may make an Attack of Opportunity
20	Throws weapon up, looks up to see where it went in time to be hit in forehead as it comes down; normal damage, Stunned 1 round

TABLE 2.16: UNARMED STRIKE
Roll(d20) Fumble Result

01	Hurts fist; 1 damage
02	Falls into enemy's weapon, normal damage
03	Punches self in face; normal damage
04	Overextends; everyone within reach may make an Attack of Opportunity
05	Slips and falls Prone
06	Kicks opponent hard with both feet, PC lands on head; double damage to target, PC Unconscious 1d4 rounds
07	Stomps on own foot; $\frac{1}{2}$ base movement for 1 round
08	Pokes self in eye; loses action
09	Trips, somersaults into random adjacent square
10	Trips, falls into opponent; opponenet knocked back 5 feet
11	Random item falls out of backpack
12	Telegraphs punch; target gains Attack of Opportunity
13	Elbows adjacent ally, 1d4 points damage
14	Opponent grabs attacking appendage; make an opposed Grapple check, if opponent wins PC is thrown to floor for 1d4 damage
15	Punches/kicks so hard that PC spins 180 ° takes 1 action to regain balance
16	Misses and punches/kicks random adjacent hard object taking 1d4 damage
17	Overshoots on the head butt, making it a face butt; Dazed 1 round
18	Punches self in eye; eye swells shut in 1 round
19	Slips and lands on chin, biting tounge; affects speech
20	One blow K.O., Unconscious 1d8 rounds

TABLE 2.17: BITE
Roll(d20) Fumble Result

01-05	Chomp air, opponents laugh
06	Overextends; falls Prone
07	Bites own leg, $\frac{1}{2}$ base movement for 1d4 rounds, normal damage
08	Chomps own arm, -2 to hit/dmg
09	Bites own hand/paw; drop held item(s)
10	Bites own ankle; $\frac{3}{4}$ base movement
11	Bites off piece of own armor/hide; -1 AC
12	Shatters tooth; -1 damage to bite attacks
13	Bites tongue; 1 damage
14	Bites tongue off; 1d3 damage, speaks with difficulty
15	Bites opponent's weapon; normal damage
16	Snatches random article of clothing or item from opponent
17	Bites ground, swallows dirt causing a coughing fit; opponents gain an Attack of Opportunity
18	Snatches opponent's weapon away
19	Rams nose into opponenet, triggering sneezing fit; lose action
20	Bites tongue off, lodges in windpipe; Suffocation begins and continues until dislodged, 1d3 damage

TABLE 2.18: FLAMING OIL/MOLOTOV COCKTAIL

Roll(d20)	Fumble Result
01-05	Wide throw, miss; opponents laugh (unless their property is now on fire)
06	Spills oil on floor
07	Spills oil on floor, slips in oil; falls Prone
08	Spills oil on floor, slips in oil, lands on head; 1 damage, Stunned 1 round
09	Lights flask, throws flask, flame goes out while in flight
10	Hit random ally
11	Hit random non-targeted enemy/bystander
12	Drops flask, flask breaks, armor singed; -1 armor bonus to AC
13	Bobbles flask, breaks on hand; hand on fire, 1 damage, drops and held item(s)
14	Drops flask, flask breaks; PC's square is now on fire 1d4 rounds
15	Drops flask, flask doesn't break
16	Drops flask, flask breaks; PC consumed by fireball, falling into random square; 1d6 damage, previous square on fire 1d4 rounds
17	Bobbles flask, dowses self with oil
18	Bobbles flask, lit flask falls into backpack/belt pouch/other bag
19	Bobbles flask, flask falls into clothing/armor, then breaks, armor held together with leather/fabric is destroyed, otherwise -2 AC; 1d4 damage
20	Throws flask straight up, flask lands on head but doesn't break; 1d4 damage

TABLE 2.19: FIREARM BULLET/SLUG

Roll(d20)	Fumble Result
01	Misfire; dud cartridge
02	Misfire; obstruction between hammer and primer
03	Weapon jams; inoperable until cleared
04	Weapon jams; if fired before jam is cleared, weapon explodes dealing 1d4 damage
05	Hot load results in weapon exploding
06	Bolt jammed shut
07	Drop weapon; stock split
08	Drop weapon; baarel bent
09	Drop weapon, sight/scope damaged
10	Drops weapon; inoperable until a DC 10 tool check to repair is made
11	Drops weapon; inoperable until a DC 15 tool check to repair is made
12	Drops weapon; inoperable until a DC 20 tool check to repair is made
13	Bobbles weapon, shoots self in foot; normal damage, ½ base movement
14	Bobbles weapon, grazes own arm; 1 damage
15	Drops weapon, misfire parts own hair; 1 damage
16	Drops weapon; misfires and hits random person
17	Ricochet resulting in random object being hit
18	Ricochet resulting in random ally being hit; normal damage
19	Ricochet resulting in randon opponent being hit; normal damage
20	Ricochet resulting in shooter being hit; normal damage

TABLE 2.20: BLASTER
Roll(d20) Fumble Result

01	Weapon appears to fire normally, but the blaster beam/bolt does no damage for the next two shots
02	Emitter detuned, color of blaster fire is not permanently chartreuse
03	Blaster energy overload; Dazed 1 round
04	Blaster energy overload; Stunned 1d4 rounds
05	Blaster energy overload; Unconscious 1d4 rounds
06	Blaster core melts; weapon destroyed
07	Blaster energy source instantly drained
08	Drops blaster, grip broken; -1 to hit
09	Drops blaster, accidentally kicks it 1d4 squares in random direction
10	Drops blaster; inoperable until a DC 10 tool check to repair is made
11	Drops blaster; inoperable until a DC 15 tool check to repair is made
12	Drops blaster; inoperable until a DC 20 tool check to repair is made
13	Drops blaster, misfire parts own hair; 1 damage
14	Drops blaster, misfire hits random person
15	Drops blaster in random adjacent square
16	Drops blaster at feet
17	Bobbles blaster, catches with off-hand
18	Tosses blaster at target
19	Blaster set to OFF; no shot fired
20	Drops blaster; weapon makes a DC 15 Constitution save or explodes, dealing normal damage to all adjacent creatures

TABLE 2.21: MOUNTED FUMBLES
Roll(d20) Fumble Result

01	DC 15 Animal Handling check or falls from mount
02	Mount stumbles, moves 5 feet in random direction
03	Thrown from mount and dragged; DC 20 Acrobatics or Animal Handling check to escape; 1d4 damage/round until escape or mount is stopped
04	Knocked from mount
05	Brindle snaps
06	Saddle comes loose and slips off
07	Mount slips on opponent's blood but does not fall; -5 Initiative
08	PC's sweat drips into mount's eyes; mount Blind 1 round
09	Hit mount; half damage
10	Hit mount; normal damage
11	Hit mount; half damage, mount bucks; DC 15 Animal Handling check to remain in the saddle
12	Hit mount; normal damage, mount bucks; DC 15 Animal Handling check to remain in the saddle
13	Mount stops suddenly
14	Mount trips, regains footing; no more actions this round for mount or rider
15	Mount trips; falls Prone
16	Leg pinned to mount; mount takes normal weapon damage
17	PC throws weapon
18	Mount moves base movement in random direction
19	Rider thrown onto neck of mount; loses turn
20	DC 20 Animal Handling check or rider is thrown from saddle and trampled; Game Master determines damage

Spell Fumbles

The Wild Magic Variant Rule

Wild magic comes into being when spellcasters are interrupted or distracted during the cating of their spells. It can also occur if the wrong materials are used, armor interferes, etc.

According to this variant rule, the following events provoke an onset of wild magic:

- Failing a concentration check while casting a spell
- Failing to cast a spell due to armor
- Having insufficient or incorrect material components
- Critically failing a Spell Attack roll

The Game Master may also rule that casting under duress, in unusual environments, or on certain planes of existance may carry a risk of wild magic. Divine Spellcasting does not trigger Wild Magic as those spells are beseeching a God for the desired effect rather than the caster working the magic themselves.

