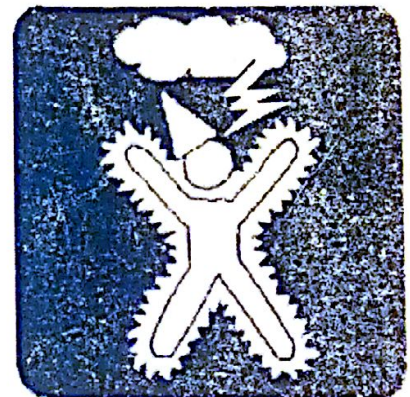




TECHNOMANCER PRESS

The CRITONOMICON

*A Guide to
Critical Hits, Fumbles, and Magical Mishaps*



by

Tony Hellmann

Compatible with any RPG system that uses critical hits

TCM1001

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Tony Hellmann

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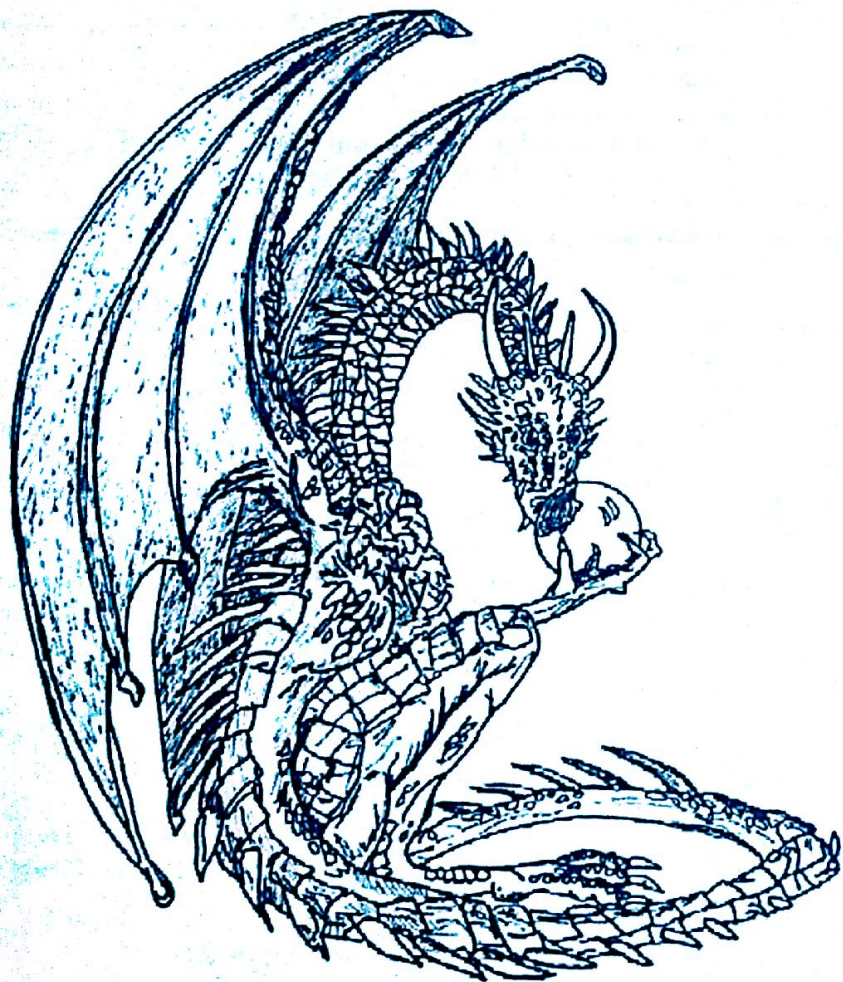
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Introduction

20! All eyes turn to the game master as he produces a crit chart. It's homemade; the players never know what's going to happen. Hopes run high as the player rolls his critical hit. It has a slim chance of killing the monster outright, he knows, but every little bit helps, and there's a satisfaction to dealing superhuman damage with one's ordinary sword.

All eyes turn just as quickly to the game master as he produces a fumble chart, but rather than shining with hope, eyes are wide with fear. Will our heroine simply drop her mace, or will she accidentally kill the party member standing next to her?

Critical hit and fumble charts are two of the most common house rules in role-playing games. However, creating the perfect chart—one that both players and game masters like—is sometimes a daunting and time consuming task. I present to you many different charts within: some simple, some complex. Pick the ones that fit your campaign best.

Also included is a section on magical fumbles. Magical fumbles are a house rule regarding what happens when a spellcaster fails to successfully cast a spell due to combat, armor, or other obstacles. An unexpected, random magical effect occurs, which could be a benefit or a burden.

Whenever possible, we've tried to format tables so they could be easily photocopied and paper clipped to a GM screen. You have our permission to photocopy one of each chart (critical hit, fumble, and magical fumble) for your own use.

Here's to hoping you crit more than fumble. Enjoy the book.

Using This Book

This book contains a variety of different critical hit, fumble, and magical fumble tables—also referred to as charts—as well as some variant rules. It is up to the game master to determine which tables best work for her or his campaign.

The Critical Hit Multiplier

Each result on a critical hit chart in *The Critonomicon* comes with a critical hit multiplier. This multiplier determines how damaging the critical hit is. Since some weapons do double damage on a critical hit, and others do triple or quadruple damage on a critical hit, it makes little sense to say that a particular result on a critical hit from this book does a specific amount of damage. Instead, a multiplier is added to the weapon's original critical hit damage. A critical hit modifier of +0 deals the standard amount of critical hit damage that the weapon delivers. For example, if Aerg scores a critical hit with his longsword (which does x2 damage on a critical hit) and after rolling on a crit chart of the game master's choice, gets a critical hit modifier of +0, his critical hit deals only double damage. If Aerg scores a +1 critical hit modifier, the attack deals x3 damage (adding x1 to the x2 for his longsword). If Aerg was using a Battleaxe (x3 critical) and scored a +1 critical hit modifier, his weapon would deal quadruple (x4) damage (x3 for the battleaxe plus x1 for the critical hit modifier). Conceivably, using a heavy pick (x4) and scoring a very damaging

critical hit (+3 critical hit modifier) could yield a x7 result. This reflects the fact that the right weapon in a vital area can kill. Game masters of course can use crit charts that have +1 or +2 as the highest critical hit modifier if they choose.

Some critical hits actually deal less physical damage, but have other effects. This is expressed as a critical hit modifier of -1. With a critical hit modifier of -1, a weapon that does x2 damage on a critical hit would do normal damage, a weapon that does x3 damage on a critical hit would do x2 damage, et cetera.

Fumbles do not use the critical hit modifier, but in cases where extraordinary damage is dealt, damage is expressed as: normal, x2, x3, et cetera.

Using Effect Descriptions

Many effects of critical hits, fumbles, and spell fumbles are described in vague terms in order to allow the game master some flexibility in adapting an effect to the situation it occurs in. For example, a player fumbling his halberd may get "Strikes floor, weapon stuck," as an effect. Is it a stone floor? Wood? Dirt? It is up to

the game master to decide how the effect plays out. It might be "Your halberd wedges between two flagstones, stuck firmly in place," or "Your halberd digs in the soft ground, catching on a root as you try to remove it." It is up to the game master to determine the best way to apply the results of a critical hit, fumble, or spell fumble.

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, -3 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	+1 Gut hit
5	+1 Chest hit; fatigued 1d4 rounds
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
1	-1 Lucky hit; opponent's weapon broken
2	+0 Solid hit
3	+0 Terrific hit; opponent fatigued 1d4 rounds
4	+0 Resounding blow; opponent dazed 1 round
5	+0 Deft strike
6	+1 Grave wounding
7	+0 Vicious blow; opponent base move -2
8	+0 Savage wallop; opponent -1 to hit
9	+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 5 rounds
17	+1 Vital strike; opponent fatigued and dazed 1d4 rounds
18	+1 Massive blow; opponent dazed 1d6 rounds
19	+0 Skilled strike; opponent's 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
1	-1 Foot; -5 to base movement until healed
2	+0 Leg; -5 to base movement until healed
3	+0 Hip; -2 dexterity until healed
4	+0 Ribs
5	+0 Stomach
6	+0 Arm; drop weapon/item held
7	+0 Chest; fatigued until healed
8	+0 Neck
9	+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; fatigued until healed
18	+3 Neck; crushed/severed if this kills opponent
19	+1 Back; legs unusable and unable to stand until healed
20	+2 Head; unconscious 2d6 rounds

70% of the time the side hit will be opposite of the attacker's weapon arm, unless in ranged combat or a bite attack, then either side is equally likely to be hit.

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
33-35	+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

%	Critical Hit Multiplier and Result
1	+0 1d4 toes hit
2	+0 Foot hit
3	+0 Knee hit
4	+0 Finger hit
5	+0 Elbow hit
6	+0 Shoulder hit
7	+0 Clavicle hit
8	+0 Neck hit
9	+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; tripped

29	+0	Armor damaged; -1 AC
30	+0	Knocked off feet, lands on head
31	+0	1d4 toes mutilated; -5 base move
32	+0	Foot mutilated; -5 base move
33	+0	Knee mutilated; -5 base move
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
49	+0	Buttocks mutilated; unable to sit
47	+0	Abdomen mutilated; -4 constitution
48	+0	Chest mutilated; fatigued
49	+0	Hip mutilated; leg unusable
50	+0	Thigh mutilated; -5 base move
51	+0	Hamstring mutilated; -5 base move
52	+0	Shin mutilated; -5 base move
53	+0	Calf mutilated; -5 base move
54	+0	Ankle mutilated; -10 base move
55	+0	Ear mutilated; -8 listen checks, must make checks to hear ordinary sound
56	+0	Hand mutilated; drop any items; -2 to hit/dmg
57	+0	Wrist mutilated; hand unusable

58	+0	Leg sweep; tripped
59	+1	Armor damaged, -2 AC
60	+1	Knocked off feet, lands on weapon
61		Break opponent's weapon; no dmg
62	-1	Break opponent's weapon
63		Break opponent's weapon; roll again on this chart for dmg
64		1d4 carried items destroyed; no dmg
65		1d4 carried items destroyed; normal dmg
66		1d4 carried items destroyed; roll again on this chart for dmg
67	+1	Chest punctured/crushed
68	+1	Foot crushed; -5 base move
69	+1	Knee severed; ¼ base move
70	+1	1d4 fingers severed
71	+1	Elbow severed
72	+1	Hip shattered; ¼ base move
73	+1	Thigh severed; ¼ base move
74	+3	Neck hacked
75	+1	Ankle severed; ¼ base move
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 hit points per round for 5 rounds
81	+1	Thumb severed
82	+0	Shoulder dislocated; arm unusable until successful heal check
83	+1	Partially eviscerated
84	+0	Hip dislocated; leg unusable until successful heal check; ¼ base move
85	+0	Elbow dislocated; hand unusable until successful heal check
86	+0	Knee dislocated; leg unusable

		until successful heal check; ¼ base move
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 & unable to eat solid foods
91-		Roll twice on this chart or once on the dramatic critical hit chart (Table 1.7)
100		

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

%	Critical Hit Multiplier and Result
1	+2 Skull cracked/brain struck; -2 intelligence & wisdom
2	+2 Chest cavity punctured through clavicle
3	+2 Jugular vein opened
4	+2 Lung impaled
5	+2 Bowels impaled
6	+2 Neck impaled
7	+2 Liver ruptured
8	+2 Kidney ruptured
9	+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 which slash and puncture internal organs every round subject moves arms/legs, causing 2d6 points dmg
18	+1 Hip shattered, bone splinters cause 1d4 dmg every round subject stands

19	+1	All teeth knocked out, jaw crushed; target unable to speak or eat
20	+1	Hand and arm cleaved to elbow; unusable
21	+1	Compound fracture to leg
22	+1	Compound fracture to collarbone
23	+1	Compound fracture to arm
24	+1	Armor broken & twisted into wound
25	+1	Falls onto own weapon, which snaps off in wound
26	+3	Brain pierced through ear; -2 intelligence & wisdom; -8 to listen checks; -5 to balance checks; deaf in one ear
27	+3	Brain pierced through eye; -2 intelligence & wisdom; -4 to spot checks; blind in one eye; now has a blind side
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 subject driven into his body; game master determines dmg
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 or dead
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 blocks blow with weapon, but blow so massive, opponent's own weapon forced into face
39	+2	Opponent blocks blow with weapon, but blow so massive, opponent's own weapon forced into abdomen
40	+1	Opponent blocks blow with weapon, but blow so massive, opponent's own weapon forced into leg
41	+2	Chunk carved/knocked out of torso
42	+1	Chunk carved/knocked out of leg
43	+1	Head struck, neck turned 90 degrees, cannot straighten until healed
44	+1	Back struck; fatigued; cannot bend until healed
45	+2	Force of blow shatters opponent's weapon, splinters/shrapnel lodged in throat; unable to speak/eat
46	+1	Force of blow shatters opponent's weapon, splinters/shrapnel lodged in eye; -4 to spot checks; blind in one eye; now has a blind side
47	+1	Force of blow shatters opponent's weapon, splinters/shrapnel lodged in ear; -8 to listen checks; -5 to balance checks; deaf in one ear
48	+2	Force of blow shatters opponent's weapon, splinters/shrapnel lodged in chest cavity
49	+1	Force of blow shatters opponent's weapon,

		splinters/shrapnel lodged in abdomen
50	D1	Side of head caved in
51	D1	Spinal column shattered
52	D1	Head twisted 180 degrees
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
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, lands on head, neck snapped
65	D2	Side shorn away, shoulder to hip
66	D6	Massive blow to chest causing respiratory failure
67	D6	Neck injury causing lungs to fill with blood
68	D10-20	Massive blow to abdomen; internal bleeding
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 & 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, opponent struck with splinter/shrapnel which enters bloodstream, causing cardiac arrest; 1d4 points of constitution damage per hour until healed or dead
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; guts rearranged
83	D4	All ribs separated from sternum, one of which severs coronary artery; internal hemorrhage into chest cavity
84	+3	Leg snapped, broken bone severs femoral artery; internal bleeding
85	D0	Skull halved at temple (crown removed); brain halved
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, D2 is death in two rounds, and D10-20 is death in 10 to 20 rounds.

It is up to the game master to provide descriptions of how these events come to pass. When a player says "How does the orc's arm break and cut his jugular?" the game master needs to be able to say "As your mace came down from above, the orc put an arm up to shield himself from your weapon's full weight. Your mace snapped the orc's arm so hard that the fracture broke the skin. The force of the blow carried that jagged bone into his exposed throat, cutting his jugular." Players love that stuff.

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.

Table 1.8: One-roll location/severity critical hit chart

Roll	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

The One Roll Chart

This chart 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.

03-04	Left Calf	+0; ½ base movement; DC 20 Reflex save or fall prone	+0	+0	+0
05-06	Right Calf	+0; ½ base movement; DC 20 Reflex 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; Fatigued	+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 Broken, 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 Reflex save or severed, ¼ base movement	+0; Nailed to floor, no movement, then ¼ after release	+0; DC 20 Reflex save or torn off, ¼ base movement
52	Right Foot	+0; Shattered, ¼ base movement	+1; DC 20 Reflex save or severed, ¼ base movement	+0; Nailed to floor, no movement, then ¼ after release	+0; DC 20 Reflex save or torn off, ¼ base movement
53-54	Left Shin	+0; Broken, ¼ base movement	+1; DC 20 Reflex save or severed, ¼ base movement	+0	+0; Broken, ¼ base movement
55-56	Right Shin	+0; Broken, ¼ base movement	+1; DC 20 Reflex save or severed, ¼ base movement	+0	+0; Broken, ¼ base movement
57-59	Left Thigh	+0; Broken, ¼ base movement	+1; DC 20 Reflex save or severed, fall prone, ¼ base movement	+0	+0
60-62	Right Thigh	+0; Broken, ¼ base movement	+1; DC 20 Reflex save or severed, fall prone, ¼ base movement	+0	+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 Reflex save or die (eviscerated)	+2; Liver ruptured, DC 16 Reflex save or 1d6 dmg/round	+1
73-74	Left Flank	+0; Broken ribs, can carry only light load	+0; Gashed, 1d2 dmg/round	+2; lung punctured, fatigued	+0; Gashed, 1d2 dmg/round
75-76	Right Flank	+0; Broken ribs, can carry only light load	+0; Gashed, 1d2 dmg/round	+2; lung punctured, fatigued	+0; Gashed, 1d2 dmg/round
77	Left Hand	+0; Shattered, unusable	+0; DC 20 Reflex save or severed	+0; Drop item(s) in hand	+0; DC 20 Reflex save or torn off
78	Right Hand	+0; Shattered, unusable	+0; DC 20 Reflex save or severed	+0; Drop item(s) in hand	+0; DC 20 Reflex save or torn off
79-80	Right Lower Arm	+0; Broken, cannot attack or hold items more than 5 lbs	+0; DC 20 Reflex 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 more than 5 lbs	+0; DC 20 Reflex 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 more than 5 lbs	+0; DC 20 Reflex 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 more than 5 lbs	+0; DC 20 Reflex 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, fatigued	+0; Gashed, 1d2 dmg/round	+2; Heart punctured, fatigued, DC 20 Fort save or die	+0

92	Right Clavicle	+1; Broken, stabs left lung, fatigued	+0; Gashed, 1d2 dmg/round	+2; Lung punctured, fatigued	+0
93-97	Chest	+2; Caved in	+0; Gashed, 1d2 dmg/round	+2; Heart punctured, fatigued, DC 25 Fort save or die	+2; Heart punctured, fatigued, DC 25 Fort save or die
98	Neck	+2; Paralyzed 1d4 weeks	+2; DC 20 Fort save or die (beheaded)	+1; Larynx pierced, unable to speak	+2; Paralyzed 1d4 weeks
99	Head	+2; Caved in, DC 20 Fort save or die	+2; Downward stroke, DC 20 Fort save or die (cleaved crown to neck)	+2; Skull pierced, DC 20 Fort save or die	+2; Skull crushed in jaws, DC 20 Fort save or head torn off
100	Face	+2; Shattered, DC 25 Fort save or die	+2; Golf swing, DC 25 Fort save or die	+2; Eye impaled, blind in one eye, DC 25 Fort save or die	+2; Teeth puncture the eye and throat, blind in one eye, DC 25 Fort save or die

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.

Table 1.9: Two-roll location/severity critical hit chart

Roll	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

* See location/severity chart for multiplier

Slashing Weapons

Roll Three	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 Three	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 Three	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 Three	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 d6 turns without magical aid
D	Death in d6 rounds
E	Unusable for duration of battle
H	Unusable until healed
I	Incapacitated, effectively unconscious
L	Severe pain, -6 to hit/dmg, difficulty breathing
O	Ruptured Organs, internal bleeding, Death in d3 turns
P	Pain -2 to hit and dam
S	Stunned
U	Unconscious
X	Instant Death

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.

Table 1.10: Three-roll critical hit chart

Roll One	Critical Hit Multiplier and Result
1	* Roll for location/severity (+1 to severity)
2	-1 Opponent dazed 1d4 rounds
3	+1 No special result
4-5	+0 Knocked prone
6-8	+0 No special result
9-10	+0 Armor damaged, -2 AC
11	+2 No special result
12-	+0 Armor damaged, -1 AC
14	
15-	* Roll for location/severity (-2 to severity)
16	
17	* Roll for location/severity
18-	* Roll for location/severity (-1 to severity)
19	
20	* Roll for location/severity (+2 to severity)

* See location/severity chart for multiplier

Slashing Weapons

Roll Three	Critical Hit Multiplier	Effect	Special Result**
≤2	+0	Gashed	1 2 3 4 5 6 7 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

Roll Two	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

Blunt Weapons

Roll Three	Critical Hit Multiplier	Effect	Special Result**
≤2	+0	Incapacitated	1 2 3 4 5 6 7 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 Three	Critical Hit Multiplier	Effect	Special Result**
≤2	+0	Gashed	1 2 3 4 5 6 7 - - - - - - -
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 Three	Critical Hit Multiplier	Effect	Special Result**
≤2	+0	Chomped	1 2 3 4 5 6 7 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 d6 turns without magical aid
D	Death in d6 rounds
E	Unusable for duration of battle
H	Unusable until healed
I	Incapacitated, effectively unconscious
L	Severe pain, -6 to hit/dmg, difficulty breathing
O	Ruptured Organs, internal bleeding, Death in d3 turns
P	Pain -2 to hit and dam
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.

We've provided a number of charts, covering more than just blunt, slashing, and piercing weapons. There's nothing like a critical hit with a flask of burning oil to really brighten your day.

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 fatigued, can only carry light load
20	+2	Head caved in, unconscious 4d6 hours, DC 20 Fort save or slip into coma for 1d8 days.

Melee, Blunt

Table 1.11:

Roll	Multiplier and Result
1	-1 Leg sweep, opponent tripped
2	+0 Temple hit; disoriented; new initiative is 1
3	+0 Foot broken; ¼ base movement (hopping)
4	+0 Hip shattered; unable to stand
5	+0 Elbow dislocated; lower arm unusable, drop held item(s)
6	+0 Knee dislocated; opponent tripped, leg unusable, ¼ base movement (crawling)
7	+0 Hand hit; carried item(s) dropped
8	+0 Wrist broken; carried item(s) dropped, cannot attack or hold items more than 5 lbs
9	+0 Opponent's weapon broken
10	+0 Opponent's armor damaged, -2 armor bonus
11	+0 Random item carried by opponent smashed
12	+0 Chest hit; opponent fatigued
13	+0 Hip bruised; -2 dexterity
14	+0 Arm broken, lesser fracture; cannot hold items more than 5 lbs, can attack at half damage

Melee, Piercing

Table 1.12:

Roll	Multiplier and Result
1	+0 Foot nailed to floor; no movement, then ½ after release
2	+0 Leg broken; ½ base movement
3	+0 Arm nailed to side
4	+0 Hand hit; drop item(s) in hand
5	+0 Knee hit; ½ base movement (limping)
6	+0 Arm hit; -2 to hit/dmg
7	+0 Leg hit, femoral artery nicked; 1d4 dmg/round
8	+0 Hip hit; ¾ base movement
9	+0 Back pierced; opponent paralyzed from the waist down until attacker removes weapon
10	+0 Opponent's armor damaged, -1 armor bonus
11	+0 Arm broken, lesser fracture; cannot hold items more than 5 lbs, can attack at half damage
12	+0 Stomach hit; looks gross
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 Reflex save or liver ruptured, 1d6 dmg/round
17	+0 Chest hit, lung punctured; opponent fatigued
18	+0 Chest hit
19	+1 Neck hit, larynx pierced; unable to speak
20	+2 Skull hit & cracked, brain pierced; -1 Intelligence, -1 Wisdom

Melee, Slashing

Table 1.13

Roll	Multiplier and Result
1	-1 Knuckles slashed; drops weapon
2	-1 Forehead slashed; blood runs into eyes, blinded 1d2 rounds
3	+0 Hand slashed; drop carried item(s)
4	+0 Foot sliced
5	+0 Arm gashed; DC 20 Reflex save or broken
6	+0 Leg gashed; DC 20 Reflex save or broken
7	+0 Hip slashed
8	+0 Opponent's weapon broken
9	+0 Back slashed
10	+0 Armor damaged, -2 armor bonus
11	+0 Belt, backpack, or weapon harness slashed off
12	+0 Arm gashed; DC 15 Reflex save or severed
13	+0 Leg gashed; DC 15 Reflex save or severed
14	+0 Face slashed; DC 15 Reflex save or nose lopped off (-4 charisma)
15	+0 Chunk carved from side
16	+0 Deep cut in shoulder
17	+0 Chest slashed
18	+0 Stomach opened up; opponent fatigued
19	+1 Extremity badly slashed (d4 determines which); DC 20 Reflex save or severed
20	+2 Neck badly slashed; DC 20 Reflex save or severed

Melee, Unarmed Strike

Table 1.16:

Roll	Multiplier and Result
1	-1 Surprise jab; knocked prone
2	-1 Stick and move; dazed one round
3	-1 Body blow; drops to knees
4	+0 Kidney punch; fatigued 2 rounds
5	+0 Rabbit punch (neck chop); dazed 1d4 rounds
6	+0 Uppercut; knocked prone
7	+0 Ear bash; DC 20 Fortitude save or break eardrum (-8 listen checks, unable to determine direction of sounds)
8	+0 Blow to solar plexus; dazed 1d4 rounds
9	+0 Shin kick; leg broken, ¼ base movement (hopping)
10	+0 Foot stomp; foot crushed, ½ base movement (limping)
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 Great body blow; drops to knees, fatigued 1d6 rounds
15	+0 Broken nose; -1 charisma
16	+0 Dotting the "i"; in one round, opponent's eye swells shut
17	+0 Bolo punch; Opponent bites piece of tongue off, affecting speech
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.; neck injured, unconscious 1d8 rounds

Ranged, Blunt

Table 1.15:

Roll	Multiplier and Result
1	-1 Leg bashed, opponent tripped
2	+0 Noggin struck; disoriented; new initiative is 1
3	+0 Opponent's armor damaged, -2 armor bonus
4	+0 Hip bruised; opponent knocked prone
5	+0 Elbow dislocated; lower arm unusable, drop held item(s)
6	+0 Knee struck, dislocated; opponent tripped, leg unusable, ¼ base movement (crawling)
7	+0 Hand struck, broken; carried item(s) dropped, cannot attack or hold items more than 5 lbs
8	+0 Chest hit; opponent fatigued
9	+0 Opponent's weapon struck, 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 impact, pieces lodge in stomach and leg
13	+0 Eye hit; temporarily blinded in one eye due to swelling (if missile is larger than eye socket) or permanently (if missile is smaller)
14	+0 Shoulder dislocated; arm unusable until successful heal check or spell
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, missiles one or more sizes smaller than opponent are lodged completely inside opponent's stomach cavity
19	+1	Massive chest blow, broken ribs; opponent fatigued, can only carry light load
20	+2	Head caved in, unconscious 4d6 hours, DC 20 Fort save or slip into coma for 1d8 days.

Ranged, Piercing

Table 1.14

Roll	Multiplier and Result
1	-1 Foot nailed to floor; no movement, then 1/2 after release
2	-1 Arm nailed to wall; no movement until release
3	+0 Shoulder hit, tip/head breaks off in wound; 1d4 dmg to remove
4	+0 Stomach hit, tip/head breaks off in wound; 2d4 dmg to remove
5	+0 Chest hit, tip/head breaks off in wound; 1d4 dmg to remove
6	+0 Arm hit; -2 to hit/dmg
7	+0 Leg hit, femoral artery nicked if pulled out without a successful heal check; 1d4 dmg/round
8	+0 Hip hit; 3/4 base movement
9	+0 Back pierced; opponent paralyzed from the waist down until attacker removes weapon
10	+0 Opponent's armor damaged, -1 armor bonus
11	+0 Arm broken, lesser fracture; cannot hold items more than 5 lbs, can attack at half damage

12	+0	Stomach hit; missiles one or more sizes smaller than opponent are lodged completely inside opponent's stomach cavity, missiles same size or larger stick out both sides
13	+0	Groin hit; 3/4 base movement, draws laughs from enemies
14	+0	Ear pierced; deaf in one ear
15	+0	Eye pierced; blinded in one eye
16	+0	Stomach hit; DC 16 Reflex save or liver ruptured, 1d6 dmg/round
17	+0	Chest hit, lung punctured; opponent fatigued
18	+0	Chest hit
19	+1	Neck hit, larynx pierced; unable to speak
20	+2	Skull hit & cracked, brain pierced; -1 Intelligence, -1 Wisdom (x2 if pulled out without a successful heal check)

Ranged, Slashing

Table 1.17:

Roll	Multiplier and Result
1	-1 Scalped; strange looking hair loss & scar, -1 Charisma
2	-1 Forehead slashed; blood runs into eyes, blinded 1d2 rounds
3	+0 Foot slashed; DC 15 Reflex save or lose 1d4 toes
4	+0 Hand slashed; drop carried item(s), DC 15 Reflex save or lose 1d4 fingers
5	+0 Elbow shaved; -2 to hit/dmg with injured arm
6	+0 Kneecapped; 1/2 base movement
7	+0 Hip slashed; 3/4 base movement
8	+0 Weapon broken, attacker's missile ricochets into opponent
9	+0 Side slashed
10	+0 Armor damaged, -1 armor bonus
11	+0 Missile lodged between ribs
12	+0 Arm gashed
13	+0 Leg gashed
14	+0 Face slashed; DC 15 Reflex save or nose lopped off (-4 charisma)
15	+0 Stomach opened up; fatigued
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, missiles one or more sizes smaller than opponent are lodged completely inside opponent's stomach cavity
20	+2 Neck badly slashed; missiles of same size category as opponent or larger may sever, DC 15 +5 per size category larger

Bite

The following chart assumes creatures are up to one size category larger or smaller than their prey. If not, this is not the most appropriate chart to use.

Table 1.18:

Roll	Multiplier and Result
1	+0 Opponent knocked prone
2	+0 Leg broken; 1/2 base movement
3	+0 Foot crushed; 1/2 base movement
4	+0 Hand bitten; drop item(s) in hand
5	+0 Ankle bitten; sprained, 3/4 movement
6	+0 Arm chomped; -2 to hit/dmg
7	+0 Leg bitten, femoral artery nicked; 1d4 dmg/round
8	+0 Hip bitten
9	+0 Neck bitten; opponent pinned to ground, successful grapple check must be made to escape
10	+0 Opponent's armor damaged, -1 armor bonus
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 Reflex save or ear ripped off
15	+0 Eye pierced; blinded in one eye
16	+0 Flank bitten; DC 16 Reflex save or kidney ruptured, 1d6 dmg/round
17	+0 Chest chomped; 1d4 ribs cracked
18	+0 Arm bitten; opponent tossed 5'
19	+1 Neck munched, larynx pierced; unable to speak
20	+2 Skull cracked, brain damaged; -1 Intelligence, -1 Wisdom

Flaming Oil/Molotov Cocktail

Table 1.19:

Roll	Multiplier and Result
1	-1 Armor singed, -1 armor bonus
2	-1 Hand hit, on fire, drops any carried item(s)
3	-1 Flask breaks at feet; target must move 5' and extinguish flames immediately to avoid double damage
4	+0 Flask breaks at feet; footwear destroyed
5	+0 Flask breaks at feet,
6	+0 Flask breaks at feet; target consumed by fireball, slips on oil, falls into random adjacent square, target's previous square on fire 1d4 rounds
7	+0 Flask breaks at feet; target slips on oil, falls into burning puddle, target must move 5' and extinguish flames immediately to avoid triple damage
8	+0 Direct hit to abdomen
9	+0 Direct hit to leg
10	+0 Direct hit to arm
11	+0 Direct hit to hip
12	+0 Hair/fur ablaze; takes at least two rounds to extinguish
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 enemy within 5'
15	+0 Direct hit to chest, oil runs down legs; takes at least two rounds to extinguish

16	+0 Flask caught in clothing/armor; armor held together with leather and/or fabric is destroyed (no armor bonus), full- and half-plate -2 armor bonus, 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 target rolls on ground
18	+1 Direct hit to face; whole head aflame, all hair burned off (now grows in patches), -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 extinguish flames immediately to avoid quadruple damage
20	+2 Flask goes into open mouth, explodes; flame shoots from mouth and nose, target unable to speak until healed, suffers permanent lisp