Wild magic can be handled in several ways, just like critical hits and fumbles. In this section we weill present several wild magic charts of various complexities; choose the one(s) that best fits your campaign.

Simple D6 Charts

A d6 wild magic cahrt keeps things moving fast. Casters will come to recognize the six possible effects and that will be a factor in their decision making; a wizard is more likely to attempt wearing armor using the first of the two charts presented here, which is milder in consequence than the second.

Table 3.1: D6 Wild Magic Chart
Roll(d6) Wild Magic Effect

1	Effect reversed; spells dealing damage heal tagets instead, spells creating lgith create darkness, etc
2	Caster subject to a <i>Stinking Cloud</i>
3	Effect doubled; summoning spells call two creatures, damage dealing spells deal double damage, etc
4	Caster followed by a rain cloud that thunders and rains on them while casting a spell, requiring a DC 10 + spell level concentration check; the effect lasts 2d6 hours
5	Spell goes off normally; doesn't consume a spell slot
6	Spell seems to fizzle, but then goes off when the caster utters the name of any individual (self included); the spell affects the individual named, no matter where they are

Table 3.2: Alternate D6 Wild Magic Chart
Roll(d6) Wild Magic Effect

1	Lightning springs from the caster's fingers, casuing 1d8 per two caster levels of damage to nearest creature
2	Swarm of bees summoned, attacking only those who run; 1d6 damage per round, disappearing after dealing 18 total damage
3	Explosion centered on caster's face; 1d6 damage and Blind for 1 hour
4	Flowers bloom in caster's footsteps for 1 hour
5	Spell repeats itself on the same target next round
6	Caster gains 10 temporary Hit Points for 1 hour

SIMPLE D20 CHARTS

These two charts provide many more possible effects

TABLE 3.3: D20 WILD MAGIC CHART
Roll(d20) Wild Magic Effect

01	Hands fuse together as if stuck with glue for 1d6x10 minutes
02	The last spell on caster's spell list is cast instead
03	Caster attracts wooden objects like a magnet attracts metal at a range of 10 feet; small objects deal 1 damage, caster is dragged towards heavy wooden objects; effect lasts 1d10 rounds
04	All food items within 100 feet of caster instantly spoil and rot
05	Caster takes 1 damage per 5 feet moved south, healed 1 point per 5 feet moved north; effect lasts 2d12 minutes
06	Caster affected by <i>Tasha's Hideous Laughter</i> for 2d4 rounds
07	Caster turns Invisible and loses consciousness for 2d10 rounds, regaining consciousness when they become visible
08	All liquid within 5 feet becomes a Lesser Healing Potion (1d4+4); 8oz equals one dose
09	Caster's hair bursts into flame, but it doesn't consume or damage the caster; it produces light and heat, igniting other objects, lasts 24 hours
10	All airborne objects within 50 feet strike the caster for 1 damage each, even if their path must change direction or go around corners; effect lasts 1d6 rounds
11	Everything the caster says can be heard by everyone within 100 feet as if they were next to each other; effect lasts 10 rounds
12	The caster develops a ravenous appetite for raw meat for the next two days
13	The caster grows hair all over their body like an ape; after 24 hours, the hair falls out
14	Caster develops oily palms, raising the chance of a fumble from 1 to 1-3 on a d20 for 24 hours
15	Caster shocks everyone they touch for 1d8 damage for 2d4 hours
16	Caster gains +15 to all Wisdom based skill checks for 24 hours
17	Caster always goes first each round next combat
18	Caster followed by <i>Tenser's Floating Disk</i> for 1d4 days
19	Uncontrollable twitches make the Caster hard to hit; +2 AC
20	Caster's next three hits to maximum damage

The following chart (Table 3.4) incorporates greater consequences. Happy casting!

TABLE 3.4: ALTERNATE D20 WILD MAGIC CHART
Roll(d20) Wild Magic Effect

01	All gold on caster's person becomes molten for two rounds, then hardens; caster takes 1d4 damage/round per 50 coins or 1 pound of gold carried
02	Caster's pouch (or pocket) becomes a <i>Pouch of Holding</i> , capable of holding 30 lbs and one cubic foot of material; the pouch silently drops 1 item per day; this effect is permanent
03	Caster believes all spells work perfectly/deal maximum damage for 24 hours
04	Caster's alignment reversed for 1 hour
05	Caster believes all food they possess or is offered is poison; lasts one week, Starvation begins on day 4 if caster does not eat
06	All missiles hurled, fired, or launched hit caster next round
07	All foes within 30 feet target caster with their next attack
08	Arcane explosion; caster takes 2 damage per caster level
09	Caster recovers/memorizes no spells for 24 hours
10	Caster fails all Perception checks for the next 24 hours
11	Caster summons a cat, then polymorphs self into a rat; reverts back at 0 hit points
12	Caster melts into a puddle of goo; they will reconstitute in 1 hour; if goo is divided, the largest amount will reconstitute as the entire caster
13	Caster falls asleep on watch for next two watches; suffers insomnia during next two attempts to sleep
14	Caster forgets to breathe during battle unless reminded; see Suffocation in the DMG, effect lasts 24 hours
15	Caster is struck by a bolt of lightning, which arcs from the caster to everyone and everything in adjacent squares; caster takes 1d6 damage per level of spell cast, all others take half
16	Caster is seized by muscle-twisting spasms which deal two points of damage and interfere with spellcasting (successful Concentration check to cast) every time caster sees a color of the GM's choice; effect lasts 24 hours
17	Caster gains 300' Darkvision for 24 hours
18	Caster can communicate telepathically for 1 hour, any distance
19	Caster healed of all damage
20	Daster +10 to all Ability Scores for 2 rounds

PERCENTILE (D100) CHART

The realm of possibility with magic is almost infinite, and players never know what's going to happen when the Game Master rolls on a d100 chart

TABLE 3.5: PERCENTILE WILD MAGIC CHART
Roll(d100) Wild Magic Effect

01	Caster thinks he is a warrior (or another class) and attempts to use the abilities of that class for 1d6 rounds	23	Caster's alignment reversed for 1 hour
02	All wood carried by caster petrifies	24	All creatures within 30 feet of caster can "listen" to caster's surface thoughts as the <i>Detect Thoughts</i> spell for 10 rounds
03	Caster mourns the next death they cause as if the victim were a close relation	25	Caster's pouch (or pocket) becomes a <i>Pouch of Holding</i> , capable of holding 30 lbs and one cubic foot of material; the pouch silently drops one item/day; the effect is permanent
04	Caster shouts when attemptint to whisper and is inaudible when trying to shout; effect lasts 24 hours	26	Caster always goes first each round in the next combat
05	For the next 8 hours, caster's hands burst into flame whenever casting a spell; causes 1d4 damage/round until extinguished, can still cast normally	27	Caster accidentally casts <i>Conjure Animals</i> ; the monster immediately attacks cater's enemies, if all enemies are dispatched it attacks caster's allies
06	For the next 10 rounds, all attacks that hit the caster reflect equal damage to the attacker	28	All metal touching other metal within 5 feet of caster suddenly fuses together
07	Caster trips when attemptint to move more than 25 feet in a line; effect lasts 12 hours	29	Arcane explosion; caster takes 2 damage/caster level
08	Caster brags to all listeners about their spells and abilities for 1d4x10 minutes	30	Caster +10 to all Ability Scores for 2 rounds
09	Caster develops a strange pox which deals 1d6 non-lethal damage/hour; effect lasts 8 hours or until caster is unconscious	31	Caster believes all spells work perfectly/deal maximum damage for the next 24 hours
10	Caster thinks and acts like a child for one hour; retains level and abilities	32	Caster is struck by a bolt of lightning, which arcs from the caster to everything and everyone in adjacent squares; caster takes 1d6 damage/level of spell cast, all others take half
11	<i>Fireball</i> goes off centered on caster; 1d4 damage/caster level to all within range, half damage upon successful DC 12 Dexterity save	33	Effect doubled: summoning spells summon two creatures, damage-dealing spells deal double damage, etc
12	Caster polymorphs into chimpanzee for 24 hours, thinks that other PC's have bananas in packs; will revert immediately if given a banana	34	Caster forgets to breathe during battle unless reminded; see Suffocation in DMG, this effect lasts 24 hours
13	Caster falls through the world, tumbling through the Abyss for months; lands Prone after one turn to everyone else's perspective	35	Spell seems to fizzle, then goes off when caster utters the name of any individual (self included); the spell affects the individual named, no matter where they are
14	All gold on caster's person becomes molten for two rounds, then hardens; caster takes 1d4 damage pepr 50 coins or pound of gold carried	36	Caster cannot walk, but sprints everywhere for 1 hour; if caster moves, they must take the Dash action
15	Every Cantrip available to PC's class(es) goes off simultaneously	37	Caster turns invisible and loses consciousness for 2d6 rounds, becoming conscious at the same time as they become visible
16	Caster's next 3 hits do maximum damage	38	All missiles hurled, fired, or launched hit caster next round
17	Caster only able to speak when interrupting someone else already speaking; effect lasts 24 hours	39	Caster accidentally summons an ostrich who is in love with the caster and jealous of contact with anyone else; remains indefinitely
18	Explosion centered on caster's face; 1d6 damage and Blind for 1 hour	40	Entire party teleports to where they were 1 hours previously
19	Flowers bloom in caster's footsteps for 1 hour	41	Caster shocks everyone they touch for 1d8 damage for 2d4 hours
20	Spell goes off normally, then repeats itself on the same target next round	42	Caster fails all Perception checks for the next 24 hours
21	Caster gains 10 temporary Hit Points for 1 hour	43	Effect reversed: damage dealing spells heal target, spells creating light create darkness, etc
22	Caster is seized by muscle-twisting spasms which deal two points of damage and interfere with spellcasting (successful Concentration check to cast) every time caster sees a color of the GM's choice; effect lasts 24 hours	44	Caster subject to <i>Stinking Cloud</i>
		45	Caster disappears in a puff of rainbow colored smoke and doesn't return until someone says their name
		46	Caster followed by a rain cloud that thunders and rains on them while casting a spell, requiring a successful Concentration check, for 2d6 damage
		47	Caster loses all but 3 hit points
		48	Last creature personally slain by caster is reincarnated as a weasel and is bent on revenge; has a knack for showing up at the worst possible moments
		49	Caster gains 300' Darkvision for 24 hours
		50	Caster can communicate telepathically for one hour; any distance, any target

Roll(d100) Wild Magic Effect

- 51 All non-magical flames within 60' are extinguished and not able to be relit for 10 minutes
- 52 Casters pack(s), pouch(es), and all other containers fly open and will not shut for 2d6 rounds
- 53 Caster is fluent in all languages for 1 hour; caster does not realize this
- 54 Uncontrollable twitches make caster hard to hit; disadvantage on attacks against caster for 1 round
- 55 Caster recovers/memorizes no spells the next day
- 56 Spell goes off normally; does not consume a spell slot
- 57 All food items within 100' of caster instantly spoil and rot
- 58 Caster suffers from kleptomania for 24 hours
- 59 All foes within 30 feet target the caster with their next attack
- 60 Item (GM's choice) shrinks to miniature size for 2d4 hours
- 61 Caster fully healed
- 62 Caster summons a cat, then polymorphs self into a rat; reverts back at 0 Hit Points
- 63 A 10' tentacle materializes from the floor, grabbing the caster and slamming them into the ground 1d3 times for 1d6 damage each; immediately disappears
- 64 Caster falls asleep on watch for next two watches and suffers from insomnia during the next two attempts to sleep
- 65 Every member of the party gains +5 Strength for 10 rounds
- 66 Caster takes 1 damage per 5 feet moved south and is healed for 1 Hit Point per 5 feet moved north; effect lasts 2d12 minutes
- 67 Smoke billows from caster's mouth, filling a 900 square foot space in 3 rounds, plume is visible from a mile away
- 68 Accidentally casts *Heroes' Feast*, but the table materializes on the target; deals 1d6 damage
- 69 Caster melts into a puddle of goo; they will reconstitute in 1 hour; if goo is divided, the largest amount will reconstitute as the entire caster
- 70 All metal within 30' is affected as per the *Heat Metal* spell for 3 rounds
- 71 All ties, ropes, lines, and tethers within 30' snap
- 72 Caster +10 to next saving throw
- 73 Caster believes all food they possess or is offered is poison; lasts one week, Starvation begins on day 4 if caster does not eat
- 74 Caster subject to the *Haste* spell
- 75 Caster scores a critical hit with their next attack
- 76 Caster affected by *Tasha's Hideous Laughter* for 1d3 rounds
- 77 Every member of the party loses 5 Strength for 10 rounds
- 78 All liquid within 5 feet becomes a Lesser Healing Potion (1d4+4); 8oz equals one dose
- 79 Caster subject to *Shield* and *Mage Armor* spells for 2d4 rounds
- 80 All objects within 50' that are airborne change course and strike the caster for 1 damage each; effect lasts 1d6 rounds
- 81 Everything the caster says can be heard by everyone within 100 feet as if they were next to each other; effect lasts 10 rounds
- 82 Caster invulnerable to physical damage for 2 rounds
- 83 The caster grows hair all over their body like an ape; after 24 hours, the hair falls out
- 84 Caster develops oily palms, raising the chance of a fumble from 1 to 1-3 on a d20 for 24 hours
- 85 All buckles/fasteners within 50' unbuckle/unfasten themselves; doesn't apply to locks
- 86 Caster has +15 to all Wisdom based skills for 1 hour
- 87 All of the party's non-magical weapons and armor function as +1 for 2 rounds
- 88 Caster followed by *Tenser's Floating Disk* for 1d4 days
- 89 Caster's next skill check is an automatic 20+modifiers
- 90 Spell goes off normally, but no saving throw or magic resistance is able to mitigate its effects; if this doesn't apply, reroll
- 91- Game Master's Choice

100

SCHOOL OF MAGIC SPECIFIC CHARTS

Wild magic which is specific to both school of magic and level provides effects appropriate to the original spell. If you run into trouble while casting *Fireball* you might instead conjure a lightning bolt instead. When casting a 6th level spell, the consequences should reflect that.