Firearm Bullet/Slug

Table 1.20:

Roll	Multiplier and Result
1	-1 Ear grazed; maimed
2	-1 Nose shot off; -2 Charisma
3	+0 Entry through leg, no exit; ¾ movement
4	+0 Entry through shoulder, no exit
5	+0 Entry/exit through hand; drop carried item(s), hand unusable
6	+0 Finger shot off; drop carried item(s)
7	+0 Entry through arm; broken arm
8	+0 Entry through leg; broken leg
9	+0 Entry through hip; shattered hip
10	+0 Entry through abdomen, no exit; fatigued
11	+0 Entry through chest, no exit; fatigued
12	+0 Entry/exit through ankle; ½ 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 of head
20	+2 Entry through eye, exit through back of head

Blaster

Table 1.21:

Roll	Multiplier and Result
1	-1 Armor/clothing catches fire and is destroyed; 1d4 fire dmg/round until extinguished
2	-1 Temporary intermittent neural damage; each round, a different body part will become paralyzed (determine randomly), effects last 1d4 minutes
3	+0 Neural overload; dazed 2d4 rounds
4	+0 Neural overload; stunned 2d4 rounds
5	+0 Neural overload; unconscious 2d4 rounds
6	+0 Face burned; -2 Charisma
7	+0 Hair/fur ablaze; takes at least two rounds to extinguish
8	+0 Sensory damage; target feels unexplained sensations at random times (a tap on the back, pains in extremities, phantom pains in extremities that do not exist, like a third arm or tail)
9	+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, -8 to listen checks, occasionally talks too loudly or too quietly
11	+0 Damage to chest; fatigued
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 check once each round to regain use of legs
15	+0	Systemic neural damage; partial paralysis (legs), make a DC 20 Constitution check once each round to regain use of legs
16	+0	Systemic neural damage; temporary total paralysis, make a DC 20 Constitution check once each minute to regain use of a single body part
17	+0	Systemic neural damage; short-term total paralysis, make a DC 20 Constitution check once each day to regain use of a single body part
18	+0	Systemic neural damage; long-term total paralysis, make a DC 20 Constitution check once 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 Fortitude save or autonomic body functions (pulse, respiration, etc.) cease, sending target to -1 hit points

Opponent Specific Critical Hits

Critical hits can be applied differently to opponents in specific situations; would a warrior on horseback respond to a critical hit in the same manner as one on foot?

Mounted Opponents

Table 1.22:

Roll	Multiplier and Result
1	-1 Pulled from mount
2	+0 Mount stumbles with force of blow, moves 5' in random direction
3	+0 Thrown from mount & dragged, DC 20 Reflex save or escape artist check to escape, 1d4 points dmg until escape or mount stops.
4	+0 Knocked from mount
5	+0 Bridle severed
6	+0 Hand broken, unusable; -2 Ride skill*
7	+0 Mount slips on opponent's blood, but does not fall; -5 initiative.
8	+0 Opponent's blood sprays into mount's eyes, mount blinded 1 round
9	+0 Head struck; dazed 1d2 rounds
10-14	+0 Normal crit
15	+0 Opponent drops weapon
16	+0 Mount stops suddenly
17	+0 Mount falls
18	+0 Mount falls, breaks leg
19	+1 Leg broken; -5 Ride skill
20	+1 Leg pinned to mount; mount takes normal weapon dmg in addition

*-2 unless opponent is not holding the reins in his other hand, then as per Ride skill.

Winged Opponents

Opponents riding flying mounts should use Table 1.22 (Mounted Opponents). This chart is specifically for opponents on the wing.

Table 1.23:

Roll	Multiplier and Result
1	-1 Tail tattered; maneuverability demoted one class
2	-1 Right wing surface area reduced*; maneuverability demoted one class
3	-1 Left wing surface area reduced*; maneuverability demoted one class
4	+0 Hip; -2 dexterity until healed
5	+0 Ribs hit
6	+0 Stomach hit
7	+0 Arm hit; drop weapon/item held
8	+0 Chest hit; fatigued
9	+0 Wing joint hit; maneuverability demoted one class
10-14	+0 Normal critical hit
15	+0 Solid hit; opponent tumbles and falls 1d20 feet
16	+0 Head struck; unconscious 1 round, moves 1/2 base forward, and 100 feet down, recovers immediately next round
17	+0 Face struck; dazed 1d4 rounds, flies in a straight line while dazed
18	+0 Tail severed; maneuverability demoted one class
19	+1 Massive hit; tumbles and falls 1d10 x 10 feet
20	+1 Wing severed; opponent immediately falls to ground

* If opponent has feathered wings, feathers are severed. If the opponent has bat wings, the membrane is slashed or pierced so the skin flaps in the breeze.

Fish and Other Finned Opponents

Occasionally characters may find themselves fighting creatures that propel themselves through water.

Table 1.24:

Roll	Multiplier and Result
1	-1 Stabilizing fin severed; -4 to initiative
2	-1 Stabilizing fin severed; -2 dexterity
3	+0 Stabilizing fin severed, back struck; -4 to initiative
4	+0 Stabilizing fin severed, back struck; -2 dexterity
5	+0 Ribs hit
6	+0 Stomach hit; contents emptied
7	+0 Spine damaged; moving in anything but a straight line is a full-round action
8	+0 Face hit; dazed 1 round, float 1d10 feet in random direction while dazed
9	+0 Jaw mangled; -2 to hit and damage with bite attacks
10-14	+0 Normal critical hit
15	+0 Tail fin severed; 1/2 base movement
16	+0 Gill slashed; difficulty breathing, fatigued
17	+0 Right pelvic fin severed; 1/2 base movement, turning left is a partial action, -4 dexterity
18	+0 Left pelvic fin severed; 1/2 base movement, turning right is a partial action, -4 dexterity
19	+1 Entire tail severed (not just fin); 1/2 base movement
20	+1 Brain pierced through eye; blind in one eye, -4 to spot checks

Undead

Q: Undead don't have vital areas, so they aren't subject to critical hits, right?

A: You may not be able to rupture their kidneys, but does that mean you can't cut their arms off? We think not.

Under these variant rules, critical hits to undead do not deal extra damage, as the (un)life force of an undead creature does not come from blood that flows through arms and legs or from organs in the chest. Many hits that would be mortal blows to living creatures (e.g. having a lung pierced), are shrugged off by the undead. This is reflected in the large range of normal hits in the table below. Critical hits to undead may cripple or hamper them in some way instead.

Table 1.24:

Roll	Result
1	Hand broken or severed; unusable
2	Arm broken or severed; unusable
3	Foot broken or severed; unusable, ¼ movement (limping)
4	Leg broken or severed; unusable, ½ movement (limping/hopping)
5	Back broken, cannot swivel at the waist; -2 to hit/dmg
6-15	Normal hit, not critical
16	Neck broken; -4 to bite attacks
17	Pelvis shattered; ¼ movement (crawling)
18	Massive blow to chest; creature knocked prone, 5' back
19	Head caved in or partially severed; creature must hold it on to keep it from separating
20	Head completely severed

Variant Rule: Undead and Severed Heads

Some dungeon masters rule that an undead creature whose head is severed is dead. While this does follow a line of logic, it also means that the arch-lich whom a character scores the lucky hit on is now destroyed.

We propose that low-level, "mindless" undead like zombies or skeletons be considered destroyed upon severance of their heads. However, higher level undead are not so quickly dispatched. An undead creature can still "see" out of the eyes of its head, and may either continue fighting, or reattach its severed part. Even if the body is not within sight of the head, the body instinctively knows where the head is at all times, and will seek it. Reattachment takes one full minute (10 rounds), but does not restore any lost hit points.

The Grand Critical Hit Chart

On the following several pages follows a critical hit chart that will be overkill for the majority of game masters out there. However, for the game masters who truly believe that too much is never enough, we

have compiled a Grand Critical Hit Chart, compiled from the previous charts, with some new effects added. Critical hit modifiers are listed in parentheses after each effect.

Table 1.26: Grand Critical Hit Chart

%	Blunt	Slashing	Piercing
1	Skull cracked/brain struck; -2 intelligence, -2 wisdom (+2)	Skull cracked/brain struck; -2 intelligence, -2 wisdom (+2)	Skull hit & cracked, brain pierced; -1 Intelligence, -1 Wisdom (+2)
2	Leg sweep, opponent tripped (+0)	Leg slashed, opponent tripped (+0)	Chest cavity punctured through clavicle (+1)
3	Temple hit; disoriented; new initiative is 1 (+0)	Random item carried by target destroyed (no hit)	Liver ruptured (+2)
4	Foot broken; ¼ base movement (hopping) (+0)	Knuckles slashed; drops weapon (+0)	Lung impaled (+2)
5	Hip shattered; unable to stand (+0)	Forehead slashed; blood runs into eyes, blinded 1d2 rounds (-1)	Bowels impaled (+2)
6	Elbow dislocated; lower arm unusable, drop held item(s) (+0)	Hand slashed; drop carried item(s) (+0)	Neck impaled (+2)
7	Knee dislocated; opponent tripped, leg unusable, ¼ base movement (crawling) (+0)	Foot sliced (+0)	Back pierced; opponent paralyzed from the waist down until attacker removes weapon (+2)
8	Hand hit; carried item(s) dropped (+0)	Arm gashed; DC 20 Reflex save or broken (+0, +1 if broken)	Kidney ruptured (+2)
9	Wrist broken; carried item(s) dropped, cannot attack or hold items more than 5 lbs (+0)	Leg gashed; DC 20 Reflex save or broken (+0, +1 if broken)	Spleen ruptured (+2)
10	Opponent's weapon broken (no hit)	Hip slashed (+0)	Stomach ruptured (+2)
11	Opponent's armor damaged, -2 armor bonus	Opponent's weapon broken (no hit)	Hand nailed to body with attacker's weapon (+1)
12	Random item carried by opponent smashed (+0)	Back slashed (+0)	Arm nailed to side with attacker's weapon (+1)
13	Chest hit; opponent fatigued (+0)	Armor damaged, -2 armor bonus (-1)	Body nailed to wall/floor with attacker's weapon (+1)
14	Head struck, neck turned 90 degrees, cannot straighten until healed (+0)	Belt, backpack, or weapon harness slashed off (-1)	Foot nailed to floor with attacker's weapon (+0)

15	Knocked prone, lands on own weapon (+0)	Knocked prone, lands on own weapon (+0)	Knocked prone, lands on own weapon (+0)
16	Knocked 10' away, back broken (+1)	Arm gashed; DC 15 Reflex save or severed (+0, +1 if severed)	Foot nailed to floor; no movement, then ½ after release (+0)
17	Compound fracture in leg; protruding bone slices major artery in other leg (+1)	Leg gashed; DC 15 Reflex save or severed (+0, +1 if severed)	Leg broken; ½ base movement (+0)
18	Hip shattered, bone splinters cause 1d4 dmg every round subject stands (+0)	Face slashed; DC 15 Reflex save or nose lopped off (-4 charisma) (+0)	Liver & kidney impaled/ruptured (+2)
19	All teeth knocked out, jaw crushed; subject unable to speak or eat (+0)	Hand and arm split to elbow; unusable (+0)	Arm nailed to side (+1)
20	Foot sprained; unusable for duration of battle (+0)	Hand slashed; drop carried item(s), 1d4 fingers severed (+0)	Knee hit; ½ base movement (limping) (+0)
21	Compound fracture to leg (+1)	Falls onto own weapon, which snaps off in wound (+0)	Arm hit; -2 to hit/dmg (+0)
22	Compound fracture to collarbone (+1)	Compound fracture to leg (+1)	Leg hit, femoral artery nicked; 1d4 dmg/round (+0)
23	Compound fracture to arm (+1)	Slashed from shoulder blade to waist (+1)	Hip hit; ¾ base movement (+0)
24	Armor broken & twisted into wound (-1) (-2 AC)	Compound fracture to collarbone (+1)	Hand hit; drop item(s) in hand (+0)
25	Falls onto own weapon, which snaps off in wound (+0)	Foot slashed; 1d4 toes severed, -1 Dexterity (+0)	Opponent falls onto own weapon, which snaps off in wound (+0)
26	Calf bruised; ¾ movement for duration of battle (+0)	Calf hit with haft of weapon; bruised, ¾ movement for duration of battle (+0)	Calf hit with haft of weapon; bruised, ¾ movement for duration of battle (+0)
27	Flank struck; 1d4 ribs cracked, fatigued until healed (+0)	Flank slammed with haft of weapon; 1d4 ribs cracked, fatigued until healed (+0)	Flank slammed with haft of weapon; 1d4 ribs cracked, fatigued until healed (+0)
28	2d6 ribs broken which slash and puncture internal organs every round subject moves arms/legs, causing 2d6 points dmg (+1)	Bone shard enters bloodstream, causing cardiac arrest; 1d4 points of constitution damage per hour until healed or dead (+1)	Side impaled; if attacker does not withdraw weapon, he can force the target's movement into adjacent squares on an opposed Strength check (attacker +8) (+0)
29	Compound fracture in arm; protruding bone pierces abdomen (+1)	Compound fracture in arm; protruding bone pierces abdomen (+1)	Compound fracture in arm; protruding bone pierces abdomen (+1)
30	Masterful combination; opponent disarmed (weapon 10' away), tripped, and hit (+0)	Masterful combination; opponent disarmed (weapon 10' away), tripped, and hit (+0)	Masterful combination; opponent disarmed (weapon 10' away), tripped, and hit (+0)
31	One blow K.O.; neck injured, unconscious 1d8 rounds (+0)	Cunning stroke; opponent disarmed and hit (+0)	Cunning stroke; opponent disarmed and hit (+0)

32	Skillful combination; opponent hit and fumbles next attack (-1)	Skillful combination; opponent hit and fumbles next attack (-1)	Skillful combination; opponent hit and fumbles next attack (-1)
33	Thigh bruised; ¾ movement for duration of battle (+0)	Achilles tendon cut; ¾ movement (limping) (+0)	Eye pierced; blinded in one eye (+0)
34	Bone shard enters bloodstream, causing cardiac arrest; 1d4 points of constitution damage per hour until healed or dead (+1)	Skin and muscle shorn from one side of face; teeth exposed, -5 Charisma (+0)	Stomach hit; DC 16 Reflex save or liver ruptured, 1d6 dmg/round (+1)
35	Expert feint; opponent -5 to initiative (no hit)	Expert feint; opponent -5 to initiative (no hit)	Expert feint; opponent -5 to initiative (no hit)
36	Massive chest blow, broken ribs; opponent fatigued, can only carry light load (+1)	Arm severed, trip on arm, fall on own weapon (+1)	Opponent's armor damaged, -1 armor bonus (+0)
37	Head caved in, unconscious 4d6 hours, DC 20 Fort save or slip into coma for 1d8 days. (+2)	Leg severed, fall on attacker's weapon (+1)	Neck hit, larynx pierced; unable to speak (+1)
38	Opponent blocks blow with weapon, but blow so massive, opponent's own weapon forced into face (+0)	Opponent blocks blow with weapon, but blow so massive, opponent's own weapon forced into face (+0)	Opponent blocks blow with weapon, but blow so massive, opponent's own weapon forced into face (+0)
39	Opponent blocks blow with weapon, but blow so massive, opponent's own weapon forced into abdomen (+0)	Opponent blocks blow with weapon, but blow so massive, opponent's own weapon forced into abdomen (+0)	Opponent blocks blow with weapon, but blow so massive, opponent's own weapon forced into abdomen (+0)
40	Opponent blocks blow with weapon, but blow so massive, opponent's own weapon forced into leg (+0)	Opponent blocks blow with weapon, but blow so massive, opponent's own weapon forced into leg (+0)	Opponent blocks blow with weapon, but blow so massive, opponent's own weapon forced into leg (+0)
41	Chunk knocked out of torso (+1)	Chunk carved out of torso (+1)	Nose pierced; cartilage damaged -2 Charisma (+0)
42	Groin struck hard; stunned 1d4 rounds (+0)	Chunk carved out of leg (+0)	Groin hit; ¾ base movement (+0)
43	Hip bruised; -2 dexterity (+0)	Compound fracture to arm (+0)	Chest hit (+1)
44	Back struck; fatigued; cannot bend until healed (+0)	Flank slashed; 1d4 ribs cracked, fatigued until healed (+0)	Ear pierced; deaf in one ear (+0)
45	Force of blow shatters opponent's weapon, splinters/shrapnel lodged in throat; unable to speak/eat (+0)	Force of blow shatters opponent's weapon, splinters/shrapnel lodged in throat; unable to speak/eat (+0)	Force of blow shatters opponent's weapon, splinters/shrapnel lodged in throat; unable to speak/eat (+0)
46	Force of blow shatters opponent's weapon, splinters/shrapnel lodged in eye; -4 to spot checks; blind in one eye; now has a blind side (+0)	Force of blow shatters opponent's weapon, splinters/shrapnel lodged in eye; -4 to spot checks; blind in one eye; now has a blind side (+0)	Force of blow shatters opponent's weapon, splinters/shrapnel lodged in eye; -4 to spot checks; blind in one eye; now has a blind side (+0)

47	Force of blow shatters opponent's weapon, splinters/shrapnel lodged in ear; -8 to listen checks; -5 to balance checks; deaf in one ear (+0)	Force of blow shatters opponent's weapon, splinters/shrapnel lodged in ear; -8 to listen checks; -5 to balance checks; deaf in one ear (+0)	Force of blow shatters opponent's weapon, splinters/shrapnel lodged in ear; -8 to listen checks; -5 to balance checks; deaf in one ear (+0)
48	Force of blow shatters opponent's weapon, splinters/shrapnel lodged in chest cavity (+1)	Force of blow shatters opponent's weapon, splinters/shrapnel lodged in chest cavity (+1)	Force of blow shatters opponent's weapon, splinters/shrapnel lodged in chest cavity (+1)
49	Force of blow shatters opponent's weapon, splinters/shrapnel lodged in abdomen (+0)	Force of blow shatters opponent's weapon, splinters/shrapnel lodged in abdomen (+0)	Force of blow shatters opponent's weapon, splinters/shrapnel lodged in abdomen (+0)
50	Blow to eye; swells shut, -6 to spot checks, now has a blind side (+0)	Armor broken & twisted into wound (-2 AC) (+0)	Arm broken, lesser fracture; cannot hold items more than 5 lbs, can attack at half damage (+0)
51	Arm broken; cannot attack or hold items more than 5 lbs (+0)	Thumb severed; drop carried item(s) (+0)	Knocked down and nailed to floor through shoulder; DC 25 Strength check to rise (+0)
52	Elbow hyper extended; cannot attack or hold items more than 5 lbs, unusable until healed (+0)	Both forearms slashed (+0)	Knocked down and nailed to floor through leg; may sit up, but DC 25 Strength check to stand (+0)
53	Hand sprained; drop carried items, unusable for duration of battle (+0)	Trachea slashed; fatigued, now breathes through throat (+1)	Trachea stabbed; fatigued, now breathes through throat (+1)
54	Knee hyper extended; ½ movement (limping) (+0)	Knee slashed; tripped, ½ movement (limping) (+0)	Knee pierced; tripped, ½ movement (limping) (+0)
55	Arm bruised; no feeling in arm for one round, drop carried items, then -2 to hit/dmg with that arm (+0)	Hit in stomach with haft of weapon; internal bleeding, 1d4 dmg/round (+0)	Hit in stomach with haft of weapon; internal bleeding, 1d4 dmg/round (+0)
56	Shin shattered; unusable, ¼ movement (crawling) (+1)	Hit in chest with haft of weapon; dazed one round, fatigued (+0)	Hit in chest with haft of weapon; dazed one round, fatigued (+0)
57	Hip shattered; unusable, ¼ movement (crawling) (+1)	Hit in head with haft of weapon; concussion, stunned 2d6 rounds (+0)	Hit in head with haft of weapon; concussion, stunned 2d6 rounds (+0)
58	Trachea crushed; suffocation begins (+1)	Sucking chest wound; exhausted (+1)	Sucking chest wound; exhausted (+1)
59	Arm broken, lesser fracture; cannot hold items more than 5 lbs, can attack at half damage (+0)	Slashed hand and head; drop carried item(s) (+1)	Impaled arm and pierced chest (+1)
60	Groin struck; dazed one round (+0)	Slashed stomach and leg (+1)	Impaled arm and pierced stomach (+1)

61	Neck injured; paralyzed 1d4 rounds (+0)	Slashed arm and chest (+1)	Impaled arm and pierced neck (+1)
62	Concussion; stunned 2d6 rounds (+0)	Slashed from shoulder to hip (+0)	Slashed across chest with tip of weapon (+0)
63	Stomach hit; internal bleeding, 1d4 dmg/round (+1)	Slashed from chest to knee (+1)	Slashed across stomach with tip of weapon (+0)
64	Knocked 10' away, lands on head; neck injured (+1)	Elbow shaved; -1 to hit/dmg with that arm (+0)	Elbow pierced; -2 to hit/dmg with that arm (+0)
65	Hand broken; drop carried items, unusable until healed (+0)	Kneecapped; ½ movement (limping) (+0)	Stomach hit; internal bleeding, 1d4 dmg/round (+1)
66	Connected with forehead; blood runs into opponent's eyes, blinding opponent 1d2 rounds (+1)	Slashed forehead; blood runs into opponent's eyes, blinding opponent 1d2 rounds (+0)	Scraped forehead; blood runs into opponent's eyes, blinding opponent 1d2 rounds (-1)
67	Neck injury causing lungs to fill with blood (+2)	Neck injury causing lungs to fill with blood (+2)	Neck injury causing lungs to fill with blood (+2)
68	Massive blow to abdomen; internal bleeding (+2)	Massive blow to abdomen; internal bleeding (+2)	Massive blow to abdomen; internal bleeding (+2)
69	Massive blow to head; brain hemorrhage (+2)	Chunk carved from side (+1)	Massive blow to head; brain hemorrhage (+2)
70	Clavicle snapped, pierces jugular (+2)	Deep cut in shoulder (+1)	Shoulder punctured (+0)
71	Massive blow to chest causing respiratory failure (1d4 Con dmg/round)	Massive blow to chest causing respiratory failure (1d4 Con dmg/round)	Massive blow to chest causing heart attack (1d4 Con dmg/round)
72	Flank stuck; broken ribs, can carry only light load (+0)	Stomach opened up; opponent fatigued (+1)	Brain impaled through ear (+2)
73	Upper spine snapped; arms and legs unusable (+2)	Upper spine snapped; arms and legs unusable (+2)	Brain impaled through eye (+2)
74	Head hit; neck sprained, -2 to hit due to pain (+0)	Ear lopped off (+0)	Hit to open mouth; tongue pierced, now speaks with an impediment (+0)
75	Clavicle broken, stabs left lung, fatigued (+2)	Side shorn away, shoulder to hip (+2)	Brain impaled through mouth (+2)
76	Lower spine snapped; legs unusable (+2)	Lower spine snapped; legs unusable (+2)	Brain pierced through ear; -2 intelligence & wisdom; -8 to listen checks; -5 to balance checks; deaf in one ear (+2)
77	Larynx crushed; unable to speak, breathing difficult, fatigued (+1)	Extremity badly slashed (d4 determines which); DC 20 Reflex save or severed (+1, +2 if severed)	Brain pierced through eye; -2 intelligence & wisdom; -4 to spot checks; blind in one eye; now has a blind side (+2)
78	Jaw broken, tongue bitten off; speaks with difficulty (+0)	Partial evisceration, slip on guts, fall on own weapon (+2)	Chest hit, lung punctured; opponent fatigued (+2)
79	Opponent's weapon broken (no dmg)	Opponent's weapon broken (no dmg)	Opponent's weapon broken (no dmg)
80	Opponent knocked prone (-1)	Opponent knocked prone (-1)	Opponent knocked prone (-1)

81	Opponent's armor damaged; -2 armor bonus (-1)	Opponent's armor damaged; -2 armor bonus (-1)	Opponent's armor damaged; -2 armor bonus (-1)
82	Random item carried by opponent is destroyed (-1)	Random item carried by opponent is destroyed (-1)	Random item carried by opponent is destroyed (-1)
83	Opponent knocked 10' backward (+0)	Opponent knocked 10' backward (+0)	Opponent knocked 10' backward (+0)
84	Opponent knocked 5' to the left (+0)	Opponent knocked 5' to the left (+0)	Opponent knocked 5' to the left (+0)
85	Opponent knocked 5' to the right (+0)	Opponent knocked 5' to the right (+0)	Opponent knocked 5' to the right (+0)
86	Opponent stunned 2 rounds (+0)	Opponent stunned 2 rounds (+0)	Opponent stunned 2 rounds (+0)
87	Major vein hit; opponent loses 1d4 hit points per round for 2d4 rounds (+0)	Major vein hit; opponent loses 1d4 hit points per round for 2d4 rounds (+0)	Major vein hit; opponent loses 1d4 hit points per round for 2d4 rounds (+0)
88	Opponent dazed one round (+0)	Opponent dazed one round (+0)	Opponent dazed one round (+0)
89	Opponent staggers; initiative becomes 1, next round is flat footed (+0)	Opponent staggers; initiative becomes 1, next round is flat footed (+0)	Opponent staggers; initiative becomes 1, next round is flat footed (+0)

The following critical hits result in massive damage or death (game master's choice). Game masters not desiring such possibilities with a single stroke should have players re-roll results above 89.

90	Massive blow to crown; neck telescopes inward, breaking	Cleaved in two (crown to pelvis)	Heart and lung impaled/ruptured
91	Head of weapon sunken into chest cavity	Cleaved in two (shoulder to hip)	Impaled through abdomen, weapon exits through clavicle
92	Face completely smashed in	Cleaved in two (at the waist)	Impaled through abdomen, weapon exits through back
93	Side of head caved in	Jugular vein opened	Impaled through chest, weapon exits through hip
94	Skull shattered	Completely eviscerated	Impaled through chest, weapon exits through back
95	Spinal column shattered	Skull cleaved in two (crown to neck)	Impaled underneath chin, through crown
96	Head twisted 180 degrees	Upward stroke between ribs; lung and major arteries slashed	Heart ruptured
97	Back broken through massive blow to abdomen; guts rearranged	Skull halved at temple (crown removed); brain halved	Impaled through back of head, weapon comes out mouth
98	Ribs broken, one of which severs coronary artery; internal hemorrhage into chest cavity	Both legs severed	Impaled down through throat into chest cavity; lung and stomach ruptured
99	Leg snapped, broken bone severs femoral artery; internal bleeding	Slashed through trachea; will suffocate if weapon not removed	Stabbed through trachea; will suffocate if weapon not removed
00	Head knocked clean off	Beheaded	Impaled ear-to-ear

Fumbles

A well-designed fumble chart can create just as much suspense as a crit chart. Like our treatment of critical hit tables, we've provided you a wide variety of fumble charts, based on a number of schemas.

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

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	Off balance, -4 penalty to initiative, attack is a miss
6	Mishandles weapon, attack is a miss

Table 2.2: Alternate d6 fumble chart

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

d20	Fumble Result
1	Staggers and falls to knee
2	Mishandles weapon, attack is a miss
3	Wrist turns, mild strain, -1 to hit/dmg for 2d10 hours
4	Disarmed by opponent
5	Overextends, opponent gains immediate attack of opportunity
6	Caught flat footed for one round
7	Drops weapon
8	Stumbles, attack is a miss
9	Weapon breaks
10	Weapon damages own armor, -1 AC
11	Weapon tears random piece of own clothing
12	Weapon tossed 3d8 feet in random direction
13	Rolls ankle, ¼ movement for 1 day
14	Off balance, -4 penalty to initiative, attack is a miss
15	Slips and falls, but rolls to feet in random adjacent square, new initiative is 1 (effective immediately)
16	Throws weapon straight up, weapon lands on head doing 1 point of dmg
17	Slipped and falls prone
18	Slipped and falls on own weapon, 2 points dmg
19	Hits closest ally, half damage
20	Hit self, half damage

The following chart (Table 2.4) incorporates a much greater risk of injury. Enjoy!

Table 2.4: Alternate d20 fumble chart

d20	Fumble Result
1	Mishandles weapon, attack is a miss
2	Slips and falls prone, opponent gains immediate attack of opportunity
3	Disarmed by opponent
4	Caught flat footed for one round
5	Overextends, opponent gains immediate attack of opportunity
6	Weapon tossed, hits nearby ally, who must make a DC 20 Reflex save or be tripped
7	Wrist turns, mild strain, -1 to hit/dmg for 2d10 hours
8	Trip, fall on opponent's weapon, which does normal damage
9	Weapon breaks
10	Weapon damages own armor, -1 armor bonus
11	Off balance, -4 penalty to initiative, attack is a miss
12	Weapon tossed 3d8 feet in random direction
13	Slipped and fell on own weapon, 1d4 points dmg
14	Whack self in knee, normal damage, 1/2 movement
15	Whack self in head, normal damage, 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, either find yourself a 30-sided die, or use percentile ranges. The following chart's ranges have been apportioned to make non-damaging fumbles more likely.