TABLE 3.6.1: ABJURATION (SPELL LEVELS 1-3)
Roll(d20) Wild Magic Effect

01	Party members are repelled by caster; -1 to hit when within 10' and -2 to hit when adjacent; effect lasts 1 hour
02	Entire party gains benefit of the spell cast, as if each of them had cast it
03	Target affected by <i>Sanctuary</i>
04	All doors within 30' are affected by <i>Arcane Lock</i>
05	Spell fizzles, but caster believes spell cast successfully
06	Spell duration doubled
07	An alarm sounds whenever anyone touches the caster, ringing for one round; effect lasts 24 hours
08	Caster accidentally casts <i>Abjure Footwear</i> , all footwear within 10' is teleported outside the range; effect is centered on the caster and lasts 1d6 hours
09	Caster repels dust and dirt in their own square, which swirls into adjacent squares; the grit causes attacks from those squares to be at Disadvantage
10	Nearest enemy affected by <i>Protection from Energy</i> ; if no enemies, reroll
11	Spell effect halved
12	All the air is pushed out of a 10' bubble surrounding and centered on caster; all creatures within area begin to suffocate, effect lasts 2d4 rounds
13	Nearest enemy affected by <i>Shield</i> ; if no enemies, reroll
14	Spell effect doubled
15	Party members unable to touch one another for 1d6 hours
16	Spell duration halved
17	Spell effect reversed
18	One random party member has -2 to hit and damage when within 10' of caster; effect lasts 2d6 hours
19	Magical explosion, caster takes 1d6 damage/spell level
20	Spell goes off normally but caster thinks it failed

TABLE 3.6.2: ABJURATION (SPELL LEVELS 4-6)
Roll(d20) Wild Magic Effect

01	Party members are repelled by caster; -2 to hit when within 10' and -4 to hit when adjacent; effect lasts 1 hour
02	For 2d4 rounds, anyone touching the caster takes 3d6 damage if using their hand or 4d6 damage if using a weapon
03	Caster accidentally casts <i>Mordenkainen's Private Sanctum</i>
04	Next container opened by party member contains a <i>Fireball</i> trap; 6d6 damage, successful DC 15 Dexterity save for half
05	Spell fizzles; caster believes it was successful
06	Spell duration doubled
07	Every container possessed by the caster and PC's is affected by <i>Arcane Lock</i>
08	Caster accidentally casts <i>Abjure Weapons</i> , all weapons within 10' are teleported outside the range; this effect is centered on the caster and lasts 1 hour
09	All the air is pushed out of a 30' bubble surrounding and centered on the caster; all creatures in range begin to suffocate, effect lasts 2d6 rounds
10	Immediate area affected by <i>Guards and Wards</i>
11	Spell effect halved
12	Enemies are repelled by caster; -2 to hit when within 10' and -4 to hit when adjacent; effect lasts 1 hour
13	Nearest enemy affected by <i>Stoneskin</i> ; if no enemies, reroll
14	Spell effect doubled
15	All creatures attacking party members take 1d6 damage on each successful strike; effect lasts 8 hours
16	Spell duration halved
17	Spell effect reversed
18	Caster affected by <i>Globe of Invulnerability</i>
19	Magical explosion, caster takes 1d6 damage/spell level
20	Spell goes off normally, but caster believes it failed

TABLE 3.6.3: ABJURATION (SPELL LEVELS 7-9)
Roll(d20) Wild Magic Effect

01	Party members are repelled by caster; -3 to hit when within 10' and -6 to hit when adjacent; effect lasts 1 hour
02	For 2d4 rounds, anyone touching the caster takes 6d6 damage if using their hand or 8d6 damage if using a weapon
03	Next spell cast by caster is reflected back
04	Random enemy gains <i>Protection from Energy</i>
05	Spell fizzles, but caster believes spell cast successfully
06	Spell duration doubled
07	Random magical item possessed by caster subject to <i>Sequester</i>
08	Caster accidentally casts <i>Abjure Armor</i> , all armor within 10' is teleported outside the range; effect is centered on the caster and lasts 1 hour
09	All the breathable air is pushed out of a 100' bubble surrounding and centered on caster; all creatures within range begin to suffocate; effect lasts 2d8 rounds
10	All Outsiders are returned to their home planes immediately; if the party is not on their home plane they are sent back immediately
11	Spell effect halved
12	Enemies are repelled by caster; -3 to hit when within 10' and -6 to hit when adjacent; effect lasts 1 hour
13	Nearest enemy affected by <i>Magic Circle</i> ; if no enemies, reroll
14	Spell effect doubles
15	All creatures attacking party members take 2d6 damage on each successful strike for 8 hours
16	Spell duration halved
17	Spell effect reversed
18	Caster affected by <i>Globe of Invulnerability</i>
19	Magical explosion; caster takes 1d6 damage/spell level
20	Spell goes off normally, but caster believes it failed

TABLE 3.7.1: CONJURATION (SPELL LEVELS 1-3)
Roll(d20) Wild Magic Effect

01	Caster accidentally casts <i>Conjure Fey</i> , creature stays for two rounds: the first to attack the target, per the spell, and the second to angrily rebuke the caster for summoning it
02	<i>Unseen Servant</i> is summoned, but does not listen to commands; instead, it randomly slaps a different party member across the face each round (no damage) until each has been slapped twice; it then vanishes
03	Caster accidentally casts <i>Conjure Animals</i> , but the creature drawn dozes, lazily watching any activity going on around it; the creature stays clear of combat
04	Caster summons a dozen ants that explode on contact with other creatures for 1 damage; they move 5 feet per round and pursue creatures
05	Spell fizzles, but caster believes spell cast successfully
06	Spell duration doubled
07	Caster summons an intelligent rubber ball that bounces where the caster commands; after 1d20 bounces, it explodes dealing 1d6 damage to all creatures within a 20' radius
08	Caster summons a 20' tall walnut tree as space permits
09	The illusion of an evil demigod comes into being, the caster believing they have conjured it; terrifying everyone present, it lasts 4 rounds
10	Caster accidentally casts <i>Conjure Animals</i> but the summoned creatures are undead
11	Spell effect halved
12	<i>Unseen Servant</i> is summoned and remains for 24 hours
13	Nearest enemy affected by <i>Mage Armor</i> ; if no enemies, reroll
14	Spell effect doubled
15	<i>Fog Cloud</i> is summoned centered on caster; the mist is transparent to caster and allies
16	Spell duration halved
17	Spell effect reversed
18	A tentacle springs from the ground and attacks the nearest enemy (+10 to hit, 2d6 dmg) for 2 rounds, then disappears into the earth; if no enemies are present, the tentacle casts whatever spell the caster was attempting, then disappears
19	Magical explosion; caster takes 1d6 dmg/spell level
20	Spell goes off normally, but caster believes it failed

TABLE 3.7.2: CONJURATION (SPELL LEVELS 4-6)

Roll(d20) Wild Magic Effect

01	Two creatures with CR equal to or less than the casters level are accidentally conjured and stay for two rounds; the first to attack the target and the second to angrily rebuke the caster for summoning them
02	Caster accidentally conjures <i>Evard's Black Tentacles</i>
03	Entire party affected by <i>Dimension Door</i> appearing at a random point within range
04	Caster accidentally casts <i>Creation</i> , causing an adamantine hammer to appear over their own head; deals 2d6 damage as it falls
05	Spell fizzles, but caster believes spell cast successfully
06	Spell duration doubled
07	Caster summons an intelligent flying disk that flies to where the caster commands; the disk heals 2d6 damage each time someone catches it; after the 6th catch, it explodes dealing 6d6 damage to all creatures within a 20' radius
08	<i>Leomund's Secret Chest</i> is conjured, with the caster having access to it; the first time the chest is opened, a creature with CR equal to or less than the casters level jumps out and attacks
09	<i>Wall of Stone</i> summoned, bisecting the party
10	Caster accidentally casts <i>Conjure Elemental</i> ; summoned creature immediately attacks caster
11	Spell effect halved
12	Group of enemies subjected to <i>Coudkill</i>
13	Nearest enemy affected by <i>Planar Binding</i> ; if no enemies, reroll
14	Spell effect doubled
15	Caster accidentally conjures <i>Mordenkainen's Faithful Hound</i>
16	Spell duration halved
17	Spell effect reversed
18	Caster accidentally conjures <i>Leomund's Tiny Hut</i>
19	Magical explosion; caster takes 1d6 damage/spell level
20	Spell goes off normally, but caster believes it doesn't work

TABLE 3.7.3: CONJURATION (SPELL LEVELS 7-9)