Table 2.5: Percentile range fumble chart

%	Fumble Result
01-08	Staggers and falls to knee
09-16	Stumbles, 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 penalty to initiative, attack is a miss
41-43	Caught flat footed 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
56-58	Disarmed by opponent
59-61	Weapon tossed 3d8 feet in random direction
62-64	Rolls ankle, 3/4 movement for 1 day
65-67	Overextends, opponent gains immediate attack of opportunity
68-70	Slips and falls, but rolls to feet in random adjacent square, new initiative is 1 (effective immediately)
71-73	Throws weapon straight up, weapon lands on head doing 1 point of dmg
74-76	Slips and falls prone
77-79	Slips and falls on own weapon, 2 points dmg

80-82	Tosses weapon, hits nearby ally, who must make a DC 20 Reflex save or be tripped
83-85	Trips, falls on opponent's weapon, which does normal damage
86-88	Slips and falls on own weapon, 1d4 points dmg
89-90	Whacks self in knee, normal damage, 1/2 movement
91-92	Whacks self in head, normal damage, stunned one round
93-94	Hits closest ally, half damage
95-96	Hits self, half damage
97	Hits closest ally, normal damage
98	Hits self, normal damage
99	Hits self, double damage
100	Hits self, critical hit

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

Table 2.6: Percentile fumble chart

%	Fumble Result
1	Tears a hamstring, 3/4 movement for one day
2	Weapon stuck in nearest object (or a wall, the ground, etc.) DC 15 Strength check to retrieve it
3	Mishandles weapon, attack is a miss
4	Falls prone, weapon slides 2d6 feet away
5	Bad swing, dislocates shoulder, arm unusable until successful treat injury check
6	Caught flat footed for one round
7	Weapon tangled in your clothes/armor, lose turn
8	Weapon strikes nearest target besides intended opponent
9	Weapon breaks

10	Misses, loses grip on the follow-through, weapon thrown 2d20 feet behind character
11	Weapon is damaged (unless magical), -1 to hit/dmg
12	Falls hard, prone and stunned for one round
13	Rolls ankle, 3/4 movement for 1 day
14	Tears a bicep, -2 hit/dmg for one day
15	Grit in the eye, -2 to hit for 1d4 rounds
16	Throws weapon straight up, weapon lands on head doing 1 point of dmg
17	Bobbles weapon, contacts the "business end" while trying to catch it, 1 point dmg
18	Slipped and fell on own weapon, 2 points dmg
19	Trips and falls into opponent, knocking both prone in opponent's square
20	Momentarily distracted, -5 initiative
21	Totally distracted, opponent gains attack of opportunity
22	Whack self in knee, normal damage, 1/2 movement
23	Whack self in head, normal damage, stunned one round
24	Armor/clothing/equipment binds up, -2 to hit/dmg until defender takes a full round action to readjust
25	Sweat in eyes, -1 to hit until eyes cleared (free action)
26	Wrist turns, mild strain, -1 to hit/dmg for 2d10 hours
27	Weapon tangles in opponent's armor/clothing/fur, and defender loses grasp
28	Too much follow through: hits self for normal damage
29	Stumbles, attack is a miss
30	Wrenches wrist, drops weapon, -2 to dmg for duration of battle
31	Slips and falls on own weapon, 1d4 points dmg

- 32 Slips, lands on head, double vision 1d4 rounds (-2 to hit)
- 33 Drops weapon
- 34 Slips, somersaults backwards, rolls to feet in square directly behind former position
- 35 Slips and grabs opponent on the way down, pulling opponent down on top
- 36 Wrenches elbow, -2 to dmg for duration of battle
- 37 Staggers and falls to knee
- 38 Slips, rolls to feet in square to the left of former position
- 39 Sunderes random adjacent foe (besides target), if no foes adjacent, then miss
- 40 Off balance, -4 penalty to initiative, attack is a miss
- 41 Falls into opponent, knocking opponent back one square
- 42 Slips, tumbles one square to the right of former position, lands flat on face
- 43 Armor/equipment strap slips, attack is a miss, -2 to hit until adjusted (partial action)
- 44 Weapon damages own armor, -1 armor bonus
- 45 Slips, rolls to feet in square to the right of former position
- 46 Hits own foot, 2 points dmg, ¼ movement until end of battle
- 47 Disarmed by opponent
- 48 Falls flat on back, injures back, can not sit up, full round action to stand
- 49 Stub toe on other foot, ¾ movement for next round only
- 50 Overextends, opponent gains immediate attack of opportunity
- 51 Bobbles weapon, flat footed while trying to recover it (one round)
- 52 Toss your weapon into nearest friend, roll to hit him flat footed, normal damage on hit
- 53 Slips, tumbles one square to the left of former position, lands flat on face

- 54 Strike random adjacent friend, if no friends adjacent, then miss
- 55 Weapon tossed 3d8 feet in random direction
- 56 Trip random adjacent foe (besides target), if no foes adjacent, then miss
- 57 Slips, tumbles one square directly behind former position, lands flat on face
- 58 Toss weapon, which trips nearest non-adjacent person/monster
- 59 Weapon tears random piece of own clothing
- 60 Trip random adjacent friend, if no friends adjacent, then miss
- 61 Disarm random adjacent foe (besides target), if no foes adjacent, then miss
- 62 Slips and falls, but rolls to feet in random adjacent square, new initiative is 1 (effective immediately)
- 63 Strap breaks, backpack or belt comes off
- 64 Strike random adjacent foe (besides target), if no foes adjacent, then miss
- 65 Pants/breeches/belt fall down, partial action to fix them, ¼ movement while around ankles
- 66 Cut/knock open belt pouch or backpack, contents scattered in square
- 67 Sunderes random adjacent friend, if no friends adjacent, then miss
- 68 Whacks self in eye, eye swells shut next round for 1d20 hours, -4 to spot checks, now has a blind side
- 69 Slips and falls prone
- 70 Slips and does the splits, tears hamstring, ¾ movement
- 71 Slips, rolls to feet in square to the left of former position, weapon clatters away 10 feet in random direction
- 72 Disarm random adjacent friend, if no friends adjacent, then miss
- 73 Trip, fall on opponent's weapon, which does normal damage

- 74 Slips and falls to knees, bobbling weapon, if opponent has not acted, he may disarm character
- 75 Slips, rolls to feet in square to the right of former position, weapon clatters away 10 feet in random direction
- 76 Bobbles weapon, player has a choice: drop weapon or be flat footed while recovering it
- 77 Wrenches shoulder, -1 to hit/dmg for rest of battle
- 78 Slips, rolls to feet in square directly behind former position, weapon clatters away 10 feet in random direction
- 79 Ill timed sneeze, attack is a miss
- 80 Throws weapon straight up, weapon lands on head, unconscious for 1 round
- 81 Smashes/severs a finger, -1 to hit/dmg
- 82 Smashes/severs a toe, ¼ movement
- 83 Lops off/smashes an ear, normal damage
- 84 Hit nearest non-targeted opponent, normal damage
- 85 Hit nearest ally, normal damage
- 86 Critically hit nearest ally
- 87 Hits self, half damage
- 88 Hits self, normal damage
- 89 Hits self, double damage
- 90 Critically hits self
- 91- game master choice
- 100

Damaging Fumbles

The damaging fumble chart is designed for special occasions; most rolls result in massive damage or death. It is excellent for use when the player characters are spectators watching NPC's or monsters in combat.

Table 2.7: Damaging fumble chart

%	Fumble Result
1	Slams self in head, skull cracked, -2 intelligence & wisdom, x3 dmg
2	Nails hand to body with weapon, x2 dmg
3	Nails arm to side with weapon, x2 dmg
4	Nails self to wall/floor with weapon, x2 dmg
5	Nails foot to floor with weapon, DC 20 Strength check to remove, then ½ movement (limping), normal dmg
6	Whacks self in mouth, all teeth knocked out, jaw crushed, unable to speak or eat, x2 dmg
7	Falls onto own weapon, which snaps off in wound, x2 dmg
8	Falls on chin, jaw broken, tongue bitten off; speaks with difficulty, 2d6 dmg
9	Hits self in temple, neck turned 90 degrees, cannot straighten until healed, normal dmg
10	Hits self in back, fatigued, cannot bend until healed
11	Tears a hamstring, ¾ movement for one day
12	Weapon stuck in nearest object (or a wall, the ground, etc.) DC 15 Strength check to retrieve it

13	Weapon strikes nearest target besides intended opponent for double damage
14	Shaves/breaks off thumb, -4 hit/dmg, normal dmg
15	Bobbles weapon, contacts the "business end" while trying to catch it, severs 1d4 fingers, normal damage
16	Lops off/shatters own wrist, x2 dmg
17	Lops off/shatters own elbow, x2 dmg
18	Lops off/shatters own leg, x3 dmg, ¼ movement (crawling/dragging)
19	Lops off/shatters own foot, x2 dmg, ½ movement (hopping)
20	Weapon breaks, shrapnel flies into eye, -4 to spot checks, blind in one eye, now has a blind side
21	Weapon is damaged (unless magical), -3 to hit/dmg
22	Falls hard, prone and stunned for 2d4 rounds
23	Slips and breaks ankle, ¾ movement for 2d6 days
24	Tears a bicep, -2 hit/dmg for one day
25	Grit in the eye, -2 to hit for 1d4 rounds
26	Throws weapon straight up, weapon lands on head doing x2 dmg
27	Sheathes weapon in ear, brain pierced, -8 listen checks, -2 intelligence & wisdom, x4 dmg
28	Slips and falls on own weapon, normal dmg
29	Trips and falls into opponent, knocking both prone in opponent's square
30	Sheathes weapon in eye, brain pierced, -4 spot checks, blind in one eye, now has a blind side, -2 intelligence & wisdom, x4 dmg
31	Misses, loses grip on the follow-through, weapon thrown 4d20 feet behind character
32	Whack self in knee, normal damage, ½ movement

33	Whack self in head, normal damage, stunned one round
34	Throws weapon straight up, weapon lands on head, unconscious for 1 round
35	Smashes/severs a finger, -1 to hit/dmg
36	Smashes/severs a toe, ¾ movement
37	Lops off/smashes an ear, normal damage
38	Weapon clatters across floor, spinning hard, and breaks/severs the nearest ankle
39	Shaves kneecap, ¾ movement, normal dmg
40	Shaves elbow, -2 hit/dmg, normal dmg
41	Slips and falls on own weapon, x2 dmg
42	Slips, lands on head, 2d8 dmg, unconscious 1d4 hours
43	Hits own leg, nicks femoral artery, normal dmg and 1d4 dmg/round
44	Snags cloak/piece of clothing which binds, choking and causing suffocation to begin, DC 15 Dexterity check (without gloves/gauntlets) to unbind in a single round
45	Slips and grabs opponent on the way down, pulling opponent down on top, opponent pins defender in a grapple
46	Wrenches elbow, -2 to dmg for duration of battle
47	Hits self in ribs, normal damage
48	Lops off nose, -2 Charisma, normal damage
49	Lops off ear, normal damage
50	Scalps self, -1 Charisma, normal damage
51	Stabs self in abdomen, ruptures liver, x3 dmg
52	Stabs self in chest, punctures lung, fatigued, x3 dmg
53	Stabs self in chest, punctures heart, fatigued, x4 dmg

54	Hits self in flank, ruptures kidney, x2 damage
55	Weapon damages own armor, -1 armor bonus
56	Hits own foot, normal dmg, ¾ movement until healed
57	Disarmed by opponent
58	Falls flat on back, injures back, paralyzed from waist down
59	Hits self in clavicle, breaks clavicle, -2 to hit/dmg, normal dmg
60	Overextends, opponent gains immediate attack of opportunity
61	Tunic/cape/other clothing flips into face, accidentally hit self trying to clear it, normal damage, flat footed one round
62	Toss your weapon into nearest friend, roll to hit him flat footed, double damage on hit
63	Hit self and drop weapon, normal damage
64	Strike random adjacent friend, if no friends adjacent, then miss
65	Weapon tossed 3d20 feet in random direction
66	Trip random adjacent foe (besides target), all those in melee gain immediate attack of opportunity against tripped foe (if no foes adjacent, then miss)
67	Hit self and damage weapon (-2 to hit/dmg), normal damage
68	Toss weapon, which trips nearest non-adjacent person/monster, all those in melee gain immediate attack of opportunity against tripped person/monster
69	Hit self and break weapon, normal damage

70	Trip random adjacent ally, all those in melee gain immediate attack of opportunity against tripped ally (if no foes adjacent, then miss)
71	Disarm random adjacent foe (besides target), if no foes adjacent, then miss
72	Shears all armor, clothing, and skin from torso, -2 armor bonus, normal damage
73	Strap breaks, backpack or belt comes off, causing momentary distraction, flat footed this round
74	Strike random adjacent foe (besides target), if no foes adjacent, then miss
75	Shears all armor, clothing, and skin from leg, -1 armor bonus (if leg armored), normal damage
76	Cut/knock open belt pouch or backpack, contents scattered across all adjacent squares
77	Sunders random adjacent friend, if no friends adjacent, then miss
78	Pierces own eye, blinds self, -4 to spot checks, now has a blind side
79	Slips and falls prone, dazed one round
80	Slips and does the splits, breaks leg, 1/2 movement
81	Slips, rolls to feet in square to the left of former position, weapon clatters away 10 feet in random direction and breaks (-2 to hit/dmg)
82	Disarm random adjacent friend, if no friends adjacent, then miss
83	Trip, fall on opponent's weapon, which does double damage
84	Wrong place at the wrong time: Next opponent to attack before player's turn next round scores a crit
85	Falls on butt, breaks tailbone, 3/4 movement
86	Hits self in hand, breaks 1d4 fingers, hand unusable for combat

87	Falls and dislocates shoulder, unusable until successful treat injury check or magical healing
88	Hits self in neck, cuts trachea, difficulty speaking, now breathes through neck, x2 dmg
89	Hits self in neck, damages larynx, difficulty speaking, x2 dmg
90	Hits self in neck, severs carotid artery, death in 1d4 rounds
91-100	Game master choice

Comedic Fumbles

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

%	Fumble Result
01	Slips on a damp spot on the ground, lands on head, now talks with a stutter
02-03	Tosses weapon, hitting nearest ally, who then fumbles (immediately) and rolls on this chart
04-05	Steps on own cape/tunic, and falls backwards into adjacent square
06-07	Trips, falls prone in opponent's square, tripping him and causing him to fall into player's former square
08-09	Falls on own weapon, slips while attempting to stand and falls on it again
10-11	Tosses weapon straight up, braces for impact. When impact doesn't come as expected, looks up and takes it on the forehead.
12-13	Tosses weapon into target's face, target takes normal damage, weapon is now in target's square
14-15	Tosses weapon straight up, catches the business end
16-17	Tosses weapon straight up, and the HANDLE hits and dislocates wrist
18-19	Incredible stumble: Stumbles into enemy and falls, weapon ready. Enemy falls onto PC, weapon also ready. Both critically hit one another.
20-21	Piece of clothing flips over face, blinded until removed
22-23	Punches self in mouth, 1 point dmg

24-25	Punches self in groin, 1 point dmg
26-27	Punches self in eye, 1 point dmg
28-29	Punches self in nose, 1 point dmg
30-31	Lets go of weapon during attack and instead slaps opponent across face
32-33	Cuts/rips nearest ally's clothes, ally's pants/breeches/belt fall down, flat footed while pulling them back up, 1/4 movement while they are around ankles
34-35	A buckle comes loose and backpack (or other container if no backpack) flies off, tripping nearest ally
36-37	A buckle comes loose and backpack (or other container if no backpack) flies off, tripping nearest foe
38-39	Armor sticks/locks, weapon arm stretched out, pointing to the right. Strength check to unstick (move action): Light armor DC 10, medium armor DC 15, heavy armor DC 20
40-41	Pokes self in eye with thumb, -4 to spot checks for one day
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, 1 in 4 chance/round of the bug biting again. Full round action to remove or kill bug.
46	Scalps self, 1d4 points dmg, -1 Charisma (if unarmed, roll again)
47-48	Hits nearest ally, who hits back as a knee-jerk reaction
49-50	Pants/breeches/belt fall down, flat footed while pulling them back up, 1/4 movement while they are around ankles

51	Cuts/breaks open purse/pouch, coins/gems scatter, one flies into mouth and down PC's throat, causing PC to choke. PC cannot clear own airway and requires a successful treat injury check (DC 20) to avoid suffocation
52-53	Stomps on own toe, grunts audibly, loses attack
54-55	Remarkable stumble: Stumbles into enemy and falls, weapon ready. Enemy falls onto PC, weapon also ready. Both hit one another for half damage.
56-57	Tosses weapon straight up, then catches it so perfectly, that it appears to be a weapon flourish. Character is so surprised by own "skill" that he/she stands momentarily stupefied and is caught flat footed by next attack.
58-59	Sweaty palms: weapon slips from grasp, enemy throws up hands to catch it (letting go of own weapon), and PC grabs enemy's weapon. Each now has the other's weapon.
60-61	PC and enemy's armor/clothing becomes tangled/locked together at the wrist. Each is now flat-footed to the other with an opposed strength check required to move (only base movement per round).
62-63	PC and enemy's armor/clothing becomes tangled/locked together at the shoulder. Each is now flat-footed to the other with an opposed strength check required to move (only 1/2 base movement per round).
64-65	PC and enemy's armor/clothing becomes tangled/locked together at the chest. Each is now flat-footed to the other with an opposed strength check required to move (only one square per round).

66-67	Strike enemy's weapon, which breaks. Unfortunately, PC's weapon breaks as well.
68-69	Trips and lunges toward enemy, who ducks. PC somersaults overhead and lands on back behind enemy, taking 1d6 points dmg.
70-71	Remarkable slip: Delivers an unintentional flying elbow to target (1d4 dmg) before falling.
72-73	Hits self hard, breaks own leg (1d6 dmg), falls into enemy, who falls on PC's exposed bone, piercing an artery (1d4 dmg/round to enemy).
74-75	Wild swing: hits everybody within reach (ally and enemy), for 1d4 points dmg each
76-77	Spectacular stumble: Stumbles into enemy and falls, weapon ready. Enemy falls onto PC, weapon also ready. Both hit one another for normal damage.
78-79	Loses grip on weapon during swing, the now-weaponless swing ends up punching enemy in the eye instead, enemy -4 to spot checks
80-81	Trips and lunges toward enemy, who ducks. PC somersaults overhead and lands on feet behind enemy
82-83	Accidentally hurls weapon at ally's head. PC yells ally's name, who turns, looks, and takes it in the face, x2 dmg.
84-85	Trips and lunges toward enemy, who ducks. PC sails overhead and lands on head behind enemy, taking 1d6 points dmg and stunned one round.
86-87	Stumbles, managing to step on own hand, breaking 1d3 fingers before landing on head, dazed one round.
88-89	Stumbles, falls, and somersaults, managing to knee self in face. Twice. 2 points dmg, stunned one round.

90-91	Incredible slip: Delivers an unintentional flying kick to target's face (2d4 dmg) before falling and taking 1d4 points dmg.
92	Knock out 1d4 of opponent's teeth, causing 1d4 points dmg. One tooth flies down PC's throat, causing PC to choke. PC requires one full round of coughing (flat footed) to avoid suffocation.
93-94	Spectacular slip: Delivers an unintentional flying kick to target (1d4 dmg) before falling and taking 1d4 points dmg.
95-100	game master's choice

12	Strikes ground, weapon stuck
13	Clothesline self, knocked prone
14	Clothesline up to two allies in tandem, within 10 feet, knocked prone
15	Strikes ground, accidental pole vault 10 feet in random direction
16	Jerked off balance by mighty swing (and miss), -4 initiative, flat footed rest of round
17	Throws weapon straight up, 50/50 chance it strikes self or nearest enemy for normal damage on the way down
18	Hits nearest ally within reach for double damage
19	Overextends, opponent gains immediate attack of opportunity
20	Slips and bobbles weapon, which flips toward PC as he/she falls on it. PC takes double damage.

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.

Long-Hafted Melee Weapons

This includes pole-arms, scythes, and pikes.

Table 2.9:

Roll	Fumble Result
1-5	Wide swing, miss, opponents laugh
6	Trips random ally within reach
7	Hits random ally within reach, normal damage
8	Hits random opponent (other than intended target) within reach, half damage
9	Tosses weapon to nearest opponent
10	Hits target, normal damage, but weapon head/tip breaks off in wound
11	Hits target with haft, 1 point dmg

Swords and Axes

Table 2.10:

Roll	Fumble Result
1-5	Wide swing, miss, opponents laugh
6	Punches target with fist holding weapon, 1 point dmg
7	Damages own armor, -2 armor bonus
8	Slashes own forehead; blood runs into eyes, 2 pts dmg, blinded 1d2 rounds
9	Cut belt/clothing, pants/tunic falls down, -10 movement
10	Slices own foot, normal dmg, -5 movement
11	Slashes own backpack off
12	Weapon clatters across floor in random direction, spinning hard, and slashes the nearest ankle for normal dmg, -5 to movement
13	Shaves own kneecap, ¾ movement, normal dmg
14	Shaves own elbow, -2 hit/dmg, normal dmg
15	Bobbles weapon, -2 to initiative
16	Slips and falls on weapon, normal dmg
17	Throws weapon straight up, 50/50 chance it strikes self or nearest enemy for normal damage on the way down
18	Accidentally hits closest ally in head, lops off ear, ally dazed for 1 round, normal dmg
19	Lops off own ear, normal dmg
20	Hit self, double dmg

Blunt Melee Weapons

Table 2.11:

Roll	Fumble Result
1-5	Wide swing, miss, opponents laugh
6	Bruises own knee; tripped, leg unusable, ¼ base movement (crawling)

7	Hit off-hand, any held item(s) dropped
8	Off-weapon elbow dislocated; lower arm unusable, drop held item(s)
9	Throws weapon, hits random ally, normal dmg
10	Hits own temple, disoriented, new initiative is 1
11	Weapon makes a DC 15 Fort save or breaks
12	Hit self, random carried item smashed
13	Bruises own hip, -2 dexterity
14	Throws weapon into random opponent (other than intended target), normal dmg
15	Throws weapon into random opponent (other than intended target), double dmg
16	Slips and falls on weapon, 1 point dmg
17	Throws weapon straight up, 50/50 chance it strikes self or nearest enemy for normal damage on the way down
18	Accidentally hits closest ally in head, ally dazed for 1 round
19	Mighty spin: trips all opponents and allies within reach
20	Bashes own head, knocks self out for 1d4 rounds, normal dmg

Bows

Table 2.12:

Roll	Fumble Result
1-5	Wide shot, miss, opponents laugh
6	Errant shot: own foot nailed to floor; normal dmg, no movement, then ½ after release
7	Errant shot: own thigh hit, normal dmg, tip/head breaks off in wound; 1d4 dmg to remove
8	Errant shot: nearest ally hit, normal dmg
9	Errant shot: nearest non-targeted opponent hit, normal dmg

10	Errant shot: Shoots arrow straight up
11	Bowstring breaks, snapping PC in eye, 1 point dmg, blinded in one eye 1d4 rounds, -3 to hit sighting with the other eye
12	Bowstring breaks
13	Lets go with wrong hand: Throws bow 1d4 x 10 feet behind self
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 point dmg
18	Bow makes DC 15 Fort save or snaps
19	Arrow whistles loudly in flight and misses
20	Errant shot: own toe shot off, -5 movement, normal dmg

Thrown Weapons

Thrown weapons include javelins, daggers, rocks, and darts.

Table 2.13:

Roll	Fumble Result
1-5	Wide throw, miss, opponents laugh
6	Errant throw: own foot hit, ½ movement, 2 points dmg
7	Errant throw: straight up, own head hit, normal dmg
8	Errant throw: nearest ally hit, normal dmg
9	Errant throw: nearest non-targeted opponent hit, normal dmg
10	Errant throw: missile goes straight up. If outdoors, missile comes down next round, hitting whoever occupies the square at that time
11	Throws weapon 1d20 feet in random direction.

12	Tosses missile to nearest enemy, who catches it and may throw it back as an attack of opportunity
13	Forgets to let go: propelled forward one square per ten pounds of missile weight, lands on stomach
14	Bobbles weapon, -2 to initiative
15	Drops missile, slips on missile, falls on missile, 2 points dmg
16	Jostled, missile thrown 2d6 feet in random direction
17	Throws weapon 6d6 feet in random direction, weapon makes DC 20 Fort save or breaks.
18	Missile comes apart on impact, no dmg to target
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 just in time to be hit in the forehead as it comes down. Normal dmg, stunned one round.

Corded Weapons

This includes anything made from cord, rope or leather that an attacker swings or flicks: slings, nets, bolas, and whips, for example.

Table 2.14:

Roll	Fumble Result
1-5	Wide throw, miss, opponents laugh
6	Hits random opponent (other than intended target) within reach, half damage
7	Tosses weapon to nearest opponent
8	Trips self
9	Loses grip: Throws weapon, trips nearest ally

10	Loses grip: Throws weapon, trips nearest non-targeted enemy
11	Loses grip: Throws weapon, entangles nearest ally, ¼ movement until disentangled, which takes a full round
12	Loses grip: Throws weapon, entangles nearest non-targeted enemy, ¼ movement until disentangled, which takes a full round
13	Wraps around own waist, will take an action to unwrap
14	Entangles self, ¼ movement until disentangled, which takes a full round
15	Throws weapon 1d20 feet in random direction.
16	Drops weapon at feet
17	Wraps around own head, 2 points dmg
18	Poor timing: hits any creature occupying space directly behind PC
19	Hits random ally within reach, normal damage
20	Entangles feet, slips, falls, lands on head, knocked unconscious for 1d4 rounds

Armor

Sometimes it's not the weapons at all which cause a character to slip up; it's a "wardrobe malfunction."

Table 2.15:

Roll	Fumble Result
1	Knee locks up, ¾ movement
2	Elbow locks up, lose attack, -2 to hit/dmg with weapon arm
3	Torso armor slides loose, -1 armor bonus until tightened
4	Gauntlet/glove/sleeve snags armor, hand pinned to waist, lose attack

5	Shoulder locks up, forcing weapon arm to stick up over head
6	Slips, falls, armor locks up so standing is impossible
7	Torso armor falls off, PC loses benefit of armor
8	Helmet/head covering comes off
9	Helmet/head covering slips over eyes, PC flat footed until it is adjusted
10	Arm's armor catches on waist's armor, PC's arm is bound to waist, one action to free arm if other hand is empty
11	Belt slips to knees, ½ movement until adjusted
12	Belt slips to feet, trips PC
13	Straps slips, chafes PC, -2 to hit until adjusted
14	Armor cuts into PC, 1 point dmg
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 movement until repaired
17	Both arms lock up for one round
18	Armor locks/snags with armor of adjacent ally. They remain attached until they free themselves.
19	Armor locks/snags with armor of adjacent enemy. They remain attached until they free themselves.
20	Torso armor falls off, slips on torso armor, falls, lands on head, unconscious 1d4 rounds, PC loses benefit of armor

Unarmed Strike

Keep in mind that the damage dealt is subdual damage unless PC has the ability to deal actual damage with an unarmed strike.

Table 2.16:

Roll	Fumble Result
1	Hurts fist, 1 point dmg
2	Falls into enemy's weapon, normal dmg
3	Punches self in face, normal dmg
4	Overextends, offering all enemies within reach an attack of opportunity
5	Slips and falls prone
6	Kicks opponent hard with both feet, double damage to opponent, then PC lands on head, knocking self out for 1d4 rounds
7	Stomps on own foot, ½ base movement (limping) for one round
8	Pokes self in eye, loses an action
9	Trips, somersaults into random adjacent square
10	Trips, falls into opponent, opponent knocked back 5 feet
11	Random item falls out of backpack
12	Telegraphs punch, target gains an attack of opportunity
13	Elbows adjacent ally, 1d4 points subdual dmg
14	Opponent grabs attacking appendage. Make an opposed grapple check. If opponent wins, opponent throws PC to floor, 1d4 points dmg.
15	Punches/kicks so hard that PC spins 180 degrees, takes one action to regain balance

16	Misses and punches/kicks random adjacent hard object (wall/floor/pillar/etc.) taking 1d4 points dmg
17	Overshoots on the head butt, making it a face butt, dazed one round
18	Punches self in eye, in one round eye swells shut
19	Slips and lands on chin, accidentally bites piece of tongue off, affecting speech
20	One blow K.O., unconscious 1d8 rounds

Bite

Table 2.17:

Roll	Fumble Result
1-5	Chomp air, opponents laugh
6	Overextends, falls prone
7	Bites own leg, ½ base movement for 1d4 rounds, normal dmg
8	Chomps own arm, -2 to hit/dmg
9	Bites own hand, drop item(s) in hand
10	Bites own ankle, sprained, ¼ movement
11	Bites off piece of own armor, -1 AC
12	Shatters tooth, -1 dmg to bite attacks
13	Bites tongue, 1 point dmg
14	Bites tongue off, 1d3 points dmg, speaks with difficulty
15	Bites opponent's weapon, normal dmg
16	Snatches random article of clothing or item from opponent
17	Bites ground, swallows dirt/dust which causes a coughing fit, opponents gain an attack of opportunity
18	Snatches opponent's weapon away
19	Rams nose into opponent, triggering sneezing, lose action

20 Bites tongue off, tongue lodges in windpipe, suffocation begins and continues until it is dislodged, 1d3 points dmg

Flaming Oil/Molotov Cocktail

Table 2.18:

Roll	Fumble Result
1-5	Wide throw, miss, opponents laugh (unless their property is now on fire)
6	Spills oil on floor
7	Spills oil on floor, slips on oil, falls prone
8	Spills oil on floor, slips on oil, lands on head, 1 point dmg, stunned 1 round
9	Lights flask, throws flask, flame goes out while flask in flight
10	Hit random ally
11	Hit random non-targeted enemy/bystander
12	Drops flask, flask breaks, armor singed, -1 armor bonus
13	Bobbles flask, breaks on hand, hand on fire, 1 point dmg, drops any carried item(s)

14	Drops flask, flask breaks, PC must move 5' and extinguish flames immediately to avoid damage
15	Drops flask, flask does not break
16	Drops flask, flask breaks, PC consumed by fireball, slips on oil, falls into random adjacent square, target's previous square on fire 1d4 rounds, 1d6 dmg
17	Bobbles flask, dowses self with oil
18	Bobbles flask, lit flask falls into backpack/belt pouch/other bag; bag must be removed and extinguished immediately to avoid contents burning
19	Bobbles flask, flask falls into clothing/armor, then breaks, armor held together with leather and/or fabric is destroyed (no armor bonus), full- and half-plate suffer -2 armor bonus, takes at least two rounds to extinguish, 1d4 points dmg
20	Throws flask straight up, flask lands on head but does not break, 1d4 points subdual dmg

Firearm Bullet/Slug

Table 2.19:

Roll	Fumble Result
1	Misfire, dud cartridge
2	Misfire, obstruction between hammer and primer
3	Weapon jams, inoperable until cleared
4	Weapon jams, if weapon is fired before jam is cleared, weapon explodes dealing 1d4 dmg
5	Hot load results in weapon exploding
6	Bolt jammed shut
7	Drop weapon, stock split
8	Drop weapon, barrel bent
9	Drop weapon, sight/scope damaged
10	Drops weapon, inoperable until a DC 10 repair check is made
11	Drops weapon, inoperable until a DC 15 repair check is made
12	Drops weapon, inoperable until a DC 20 repair check is made
13	Bobbles weapon, shoots self in foot, normal dmg, ½ movement
14	Bobbles weapon, grazes own arm, 1 point dmg
15	Drops weapon, weapon fires, parting own hair, 1 point dmg
16	Drops weapon, weapon fires, hits random person
17	Ricochet resulting in random object being hit
18	Ricochet resulting in random ally being hit, normal dmg
19	Ricochet resulting in random opponent being hit, normal dmg
20	Ricochet resulting in shooter being hit, normal dmg

Blaster

Table 2.20:

Roll	Fumble Result
1	Weapon appears to fire normally, but the blaster beam/bolt does no damage for the next two shots
2	Emitter detuned, color of blaster fire is now permanently chartreuse
3	Blaster energy overload; dazed 1 round
4	Blaster energy overload; stunned 1d4 rounds
5	Blaster energy overload; unconscious 1d4 rounds
6	Blaster core melts, blaster destroyed
7	Blaster energy source instantly drained
8	Drops blaster, grip broken, -1 to hit
9	Drops blaster, accidentally kicks it 1d4 squares in random direction
10	Drops blaster, inoperable until a DC 10 repair check is made
11	Drops blaster, inoperable until a DC 15 repair check is made
12	Drops blaster, inoperable until a DC 20 repair check is made
13	Drops blaster, weapon fires, parting own hair, 1 point dmg
14	Drops blaster, weapon fires, 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, blaster makes a DC 15 Fort save or explodes, doing normal dmg to shooter and all in adjacent squares

Situation Specific Fumbles

Fumbling an attack from horseback can have very different consequences than fumbling an attack on foot, or while under water.