Roll(d20) Wild Magic Effect

01	Four creatures with CR equal to or less than the casters level are accidentally conjured and stay for two rounds; the first to attack the target and the second to angrily rebuke the caster for summoning them
02	Caster accidentally conjures <i>Incendiary Cloud</i>
03	Entire party affected by <i>Plane Shift</i> , appearing together on a random plane
04	Caster accidentally casts <i>Mordenkainen's Magnificent Mansion</i> ; a creature with CR equal to or less than double the caster's level is waiting in ambush
05	Spell fizzles, but caster believes spell cast successfully
06	Spell duration doubled
07	Party affected by <i>Incendiary Cloud</i>
08	Caster accidentally casts <i>Drawmij's Instant Summon</i> ; the item summoned is a chunk of burning lava, doing 2d6 damage and disabling caster's hand making spellcasting more difficult (DC 12 Arcana check to cast any spell)
09	Caster accidentally casts <i>Drawmij's Instant Summon</i> ; the item summoned is a diseased rag, caster must make a DC 20 Constitution save or be afflicted by a disease (GM's choice)
10	Caster accidentally casts <i>Drawmij's Instant Summon</i> ; the item summoned is a treasure map to a fortune that's already been looted
11	Spell effect halved
12	Caster accidentally casts <i>Mordenkainen's Magnificent Mansion</i>
13	Nearest enemy affected by <i>Plane Shift</i> ; if no enemies, reroll
14	Spell effect doubled
15	Nearest enemy affected by <i>Plane Shift</i> , sent to random plane; if no enemies, reroll
16	Spell duration halved
17	Spell effect reversed
18	Most powerful enemy attacking party affected by <i>Maze</i>
19	Magical explosion, caster takes 3d6 damage/spell level
20	Spell goes off normally, but caster believes it does not work

TABLE 3.8.1: DIVINATION (SPELL LEVELS 1-3)
Roll(d20) Wild Magic Effect

01	False positive; something is divined where nothing exists
02	False negative; nothing is divined where something exists
03	Divination flickers; target appears and disappears
04	Spell fizzles, caster get a migraine; cannot cast Divinations for 24 hours
05	Spell fizzles, caster believes it was a success
06	Spell duration doubled
07	Caster must make a DC 15 Wisdom save or announce everything they divine
08	Caster must make a DC 15 Wisdom save or be unable to communicate anything divined
09	Everyone within 20' of caster (excluding caster) gain the benefit of the divination as if they had cast it
10	Caster gains a special insight about the divination
11	Spell effect halved
12	Caster gains a special insight about the ddivination; special insight is incorrect
13	Nearest enemy affected by <i>Tongues</i> ; if no enemies, reroll
14	Spell effect doubled
15	Caster gains the benefits of <i>True Strike</i>
16	Spell duration halved
17	Spell effect reversed
18	Caster accidentally casts <i>Comprehend Languages</i> ; for the duration no one is able to understand the caster
19	Magical explosion; caster takes 1d6 damage/spell level
20	Spell goes off normally, but caster believes it does not work

TABLE 3.8.2: DIVINATION (SPELL LEVELS 4-6)
Roll(d20) Wild Magic Effect

01	False positive; something is divined where nothing exists
02	False negative; nothing is divined where something exists
03	Caster accidentally casts <i>Scrying</i> and sees that they are being watched by an evil demigod; not true
04	All divinations cast for 24 hours are met with "Reply hazy, try again later"
05	Spell fizzles, but caster believes spell cast successfully
06	Spell duration doubled
07	Caster must make a DC 20 Wisdom save or announce everything they divine
08	Caster must make a DC 20 Wisdom save or be unable to communicate anything divined
09	Every divination caster knows is cast at once
10	Major enemy of caster or party immediately learns their exact location and detects their thoughts for 3 rounds
11	Spell effect halved
12	Caster able to <i>Detect Thoughts</i> without concentrating for 8 hours
13	Enemies within 100' affected by Rary's Telepathic Bond; if no enemies, reroll
14	Spell effect doubled
15	Caster gains <i>True Sight</i> for 8 hours without concentrating
16	Spell duration halved
17	Spell effect reversed
18	Caster able to <i>Detect Good & Evil</i> without concentrating for 8 hours
19	Magical explosion; caster takes 1d6 damage/spell level
20	Spell goes off normally, but caster believes it does not work

TABLE 3.8.3: DIVINATION (SPELL LEVELS 7-9)
Roll(d20) Wild Magic Effect

01	False positive; something is divined where nothing exists
02	False negative; nothing is divined where something exists
03	Accidentally casts <i>Foresight</i> ; plagued by false alarms
04	All divinations cast for 24 hours are met with "Reply hazy, try again later"
05	Spell fizzles, but caster believes spell cast successfully
06	Spell duration doubled
07	Caster must make a DC 25 Wisdom save or announce everything they divine
08	Caster must make a DC 25 Wisdom save or be unable to communicate anything divined
09	Caster learns of a very powerful relic far away and its exact location; the relic does not actually exist
10	Enemies within 30 feet of caster can <i>Detect Thoughts</i> , per the spell; effect lasts 1 hour
11	Spell effect halved
12	Caster gains <i>Foresight</i> , per the spell
13	Powerful enemy observes caster through <i>Scrying</i>
14	Spell effect doubled
15	Friendly Outsider contacts caster, offers to answer a question freely
16	Spell duration halved
17	Spell effect reversed
18	Allies within 30 feet can <i>Detect Thoughts</i> , per the spell; effect lasts 1 hour
19	Magical explosion; caster takes 1d6 damage/spell level
20	Spell goes off normally, but caster believes it does not work

TABLE 3.9.1: ENCHANTMENT (SPELL LEVELS 1-3)
Roll(d20) Wild Magic Effect

01	Caster affected by <i>Tasha's Hideous Laughter</i>
02	Random party member is charmed by caster as per <i>Charm Person</i>
03	Casts <i>Hypnotic Image</i> centered on self
04	Caster accidentally casts <i>Suggestion</i>
05	Spell fizzles, but caster believes spell cast successfully
06	Spell duration doubled
07	Entire party affected by <i>Tasha's Hideous Laughter</i> for 1 round
08	Caster regards party members as thieves attempting to steal their magical secrets; this effect lasts for 1 hour or until caster and an ally declare combat against each other
09	Megalomania; caster believes they are the greatest spellcaster in the land, lasts 8 hours
10	Party members believe their classes are swapped; effect lasts 5 rounds
11	Spell effect halved
12	Nearest enemy charmed, as per <i>Charm Person</i> by ally nearest caster
13	Nearest enemy affected by <i>Confusion</i> , as per the spell; if no enemies, reroll
14	Spell effect doubled
15	All enemies within 30' spend one round yawning and trying not to fall asleep; no actions
16	Spell duration halved
17	Spell effect reversed
18	Caster accidentally casts *
19	Magical explosion; caster takes 1d6 damage/spell level
20	Spell goes off normally, but caster believes it does not work

TABLE 3.9.2: ENCHANTMENT (SPELL LEVELS 4-6)

Roll(d20) Wild Magic Effect	
01	Caster subject to <i>Feeblemind</i>
02	Next enemy affected by <i>Heroism</i>
03	Party affected by <i>Mind Blank</i>
04	Caster accidentally casts <i>Dominate Person</i> on a party member
05	Spell fizzles, but caster believes spell cast successfully
06	Spell duration doubled
07	Caster affected by <i>Phantasmal Killer</i>
08	Random party member affected by <i>Sleep</i> , as per the spell
09	Megalomania; caster believes they are the greatest spellcaster in the land, lasts 8 hours; if the caster makes a DC 20 Charisma check an insulted Outsider takes notice
10	Two random party members affected by <i>Confusion</i> , as per the spell
11	Spell effect halved
12	Random ally affected by <i>Heroism</i>
13	Nearest enemy affected by <i>Feeblemind</i> ; if no enemies, reroll
14	Spell effect doubled
15	Random party member affected by <i>Heroism</i>
16	Spell duration halved
17	Spell effect reversed
18	<i>Hold Monster/Person</i> affects the next creature that attacks caster
19	Magical explosion; caster takes 1d6 damage/spell level
20	Spell goes off normally, but caster believes it does not work