Mounted Fumbles

Table 2.21:

Roll	Fumble Result
1	DC 15 Ride check or falls from mount
2	Mount stumbles, moves 5' in random direction
3	Thrown from mount & dragged, DC 20 Reflex save, escape artist check, or ride check to escape, 1d4 points dmg until escape or mount stops.
4	Knocked from mount
5	Bridle snaps
6	Saddle comes loose and slips off
7	Mount slips on opponent's blood, but does not fall; -5 initiative.
8	PC's sweat drips into mount's eyes, mount blinded 1 round
9	Hit mount, half dmg
10	Hit mount, normal dmg
11	Hit mount, half dmg, mount bucks, DC 15 Ride check to remain in the saddle
12	Hit mount, normal dmg, mount bucks, DC 15 Ride 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 dmg in addition
17	PC throws weapon
18	Mount moves base movement in random direction

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| 19 | Rider thrown onto neck of mount, loses turn |
| 20 | DC 20 ride check, or rider thrown forward out of saddle, mount steps on rider, game master determines dmg. |

The Grand Fumble Chart

This chart requires a roll of a d3 and percentile dice. Results are expressed as 100 through 399, with a 100 being a roll of 1 on the d3 and a roll of 00 on the percentile dice. Reroll any result that is not applicable (such as being scalped by an unarmed strike).

Table 2.22: Grand Fumble Chart

%	Fumble Result
100	A buckle comes loose and backpack (or other container if no backpack) flies off, tripping nearest foe
101	Accidentally hits closest ally in head, ally dazed for 1 round
102	Accidentally hits closest ally in head, lops off ear, ally dazed for 1 round, normal dmg
103	Accidentally hurls weapon at ally's head. PC yells ally's name, who turns, looks, and takes it in the face, x2 dmg.
104	Arm's armor catches on waist's armor, PC's arm is bound to waist, one action to free arm if other hand is empty
105	Armor cuts into PC, 1 point dmg
106	Armor locks/snags with armor of adjacent ally. They remain attached until they free themselves.
107	Armor locks/snags with armor of adjacent enemy. They remain attached until they free themselves.

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| 108 | Armor sticks/locks, weapon arm stretched out, pointing to the right. Strength check to unstick (move action): Light armor DC 10, medium armor DC 15, heavy armor DC 20 |
| 109 | Armor/clothing/equipment binds up, -2 to hit/dmg until defender takes a full round action to readjust |
| 110 | Armor/equipment strap slips, attack is a miss, -2 to hit until adjusted (partial action) |
| 111 | Bad swing, dislocates shoulder, arm unusable until successful treat injury check |
| 112 | Bashes own head, knocks self out for 1d4 rounds, normal dmg |
| 113 | Belt pouch develops a hole, contents fall out |
| 114 | Belt slips to feet, trips PC |
| 115 | Belt slips to knees, 1/2 movement until adjusted |
| 116 | Bitten by a bug in the pants, involuntarily yells "OW!", loses attack, 1 in 4 chance/round of the bug biting again. Full round action to remove or kill bug. |
| 117 | Bobbles weapon, -2 to initiative |
| 118 | Bobbles weapon, -5 to initiative |
| 119 | Bobbles weapon, contacts the "business end" while trying to catch it, 1 point damage |
| 120 | Bobbles weapon, contacts the "business end" while trying to catch it, half dmg |
| 121 | Bobbles weapon, contacts the "business end" while trying to catch it, severs 1d4 fingers, normal damage |
| 122 | Bobbles weapon, flat footed while trying to recover it (one round) |
| 123 | Bobbles weapon, player has a choice: drop weapon or be flat footed while recovering it |
| 124 | Both arms lock up for one round |
| 125 | Bruises own hip, -2 dexterity |

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| 126 | Bruises own knee; tripped, leg unusable, 1/4 base movement (crawling) |
| 127 | Caught flat footed for one round |
| 128 | Clothesline self, knocked prone |
| 129 | Clothesline up to two allies in tandem, within 10 feet, knocked prone |
| 130 | Clothing tears in an embarrassing place |
| 131 | Critical hit on random ally or bystander |
| 132 | Critically hit nearest ally |
| 133 | Cut belt/clothing, pants/tunic falls down, -10 movement |
| 134 | Cut/knock open belt pouch or backpack, contents scattered across all adjacent squares |
| 135 | Cut/knock open belt pouch or backpack, contents scattered in square |
| 136 | Cuts/breaks open purse/pouch, coins/gems scatter, one flies into mouth and down PC's throat, causing PC to choke. PC cannot clear own airway and requires a successful treat injury check (DC 20) to avoid suffocation |
| 137 | Cuts/rips nearest ally's clothes, ally's pants/breeches/belt fall down, flat footed while pulling them back up, 1/4 movement while they are around ankles |
| 138 | Damages own armor, -2 armor bonus |
| 139 | Disarm random adjacent foe (besides target), if no foes adjacent, then miss |
| 140 | Disarm random adjacent friend, if no friends adjacent, then miss |
| 141 | Disarmed by opponent |
| 142 | Dream Fumble! Critical hit on random non-targeted enemy |
| 143 | Drops random item, kicks it into random ally's square |
| 144 | Drops random item, kicks it into random ally's square, ally slips on it and falls |

- 145 Drops random item, kicks it into random enemy's square
- 149 Drops random item, kicks it into random enemy's square, enemy slips on it and falls
- 147 Drops weapon
- 148 Elbow locks up, lose attack, -2 to hit/dmg with weapon arm
- 149 Falls and dislocates shoulder, unusable until successful treat injury check or magical healing
- 150 Falls flat on back, injures back, can not sit up, full round action to stand
- 151 Falls flat on back, injures back, paralyzed from waist down
- 152 Falls hard, prone and stunned for 1d4 rounds
- 153 Falls hard, prone and stunned for 2d4 rounds
- 154 Falls hard, prone and stunned for one round
- 155 Falls into opponent, knocking opponent back one square
- 156 Falls on butt, breaks tailbone, 3/4 movement
- 157 Falls on chin, jaw broken, tongue bitten off; speaks with difficulty, 2d6 dmg
- 158 Falls on face, bites through lower lip, 1 point dmg
- 159 Falls on own weapon, slips while attempting to stand and falls on it again
- 160 Falls onto own weapon, which snaps off in wound, x2 dmg
- 161 Falls prone, weapon slides 2d6 feet away
- 162 Gauntlet/glove/sleeve snags armor, hand pinned to waist, lose attack
- 163 Gets grit in nose and sneezes convulsively, drawing an attack of opportunity
- 164 Grit in the eye, -2 to hit for 1d4 rounds
- 165 Helmet/head covering comes off

- 166 Helmet/head covering slips over eyes, PC flat footed until it is adjusted
- 167 Hit closest ally, half damage
- 168 Hit closest ally, normal damage
- 169 Hit nearest non-targeted opponent, normal damage
- 170 Hit off-hand, any held item(s) dropped
- 171 Hit self and break weapon, normal damage
- 172 Hit self and damage weapon (-2 to hit/dmg), normal damage
- 173 Hit self and drop weapon, normal damage
- 174 Hits nearest ally within reach for double damage
- 175 Hits nearest ally, who hits back as a knee-jerk reaction
- 176 Hits own foot, 2 points dmg, 3/4 movement until end of battle
- 177 Hits own foot, normal dmg, 3/4 movement until healed
- 178 Hits own leg, nicks femoral artery, normal dmg and 1d4 dmg/round
- 179 Hits own temple, disoriented, new initiative is 1
- 180 Hits random ally within reach, normal damage
- 181 Hits random opponent (other than intended target) within reach, half damage
- 182 Hits self hard, breaks own leg (1d6 dmg), falls into enemy, who falls on PC's exposed bone, piercing an artery (1d4 dmg/round to enemy).
- 183 Hits self in back, fatigued, cannot bend until healed
- 184 Hits self in clavicle, breaks clavicle, -2 to hit/dmg, normal dmg
- 185 Hits self in flank, ruptures kidney, x2 damage
- 186 Hits self in hand, breaks 1d4 fingers, hand unusable for combat

- 187 Hits self in neck, cuts trachea, difficulty speaking, now breathes through neck, x2 dmg
- 188 Hits self in neck, damages larynx, difficulty speaking, x2 dmg
- 189 Hits self in neck, severs carotid artery, death in 1d4 rounds
- 190 Hits self in ribs, normal damage
- 191 Hits self in temple, neck turned 90 degrees, cannot straighten until healed, normal dmg
- 192 Hits self, 1 point dmg
- 193 Hits self, critical hit
- 194 Hits self, double damage
- 195 Hits self, half damage
- 196 Hits self, normal damage
- 197 Hits self, random carried item smashed
- 198 Hits target with haft, 1 point dmg
- 199 Hits target, normal damage, but weapon head/tip breaks off in wound
- 200 Ill timed sneeze, attack is a miss
- 201 Incredible slip: Delivers an unintentional flying kick to target's face (2d4 dmg) before falling and taking 1d4 points dmg.
- 202 Incredible stumble: Stumbles into enemy and falls, weapon ready. Enemy falls onto PC, weapon also ready. Both critically hit one another.
- 203 Jerked off balance by mighty swing (and miss), -4 initiative, flat footed rest of round
- 204 Kicks off boot/shoe while attempting to dodge a blow or move
- 205 Knee locks up, 3/4 movement
- 206 Knock out 1d4 of opponent's teeth, causing 1d4 points dmg. One tooth flies down PC's throat, causing PC to choke. PC requires one full round of coughing (flat footed) to avoid suffocation.
- 207 Lets go of weapon during attack and instead slaps opponent across face

- 208 Lops off nose, -2 Charisma, normal damage
- 209 Lops off own ear, normal dmg
- 210 Lops off/shatters own elbow, x2 dmg
- 211 Lops off/shatters own foot, x2 dmg, 1/4 movement (hopping)
- 212 Lops off/shatters own leg, x3 dmg, 1/4 movement (crawling/dragging)
- 213 Lops off/shatters own wrist, x2 dmg
- 214 Lops off/smashes an ear, normal damage
- 215 Lops off/smashes an ear, normal damage
- 216 Loses grip on weapon during swing, the now-weaponless swing ends up punching enemy in the eye instead, enemy -4 to spot checks
- 217 Mighty spin: trips all opponents and allies within reach
- 218 Mishandles weapon, attack is a miss
- 219 Misses, loses grip on the follow-through, weapon thrown 2d20 feet behind character
- 220 Misses, loses grip on the follow-through, weapon thrown 4d20 feet behind character
- 221 Momentarily distracted, -5 initiative
- 222 Nails arm to side with weapon, x2 dmg
- 223 Nails foot to floor with weapon, DC 20 Strength check to remove, then 1/2 movement (limping), normal dmg
- 224 Nails hand to body with weapon, x2 dmg
- 225 Nails self to wall/floor with weapon, x2 dmg
- 226 Off balance, -4 penalty to initiative, attack is a miss
- 227 Off-weapon elbow dislocated; lower arm unusable, drop held item(s)
- 228 Overextends, opponent gains immediate attack of opportunity

- 229 Pants/breeches/belt fall down, flat footed while pulling them back up, ¼ movement while they are around ankles
- 230 PC and enemy's armor/clothing becomes tangled/locked together at the wrist. Each is now flat-footed to the other with an opposed strength check required to move (only base movement per round).
- 231 PC and enemy's armor/clothing becomes tangled/locked together at the shoulder. Each is now flat-footed to the other with an opposed strength check required to move (only ½ base movement per round).
- 232 PC and enemy's armor/clothing becomes tangled/locked together at the chest. Each is now flat-footed to the other with an opposed strength check required to move (only one square per round).
- 233 Piece of clothing flips over face, blinded until removed
- 234 Pierces own eye, blinds self, -4 to spot checks, now has a blind side
- 235 Pokes self in eye with thumb, -4 to spot checks for one day
- 236 Punches self in eye, 1 point dmg
- 237 Punches self in groin, 1 point dmg
- 238 Punches self in mouth, 1 point dmg
- 239 Punches self in nose, 1 point dmg
- 240 Punches target with fist holding weapon, 1 point dmg
- 241 Remarkable slip: Delivers an unintentional flying elbow to target (1d4 dmg) before falling.
- 242 Remarkable stumble: Stumbles into enemy and falls, weapon ready. Enemy falls onto PC, weapon also ready. Both hit one another for half damage.
- 243 Rolls ankle, ¾ movement for 1 day

- 244 Scalps self, -1 Charisma, normal damage
- 245 Scalps self, 1d4 points dmg, -1 Charisma (if unarmed, roll again)
- 246 Shaves elbow, -2 hit/dmg, normal dmg
- 247 Shaves kneecap, ¾ movement, normal dmg
- 248 Shaves own elbow, -2 hit/dmg, normal dmg
- 249 Shaves own kneecap, ¾ movement, normal dmg
- 250 Shaves tip of nose, 1 point dmg, opponents laugh
- 251 Shaves/breaks off thumb, -4 hit/dmg, normal dmg
- 252 Shears all armor, clothing, and skin from leg, -1 armor bonus (if leg armored), normal damage
- 253 Shears all armor, clothing, and skin from torso, -2 armor bonus, normal damage
- 254 Sheathes weapon in ear, brain pierced, -8 listen checks, -2 intelligence & wisdom, x4 dmg
- 255 Sheathes weapon in ear, brain pierced, -8 listen checks, -2 intelligence & wisdom, x4 dmg
- 256 Sheathes weapon in eye, brain pierced, -4 spot checks, blind in one eye, now has a blind side, -2 intelligence & wisdom, x4 dmg
- 257 Shoulder locks up, forcing weapon arm to stick up over head
- 258 Slams self in head, skull cracked, -2 intelligence & wisdom, x3 dmg
- 259 Slashes own backpack off
- 260 Slashes own forehead; blood runs into eyes, 2 pts dmg, blinded 1d2 rounds
- 261 Slices own foot, normal dmg, 3/4 movement
- 262 Slips and bobbles weapon, which flips toward PC as he-she falls on it. PC takes double damage.

- 263 Slips and breaks ankle, ¾ movement for 2d6 days
- 264 Slips and breaks ankle, ¾ movement for 2d6 days
- 265 Slips and does the splits, breaks leg, ½ movement
- 266 Slips and does the splits, tears hamstring, ¾ movement
- 267 Slips and falls on own weapon, normal dmg
- 268 Slips and falls on own weapon, x2 dmg
- 269 Slips and falls on weapon, 1 point dmg
- 270 Slips and falls prone
- 271 Slips and falls prone, dazed one round
- 272 Slips and falls prone, opponent gains immediate attack of opportunity
- 273 Slips and falls to knees, bobbling weapon, if opponent has not acted, he may attempt to disarm PC, +4 to hit
- 274 Slips and falls, but rolls to feet in random adjacent square, new initiative is 1 (effective immediately)
- 275 Slips and falls, but rolls to feet in random adjacent square, new initiative is 1 (effective immediately)
- 276 Slips and falls on own weapon, 1d4 points dmg
- 277 Slips and grabs opponent on the way down, pulling opponent down on top, opponent pins defender in a grapple
- 278 Slips and grabs opponent on the way down, pulling opponent down on top
- 279 Slips on a damp spot on the ground, lands on head, now talks with a stutter
- 280 Slips, falls to one knee
- 281 Slips, falls, armor locks up so standing is impossible
- 282 Slips, lands on head, 2d8 dmg, unconscious 1d4 hours
- 283 Slips, lands on head, double vision 1d4 rounds (-2 to hit)

- 284 Slips, rolls to feet in square directly behind former position, weapon clatters away 10 feet in random direction
- 285 Slips, rolls to feet in square to the left of former position
- 286 Slips, rolls to feet in square to the left of former position, weapon clatters away 10 feet in random direction and breaks (-2 to hit/dmg)
- 287 Slips, rolls to feet in square to the left of former position, weapon clatters away 10 feet in random direction
- 288 Slips, rolls to feet in square to the right of former position
- 289 Slips, rolls to feet in square to the right of former position, weapon clatters away 10 feet in random direction
- 290 Slips, somersaults backwards, rolls to feet in square directly behind former position
- 291 Slips, tumbles one square directly behind former position, lands flat on face
- 292 Slips, tumbles one square to the left of former position, lands flat on face
- 293 Slips, tumbles one square to the right of former position, lands flat on face
- 294 Smashes/severs a finger, -1 to hit dmg
- 295 Smashes/severs a toe, ¾ movement
- 296 Snags cloak/piece of clothing which binds, choking and causing suffocation to begin, DC 15 Dexterity check (without gloves/gauntlets) to unbind in a single round
- 297 Spectacular slip: Delivers an unintentional flying kick to target (1d4 dmg) before falling and taking 1d4 points dmg.
- 298 Spectacular stumble: Stumbles into enemy and falls, weapon ready. Enemy falls onto PC, weapon also ready. Both hit one another for normal damage.