TABLE 3.9.3: ENCHANTMENT (SPELL LEVELS 7-9)

Roll(d20) Wild Magic Effect	
01	Caster affected by <i>Otto's Irresistible Dance</i>
02	Caster accidentally casts <i>Power Word Stun</i> on a random party member or self
03	Caster accidentally casts <i>Antipathy</i> on a random object in the area, set to only repel the party
04	Caster thinks they cast <i>Dominate Person</i> on a random enemy, but enemy is just playing along to attack caster
05	Spell fizzles, but caster believes spell cast successfully
06	Spell duration doubled
07	Powerful enemy gains the benefit of <i>Command</i> on the caster
08	<i>Sympathy</i> (GM's choice of creature is cast on a common object belonging to caster
09	Megalomania; caster believes they are the greatest spellcaster in the land, lasts 8 hours; if the caster makes a DC 20 Charisma check an insulted Outsider takes notice
10	<i>Hypnotic Image</i> appears centered on caster
11	Spell effect halved
12	Random enemy affected by <i>Crown of Madness</i> ; if no enemies, reroll
13	Nearest enemy affected by <i>Crown of Madness</i> ; if no enemies, reroll
14	Spell effect doubled
15	Caster accidentally casts <i>Dominate Monster</i> on random creature
16	Spell duration halved
17	Spell effect reversed
18	Caster accidentally casts <i>Hold Monster</i> at 9th level (affects 5 creatures) on the next group of monsters that see the party
19	Magical explosion; caster takes 1d6 damage/spell level
20	Spell goes off normally, but caster believes it does not work

TABLE 3.10.1: EVOCATION (SPELL LEVELS 1-3)
Roll(d20) Wild Magic Effect

01	Caster accidentally fires a <i>Magic Missile</i> , hitting self
02	<i>Darkness</i> with a 1' radius appears centered on caster's head; effect moves with caster
03	Caster accidentally evokes a <i>Greasy Sphere</i> , which to the caster looks like a <i>Flaming Sphere</i> ; however, it does not burn and leaves grease where it travels; creatures attacked by the sphere suffer no damage, but are affected as if by the spell <i>Grease</i>
04	Random possession of caster affected by <i>Shatter</i>
05	Spell fizzles, but caster believes spell cast successfully
06	Spell duration doubled
07	<i>Tenser's Floating Disk</i> appears for double duration; dumps contents at inopportune moments
08	Caster sends off a flares with <i>Prestidigitation</i> every time they cast a spell; effect lasts 24 hours
09	Caster accidentally casts <i>Light</i> on their footwear
10	Random weapon/armor of party member is affected by <i>Shatter</i>
11	Spell effect halved
12	Random weapon of enemy affected by <i>Shatter</i>
13	Nearest enemy affected by <i>Scorching Ray</i> ; if no enemies, reroll
14	Spell effect doubled
15	Random enemy hit with <i>Magic Missile</i> for max damage
16	Spell duration halved
17	Spell effect reversed
18	<i>Darkness</i> , per the spell, appears centered on caster's target; caster and allies see through it as dim light
19	Magical explosion; caster takes 1d6 damage/spell level
20	Spell goes off normally, but caster believes it does not work

TABLE 3.10.2: EVOCATION (SPELL LEVELS 4-6)
Roll(d20) Wild Magic Effect

01	Party affected by <i>Ice Storm</i>
02	<i>Wall of Fire</i> appears between the caster and the nearest enemy
03	Caster affected by <i>Otiluke's Resilient Sphere</i>
04	Caster accidentally casts <i>Thaumaturgy</i> , making all creatures in range three times louder
05	Spell fizzles, but caster believes spell cast successfully
06	Spell duration doubled
07	<i>Bigby's Hand</i> appears between caster and nearest ally, shoving the ally; at the end of the spell duration, makes a rude gesture at the caster before vanishing
08	Caster accidentally casts <i>Contingency</i> with the stipulation that the next time the caster eats a <i>Fireball</i> will go off, centered on the caster; the caster is aware of this
09	<i>Wall of Force</i> appears, blocking party's path; it disappears after 1d6 minutes, reappearing in a new (inconvenient) location 5 minutes later; this cycle continues for 30 minutes
10	A double strength <i>Lightning Bolt</i> is cast in a random direction
11	Spell effect halved
12	Caster accidentally casts <i>Chain Lightning</i> on enemies; if no enemies, reroll
13	Nearest enemy gains the benefit of <i>Fire Shield</i> ; if no enemies, reroll
14	Spell effect doubled
15	<i>Wall of Force</i> protects the party next time they rest
16	Spell duration halved
17	Spell effect reversed
18	<i>Chain Lightning</i> affects the party, except it heals instead of dealing damage; the most heavily damaged PC in range is the primary target
19	Magical explosion; caster takes 1d6 damage/spell level
20	Spell goes off normally, but caster believes it does not work

TABLE 3.10.3: EVOCATION (SPELL LEVELS 7-9)
Roll(d20) Wild Magic Effect

01	Caster believes a maximum strength <i>Delayed Blast Fireball</i> is going to go off; this never occurs
02	<i>Forcecage</i> traps random creature within range
03	<i>Mordenkainen's Sword</i> appears and helps caster in combat; after enemies are defeated it turns on the party
04	<i>Bigby's Hand</i> attacks random party member each round until the end of spell duration
05	Spell fizzles, but caster believes spell cast successfully
06	Spell duration doubled
07	<i>Delayed Blast Fireball</i> goes off on next (or current) group of enemies, healing them instead of dealing damage
08	Caster accidentally casts <i>Meteor Swarm</i> in a random direction; the spell deals non-lethal damage
09	Caster accidnetally casts <i>Sunburst</i>
10	<i>Lightning Bolt</i> goes off in random direction
11	Spell effect halved
12	A floating orb issues from caster's hands; all those who see it must make a DC 25 Wisdom save or be knocked Unconscious 1 round; upon waking, the affected are healed of all damage
13	Nearest enemy attacked by <i>Mordenkainen's Sword</i> ; if no enemies, reroll
14	Spell effect doubled
15	Illusion of <i>Fireball</i> goes off on next group of foes; foes are turned invisible during the blast, as per the <i>Greater Invisibility</i> spell
16	Spell duration halved
17	Spell effect reversed
18	Every party member gets a single 6d6 <i>Fireball</i> spell to discharge as an action in the next 2 days
19	Magical explosion; caster takes 1d6 damage/spell level
20	Spell goes off normally, but caster believes it does not work

TABLE 3.11.1: ILLUSION (SPELL LEVELS 1-3)
Roll(d20) Wild Magic Effect

01	<i>Invisibility</i> cast on random party member
02	<i>Invisibility</i> cast on random enemy
03	The packs of all party members manifest illusory traps
04	Caster affected by <i>Alter Self</i> ; appepars as an Outsider of a diametrically opposed alignment; effect lasts 1 hour
05	Spell fizzles, but caster believes spell cast successfully
06	Spell duration doubled
07	Everything caster says appears to come from inanimate objects in the area
08	<i>Mirror Image</i> is cast on everyone within 20'
09	A <i>Magic Mouth</i> appears and laughs at the party whenever something bad occurs, taunting them; the effect lasts 2 hours with the Mouth appearing wherever convenient each time
10	The illusion of a glowing sword appears 10' from the party; whenever anyone gets within 10', the sword slides away; the effect lasts 30 minutes
11	Spell effect halved
12	Every member of the party is subject to <i>Blur</i>
13	Nearest enemy affected by <i>Blindness</i> ; if no enemies, reroll
14	Spell effect doubled
15	Caster accidentally casts <i>Color Spray</i> ; party members not affected
16	Spell duration halved
17	Spell effect reversed
18	A <i>Major Image</i> of the caster is created, controllable by the caster for 10 rounds
19	Magical explosion; caster takes 1d6 damage/spell level
20	Spell goes off normally, but caster believes it does not work

TABLE 3.11.2: ILLUSION (SPELL LEVELS 4-6)
Roll(d20) Wild Magic Effect

01	Caster is subject to a <i>Phantasmal Killer</i> as the spell, except if caster is "killed" by the illusion they fall into a coma for 7 days
02	<i>Hallucinatory Terrain</i> changes the look of the next terrain the party sees
03	A <i>Major Image</i> of a ghost "haunts" the party for 2 days
04	An illusionary wall blocks a path out of sight
05	Spell fizzles, but caster believes spell cast successfully
06	Spell duration doubled
07	Caster the subject of <i>Phantasmal Killer</i>
08	Party affected by <i>Seeming</i> , but do not see the illusion on themselves; GM decides illusory forms
09	Megalomania; caster believes they are the greatest spellcaster in the land, lasts 8 hours; if the caster makes a DC 20 Charisma check an insulted Outsider takes notice
10	Caster believes all illusions are real; effect lasts 24 hours
11	Spell effect halved
12	<i>Phantasmal Killer</i> cast on next enemy that engages caster in battle
13	Nearest enemy affected by <i>Phantasmal Killer</i> ; if no enemies, reroll
14	Spell effect doubled
15	Random party member gains the ability to cast a single spell from the Illusion School, up to 3rd level
16	Spell duration halved
17	Caster believes the illusion is real
18	A <i>Major Image</i> of the caster is created, controllable by the caster; caster can deliver spells through the illusion; disappears after 10 rounds
19	Magical explosion; caster takes 1d6 damage/spell level
20	Spell goes off normally, but caster believes it does not work

TABLE 3.11.3: ILLUSION (SPELL LEVELS 7-9)
Roll(d20) Wild Magic Effect

01	At the end of the party's next battle, a <i>Simulacrum</i> of each party member appears and attacks the party
02	Party affected by <i>Weird</i> , as the spell
03	Party affected by <i>Hypnotic Pattern</i> , as the spell
04	In next (or current) battle, enemies affected by <i>Greater Invisibility</i>
05	Spell fizzles, but caster believes spell cast successfully
06	Spell duration doubled
07	Caster accidentally casts <i>Cone of Cold</i> towards nearest ally
08	Caster accidentally casts <i>Conjure Celestial</i> ; the conjured creature immediately attacks the caster
09	A major deity (GM's choice) appears, and if in combat, threatens to kill the next creature that attacks; if there is no combat, the deity berates the caster for meddling in magic beyond them; this effect is an illusion
10	An imp bursts from the caster's stomach and flees immediately; caster must succeed a DC 15 Wisdom save to recognize it as an illusion or take 8d6 non-lethal damage
11	Spell effect halved
12	Party affected by <i>Greater Invisibility</i>
13	Nearest enemy affected by <i>Hypnotic Pattern</i>
14	Spell effect doubled
15	Next group of enemies affected by <i>Weird</i> , as the spell
16	Spell duration halved
17	Caster believes the illusion is real and is affected by it
18	Caster accidentally casts <i>Cloudkill</i> at nearest group of enemies
19	Magical explosion; caster takes 1d6 damage/spell level
20	Spell goes off normally, but caster believes it does not work

TABLE 3.12.1: NECROMANCY (SPELL LEVELS 1-3)

Roll(d20) Wild Magic Effect

01	Caster affected by <i>Fear</i> , as the spell, frightened by a random creature
02	Caster affected by <i>Blindness</i> , as the spell
03	Caster affected by <i>Chill Touch</i> , as the spell
04	Undead within 60' direct all attacks at caster
05	Spell fizzles, but caster believes spell cast successfully
06	Spell duration doubled
07	Party affected by <i>Fear</i> , as the spell
08	Caster accidentally casts a reversed <i>Vampiric Touch</i> , draining their own health and healing the target
09	A <i>Ray of Enfeeblement</i> springs from the caster, hitting the nearest ally
10	Caster temporarily loses 1 level; restored after a short or long rest
11	Spell effect halved
12	All undead within 60' obey caster for 1 round
13	Nearest enemy affected by <i>Deafness</i> , per the spell; if no enemies, reroll
14	Spell effect doubled
15	Next group of enemies affected by <i>Fear</i> , as the spell
16	Spell duration halved
17	Spell effect reversed
18	Next creature caster slays is affected by <i>Gentle Repose</i> , as the spell
19	Magical explosion; caster takes 1d6 damage/spell level
20	Spell goes off normally, but caster believes it does not work

TABLE 3.12.2: NECROMANCY (SPELL LEVELS 4-6)

Roll(d20) Wild Magic Effect

01	Corpses within 60' affected by <i>Animate Dead</i> ; all animated corpses attack the party
02	Shortest party member affected by <i>Bestow Curse</i> , as the spell
03	Caster affected by <i>Contagion</i> , as the spell
04	Undead within 60' direct all attacks at caster
05	Spell fizzles, but caster believes spell cast successfully
06	Spell duration doubled
07	All enemies within 60' of the caster are affected by <i>Fear</i>
08	Caster affected by <i>Fear</i> , as the spell, frightened by a random creature
09	All party members in range are affected by <i>Ray of Enfeeblement</i>
10	Caster temporarily loses 2 levels; restored after a short or long rest
11	Spell effect halved
12	All undead within 60' of caster obey caster for 2 rounds
13	Nearest enemy affected by <i>Contagion</i> , as the spell; if no enemies, reroll
14	Spell effect doubled
15	Caster accidentally casts <i>Blight</i> at a random enemy
16	Spell duration halved
17	Spell effect reversed
18	Caster accidentally casts <i>Circle of Death</i> at a random enemy
19	Magical explosion; caster takes 1d6 damage/spell level
20	Spell goes off normally, but caster believes it does not work

TABLE 3.12.3: NECROMANCY (SPELL LEVELS 7-9)

Roll(d20) Wild Magic Effect

01	All enemies within range are affected by <i>Ray of Enfeeblement</i>
02	Caster accidentally casts <i>Power Word Kill</i> at a random enemy
03	Party affected by <i>Ray of Enfeeblement</i>
04	Undead within 60' direct all attacks at caster
05	Spell fizzles, but caster believes spell cast successfully
06	Spell duration doubled
07	Caster affected by <i>Finger of Death</i> , as the spell
08	Heaviest creature within 60' affected by <i>Blight</i>
09	Caster affected by <i>Astral Projection</i> , as the spell, but caster is unable to terminate the spell for 3d6 rounds
10	Caster temporarily loses 3 levels; restored after a short or long rest
11	Spell effect halved
12	All undead within 60' of caster obey caster for 3 rounds
13	Nearest enemy affected by <i>Blight</i> ; if no enemies, reroll
14	Spell effect doubled
15	Caster accidentally casts <i>Abi-Dalzim's Horrid Wilting</i> , affecting target of their choice
16	Spell duration halved
17	Spell effect reversed
18	Caster accidentally casts <i>Finger of Death</i> , affecting target of their choice
19	Magical explosion; caster takes 1d6 damage/spell level
20	Spell goes off normally, but caster believes it does not work

TABLE 3.13.1: TRANSMUTATION (SPELL LEVELS 1-3)

Roll(d20) Wild Magic Effect

01	Caster affected by <i>Enlarge</i>
02	Next secret door caster passes within 10' of affected by <i>Knock</i>
03	Caster affected by both <i>Jump</i> and <i>Feather Fall</i> , as the spells
04	Caster believes that they accidentally cast <i>Magic Weapon</i> on their weapon, but did not
05	Spell fizzles, but caster believes spell cast successfully
06	Spell duration doubled
07	Caster gains all effects of <i>Enhance Ability</i> for 1 round
08	Caster affected by <i>Gaseous Form</i> ; can only end the spell early with a successful DC 15 Wisdom save
09	Random enemy's weapon affected by <i>Magic Weapon</i> , as the spell
10	Random party member affected by <i>Slow</i> , as the spell
11	Spell effect halved
12	Random party member affected by <i>Haste</i> , as the spell
13	Nearest enemy affected by <i>Reduce</i> , as the spell
14	Spell effect doubled
15	Caster affected by <i>Fly</i> , as the spell
16	Spell duration halved
17	Spell effect reversed
18	Random enemy affected by <i>Flame Arrows</i> , as the spell
19	Magical explosion; caster takes 1d6 damage/spell level
20	Spell goes off normally, but caster believes it does not work

TABLE 3.13.2: TRANSMUTATION (SPELL LEVELS 4-6)

Roll(d20) Wild Magic Effect

01	Entire party affected by <i>Enlarge</i> , as the spell
02	All doors, windows and other portals within 60' affected by <i>Knock</i> , as the spell
03	Caster affected by <i>Blink</i> , as the spell
04	Caster accidentally casts <i>Passwall</i> through the nearest wall
05	Spell fizzles, but caster believes spell cast successfully
06	Spell duration doubled
07	Nearest group of enemies affected by <i>Enhance Ability: Bull's Strength</i> , as the spell
08	Caster accidentally casts <i>Fabricate</i> , turning a random metal object possessed by a party member into a set of high quality cookie tins
09	A random item possessed by a party member is affected by <i>Disintegrate</i> , as the spell
10	Next stone floor caster sets foot on affected by <i>Transmute Rock to Mud</i>
11	Spell effect halved
12	Party affected by <i>Enhance Ability: Bull's Strength</i> , as the spell
13	Nearest enemy affected by <i>Polymorph</i> (GM's choice of creature); if no enemies, reroll
14	Spell effect doubled
15	Caster accidentally casts <i>Telekinesis</i> on self
16	Spell duration halved
17	Spell effect reversed
18	Caster accidentally casts <i>Rary's Telepathic Bond</i> on the party
19	Magical explosion; caster takes 1d6 damage/spell level
20	Spell goes off normally, but caster believes it does not work

TABLE 3.13.3: TRANSMUTATION (SPELL LEVELS 7-9)

Roll(d20) Wild Magic Effect

01	Caster accidentally casts <i>Reverse Gravity</i> , as the spell; centered on self
02	Caster affected by <i>Flesh to Stone</i> , as the spell
03	Caster accidentally casts <i>True Polymorph</i> , turning their most prized possession into a teddy bear
04	Next creature the caster touches affected by <i>Time Stop</i>
05	Spell fizzles, but caster believes spell cast successfully
06	Spell duration doubled
07	Caster is <i>Polymorphed</i> into a flea; reverts at the end of the duration or at 0 HP
08	Caster is <i>Polymorphed</i> into a monkey; reverts at the end of the duration or at 0 HP
09	Caster is <i>Polymorphed</i> into a plant; reverts at the end of the duration or at 0 HP
10	Caster accidentally casts <i>Etherealness</i> on themselves and party
11	Spell effect halved
12	Caster accidentally casts <i>Glibness</i> , as the spell
13	Nearest enemy affected by <i>Reverse Gravity</i> , as the spell; if no enemies, reroll
14	Spell effect doubled
15	Caster accidentally casts <i>Time Stop</i> , as the spell
16	Spell duration halved
17	Spell effect reversed
18	Caster accidentally casts <i>Shapechange</i> , as the spell; in combat, form must change every two rounds with no repeats
19	Magical explosion; caster takes 1d6 damage/spell level
20	Spell goes off normally, but caster believes it does not work

TABLE 3.14.1: UNIVERSAL (SPELL LEVELS 1-3)
Roll(d20) Wild Magic Effect

01	Caster is instantly drunk for 2d4 rounds
02	Caster followed by a rain cloud that thunders and rains on them while casting a spell; successful concentration check required to cast spells for 2d6 hours
03	Caster fails all spot and listen checks for the next 24 hours
04	Caster's pack(s), pouch(es), and all other containers fly open and will not shut for 2d6 rounds
05	Spell fizzles, but caster believes spell cast successfully
06	Spell duration doubled
07	The last spell on caster's spell list is cast instead
08	All food items within 100' of caster instantly spoil and rot
09	Everything the caster says can be heard by everyone within 100', as if the caster was standing right next to each of them; effect lasts 10 rounds
10	Caster develops oily palms, raising the chance of a fumble from 1 to 1-3 on a d20 for 24 hours
11	Spell effect halved
12	Spell goes off normally and does not consume a spell slot
13	Nearest enemy affected by <i>Expeditious Retreat</i> , as the spell; if no enemies, reroll
14	Spell effect doubled
15	Caster followed by <i>Tenser's Floating Disk</i> for 1d4 days
16	Spell duration halved
17	Spell effect reversed
18	Next enemy targeted with a spell by the caster affected by <i>Shocking Grasp</i>
19	Magical explosion; caster takes 1d6 damage/spell level
20	Spell goes off normally, but caster believes it does not work

TABLE 3.14.2: UNIVERSAL (SPELL LEVELS 4-6)
Roll(d20) Wild Magic Effect

01	A rainbow arcs over the caster's head, within touching distance; any creature that touches the rainbow is knocked unconscious for 2d12 rounds
02	Spell repeats itself on the same target next round
03	Caster believes that another character's magical weapon is sentient and evil; effect lasts 24 hours
04	Caster affected by a barbarian-style Rage next combat
05	Spell fizzles, but caster believes spell cast successfully
06	Spell duration doubled
07	The last spell on caster's spell list is cast instead
08	Nearest enemy affected by <i>Globe of Invulnerability</i> , as the spell
09	Megalomania; caster believes they are the greatest spellcaster in the land, lasts 8 hours; if the caster makes a DC 20 Charisma check an insulted Outsider takes notice
10	Caster's alignment reversed for 1 hour
11	Spell effect halved
12	Spell goes off normally and does not consume a spell slot
13	Nearest enemy affected by <i>Eyebite</i> , as the spell; if no enemies, reroll
14	Spell effect doubled
15	Nearest enemy affected by <i>Disintegrate</i> , as the spell
16	Spell duration halved
17	Spell effect reversed
18	Caster can communicate telepathically for 1 hour, at any distance on the Prime Material Plane
19	Magical explosion; caster takes 1d6 damage/spell level
20	Spell goes off normally, but caster believes it does not work

TABLE 3.14.3: UNIVERSAL (SPELL LEVELS 7-9)
Roll(d20) Wild Magic Effect

01	Lightning springs from caster's fingers, causing 1d8 per two caster levels of damage to nearest creature
02	Spell repeats itself on the same target next round
03	Caster is seized by muscle-twitching spasms every time they see a common object of the GM's choice, requiring concentration checks to successfully cast spells
04	Caster melts into a puddle of goo; they will reconstitute in 1 hour; if goo is divided, the largest amount will reconstitute as the entire caster
05	Spell fizzles, but caster believes spell cast successfully
06	Spell duration doubled
07	The last spell on caster's spell list is cast instead
08	Caster suffers from hallucinations that an Arch-Devil has appeared and will kill them unless they perform a service; hallucination lasts 30 minutes
09	All caster's first through fourth level spells go off at once, targeting caster
10	Caster's alignment reversed for 1 hour
11	Spell effect halved
12	Spell goes off normally and does not consume a spell slot
13	Nearest enemy affected by <i>Imprisonment</i> , as the spell; if no enemies, reroll
14	Spell effect doubled
15	Random beneficial first or second level spell applied to caster as a permanent effect
16	Spell duration halved
17	Spell effect reversed
18	Caster can communicate telepathically for 1 hour, at any distance on the Prime Material Plane
19	Magical explosion; caster takes 1d6 damage/spell level
20	Spell goes off normally, but caster believes it does not work