- 299 Stabs self in abdomen, ruptures liver, x3 dmg
- 300 Stabs self in chest, punctures heart, fatigued, x4 dmg
- 301 Stabs self in chest, punctures lung, fatigued, x3 dmg
- 302 Stagger and falls to knee
- 303 Staggers, flat footed rest of round
- 304 Steps on own cape/tunic, and falls backwards into adjacent square
- 305 Stomps on own toe, grunts audibly, loses attack
- 306 Strap breaks, armor no longer fits properly, -1 armor bonus until repaired
- 307 Strap breaks, backpack or belt comes off
- 308 Strap breaks, backpack or belt comes off, causing momentary distraction, flat footed this round
- 309 Strap breaks, seam splits, armor no longer fits properly, -1 armor bonus and ¼ movement until repaired
- 310 Straps slips, chafes PC, -2 to hit until adjusted
- 311 Strike enemy's weapon, which breaks. Unfortunately, PC's weapon breaks as well.
- 312 Strike random adjacent foe (besides target), if no foes adjacent, then miss
- 313 Strike random adjacent foe (besides target), if no foes adjacent, then miss
- 314 Strike random adjacent friend, if no friends adjacent, then miss
- 315 Strike random adjacent friend, if no friends adjacent, then miss
- 316 Stub toe on other foot, ¾ movement for next round only
- 317 Stumbles, attack is a miss
- 318 Stumbles, falls, and somersaults, managing to knee self in face. Twice. 2 points dmg, stunned one round.

- 319 Stumbles, managing to step on own hand, breaking 1d3 fingers before landing on head, dazed one round.
- 320 Sunders random adjacent foe (besides target), if no foes adjacent, then miss
- 321 Sunders random adjacent friend, if no friends adjacent, then miss
- 322 Sunders random adjacent friend, if no friends adjacent, then miss
- 323 Sweat in eyes, -1 to hit until eyes cleared (free action)
- 324 Sweaty palms: weapon slips from grasp, enemy throws up hands to catch it (letting go of own weapon), and PC grabs enemy's weapon. Each now has the other's weapon.
- 325 Tears a bicep, -2 hit/dmg for one day
- 326 Tears a hamstring, ¾ movement for one day
- 327 Throws weapon into random opponent (other than intended target), normal dmg
- 328 Throws weapon into random opponent (other than intended target), double dmg
- 329 Throws weapon straight up, 50/50 chance it strikes self or nearest enemy for normal damage on the way down
- 330 Throws weapon straight up, weapon lands on head doing 1 point of dmg
- 331 Throws weapon straight up, weapon lands on head doing x2 dmg
- 332 Throws weapon straight up, weapon lands on head, unconscious for 1 round
- 333 Throws weapon, hits random ally, normal dmg
- 334 Too much follow through: hits self for normal damage
- 335 Torso armor falls off, PC loses benefit of armor

- 336 Torso armor falls off, slips on torso armor, falls, lands on head, unconscious 1d4 rounds, PC loses benefit of armor
- 337 Torso armor slides loose, -1 armor bonus until tightened
- 338 Toss weapon, which trips nearest non-adjacent person/monster
- 339 Toss weapon, which trips nearest non-adjacent person/monster, all those in melee gain immediate attack of opportunity against tripped person/monster
- 340 Toss your weapon into nearest friend, roll to hit him flat footed, double damage on hit
- 341 Toss your weapon into nearest friend, roll to hit him flat footed, normal damage on hit
- 342 Tosses weapon at random enemy, who is hit for 1 point of dmg, but catches it
- 343 Tosses weapon into target's face, target takes normal damage, weapon is now in target's square
- 344 Tosses weapon straight up, and the HANDLE hits and dislocates wrist
- 345 Tosses weapon straight up, braces for impact. When impact doesn't come as expected, looks up and takes it on the forehead.
- 346 Tosses weapon straight up, catches the business end
- 347 Tosses weapon straight up, then catches it so perfectly, that it appears to be a weapon flourish. Character is so surprised by own "skill" that he/she stands momentarily stupefied and is caught flat footed by next attack.
- 348 Tosses weapon to nearest opponent
- 349 Tosses weapon, hitting nearest ally, who then fumbles (immediately) and rolls on this chart
- 350 Totally distracted, opponent gains attack of opportunity

- 351 Trip random adjacent ally, all those in melee gain immediate attack of opportunity against tripped ally (if no foes adjacent, then miss)
- 352 Trip random adjacent foe (besides target), all those in melee gain immediate attack of opportunity against tripped foe (if no foes adjacent, then miss)
- 353 Trip random adjacent foe (besides target), if no foes adjacent, then miss
- 354 Trip random adjacent friend, if no friends adjacent, then miss
- 355 Trip, fall on opponent's weapon, which does double damage
- 356 Trip, fall on opponent's weapon, which does normal damage
- 357 Trips and falls into opponent, knocking both prone in opponent's square
- 358 Trips and falls into opponent, knocking both prone in opponent's square
- 359 Trips and lunges toward enemy, who ducks. PC sails overhead and lands on head behind enemy, taking 1d6 points dmg and stunned one round.
- 360 Trips and lunges toward enemy, who ducks. PC somersaults overhead and lands on back behind enemy, taking 1d6 points dmg.
- 361 Trips and lunges toward enemy, who ducks. PC somersaults overhead and lands on feet behind enemy
- 362 Trips random ally within reach
- 363 Trips, falls prone in opponent's square, tripping him and causing him to fall into player's former square
- 364 Tunic/cape/other clothing flips into face, accidentally hit self trying to clear it, normal damage, flat footed one round
- 365 Weapon breaks

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| 366 | Weapon breaks, shrapnel flies into eye, -4 to spot checks, blind in one eye, now has a blind side | 386 | Weapon tossed 3d20 feet in random direction |
| 367 | Weapon clatters across floor in random direction, spinning hard, and slashes the nearest ankle for normal dmg, ¼ movement | 387 | Weapon tossed 3d8 feet in random direction |
| 368 | Weapon clatters across floor, spinning hard, and breaks/severs the nearest ankle, ½ movement | 388 | Weapon tossed, hits nearby ally, who must make a DC 20 Reflex save or be tripped |
| 369 | Weapon damages own armor, -1 armor bonus | 389 | Whack self in head, normal damage, stunned one round |
| 370 | Weapon damages own armor, -2 armor bonus | 390 | Whack self in knee, normal damage, ½ movement |
| 371 | Weapon is bent, -1 to hit/dmg | 391 | Whacks self in eye, eye swells shut next round for 1d20 hours, -4 to spot checks, now has a blind side |
| 372 | Weapon is damaged (unless magical), -1 to hit/dmg | 392 | Whacks self in mouth, all teeth knocked out, jaw crushed, unable to speak or eat, x2 dmg |
| 373 | Weapon is damaged (unless magical), -3 to hit/dmg | 393 | Wide miss, opponents laugh |
| 374 | Weapon is dulled, -1 to dmg | 394 | Wild swing: hits everybody within reach (ally and enemy), for 1d4 points dmg each |
| 375 | Weapon makes a DC 15 Fort save or breaks | 395 | Wrenches elbow, -2 to dmg for duration of battle |
| 376 | Weapon sheath, loop, or harness falls off | 396 | Wrenches shoulder, -1 to hit/dmg for rest of battle |
| 377 | Weapon strikes ground, accidental pole vault 10 feet in random direction | 397 | Wrenches wrist, drops weapon, -2 to dmg for duration of battle |
| 378 | Weapon strikes ground, weapon stuck | 398 | Wrist turns, mild strain, -1 to hit/dmg for 2d10 hours |
| 379 | Weapon strikes nearest target besides intended opponent | 399 | Wrong place at the wrong time: First opponent to attack before player's next turn scores a crit |
| 380 | Weapon strikes nearest target besides intended opponent for double damage | | |
| 381 | Weapon stuck in nearest object (or a wall, the ground, etc.) DC 15 Strength check to retrieve it | | |
| 382 | Weapon stuck in nearest object (or a wall, the ground, etc.) DC 15 Strength check to retrieve it | | |
| 383 | Weapon tangled in your clothes/armor, lose turn | | |
| 384 | Weapon tangles in opponent's armor/clothing/fur, and PC loses grasp | | |
| 385 | Weapon tears random piece of own clothing | | |

Spell Fumbles

The sorcerer intones an incantation, tracing arcane runes in the air. An arrow hits him in the chest and interrupts the fireball about to fly from his fingertips. Instead, a red mist issues forth, turning everything it touches bright red. The sorcerer curses the bright red Elves laughing at him and turns to flee: it was his last fireball.

An Introduction to the Wild Magic Variant Rule

Wild magic comes into being when spellcasters are interrupted or distracted during the casting of their spells. It can also occur if the wrong material components are used, or if armor gets in the way of casting.

What is wild magic? Wild magic is an unexpected magical effect of some sort. It may help or hinder the caster.

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

- ❖ Failing a concentration check during casting of a spell
- ❖ Failing to cast a spell due to the arcane spell failure penalty as a result of wearing armor
- ❖ Having insufficient or incorrect material components for the spell cast

Furthermore, a game master may rule that casting in unusual environments, such as underwater or on certain planes of existence may carry a risk of wild magic.

Wild magic can be handled in several ways, just like critical hits and fumbles. In this section we will present wild magic charts of various complexities. Choose the chart that best fits your campaign.

Simple d6 Charts

A d6 wild magic chart 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

d6	Wild Magic Effect
1	Effect reversed: spells dealing damage heal damage (to targets) instead, spells creating light create darkness, etc.
2	Caster subject to a <i>Stinking Cloud</i>
3	Effect doubled: summoning spells summon two creatures, damage-causing spells deal double damage, etc.
4	Caster followed by a rain cloud that thunders and rains on him/her when he/she casts a spell, requiring a DC 10 + spell level concentration check, the effect lasts for 2d6 hours.
5	Spell goes off normally, and is not deducted from caster's spells per day
6	Spell seems to fizzle, but then goes off when 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

d6	Wild Magic Effect
1	Lightning springs from caster's fingers, causing 1d8 per two caster levels of damage to nearest person/creature
2	Swarm of bees summoned, attacking only those who run, 1d6 points of dmg/round. They disappear once they have delivered a total of 18 points of damage (e.g. 3 points of damage to 6 people/creatures, etc.).
3	Explosion centered on caster's face, causing 1d6 points of dmg and blinding caster for one hour.
4	Flowers bloom in caster's footsteps for one hour.
5	Spell repeats itself on the same target next round.
6	Caster gains 10 temporary hit points for one hour.

Simple d20 Charts

These two charts provide many more possible effects.

Table 3.3: d20 wild magic chart

d20	Wild Magic Effect
1	Hands fuse together as if stuck with glue for 1d6x10 minutes
2	The last spell on caster's spell list is cast instead
3	Caster attracts wooden objects like a magnet attracts metal ones affecting objects within 10 feet. Unsecured wooden objects weighing less than one tenth caster's weight fly at caster, striking him/her for 1 point of dmg. Caster is dragged toward secured wooden objects weighing more than the caster does (e.g. trees). Effect lasts 1d10 rounds.
4	All food items within 100 feet of caster spoil and rot instantaneously.
5	Caster takes one point of damage for each square he/she moves south, and heals one point of damage for each square north. Caster falls unconscious at 0 hit points. Effect lasts 2d12 minutes.
6	Caster affected by <i>Tasha's Hideous Laughter</i> for 2d4 rounds
7	Caster turns invisible and loses consciousness for 2d10 rounds, becoming conscious at the same time he/she becomes visible.
8	All liquid within 5 feet becomes a potion of cure light wounds, with eight ounces equaling one dose.

9	Caster's hair bursts into flame, but the flame does not consume or damage the caster. The flame does produce light and heat and will burn other objects like a normal fire. The flame is inextinguishable by nonmagical means. The effect lasts 24 hours.
10	All airborne objects within 50' strike the caster for 1 point of dmg each, even if they have to change direction or fly around corners to do so. This effect lasts 1d6 rounds.
11	Everything the caster says can be heard by everyone within 100 feet, as if the caster was standing right next to each of them. This 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 his/her body like an ape, for 24 hours. After this time, the caster sheds all the extra hair.
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 he/she touches for 1d8 points of dmg for 2d4 hours
16	Caster is +15 to all wisdom-based skills for one hour
17	Caster always goes first each round in next combat
18	Caster followed by <i>Tenser's Floating Disk</i> for 1d4 days
19	All caster's foes -2 to hit due to uncontrollable tremors. This effect lasts for 2 hours.
20	Caster's next three hits do maximum damage

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

Table 3.4: Alternate d20 wild magic chart

d20	Wild Magic Effect
1	All gold on caster's person becomes molten for two rounds, then hardens. Caster takes 1d4 dmg per 50 coins or 1 pound of gold carried.
2	Caster's pouch (or pocket) becomes a <i>pouch of holding</i> , capable of holding 30 lbs and one cubic foot of material. The <i>pouch</i> silently drops one item a day on the ground when nobody is observing the caster. This effect is permanent.
3	Caster believes all spells work perfectly/deal maximum damage for the next 24 hours.
4	Caster's alignment reversed for 1 hour.
5	Caster believes all food he/she possesses or is offered is poisoned, for one week. Starvation begins on day 4 if caster does not eat (See DMG).
6	All missiles hurled, fired, or launched hit caster next round.
7	All foes within six squares target caster on next attack.
8	Arcane explosion. Caster takes two points dmg per caster level
9	Caster recovers/memorizes no spells the next day.
10	Caster fails all spot and listen checks for the next 24 hours.
11	Caster summons a cat, then polymorphs into a rat. If cat catches caster, he is reduced to zero hit points and polymorphs back.

12	Caster melts into a puddle of goo. He/She will reconstitute in one hour. If goo is divided, the largest amount will reconstitute as the entire caster.
13	Caster falls asleep on watch for next two watches, and suffers from insomnia during next two attempts to sleep.
14	Caster forgets to breathe during battle unless reminded. See Suffocation in DMG. This effect lasts 24 hours.
15	Caster is struck by a bolt of lightning, which arcs from the caster to everything and everyone in adjacent squares. Caster takes 1d6 dmg per level of spell cast, all others take half damage.
16	Caster is seized by muscle-twisting spasms which deal two points of damage and interfere with spellcasting (successful DC 17 + spell level concentration check to cast) every time caster sees a color of the GM's choice. This effect lasts 24 hours.
17	Caster gains darkvision, 300' for 24 hours.
18	Caster can communicate telepathically for one hour, any distance.
19	Caster healed of all damage.
20	Caster +10 to all ability scores for two rounds.

Percentile (d100) Charts

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

%	Wild Magic Effect
1	Caster thinks he is a warrior or another random class (and attempts to use the abilities of that class) for 1d6 rounds.
2	All wood carried by caster petrifies.
3	Caster mourns the next death he/she causes as if the deceased was a close relation.
4	Caster shouts when attempting to whisper and is inaudible when trying to shout. This effect lasts 24 hours.
5	For the next 8 hours, caster's hands burst into flame whenever caster casts a spell, causing 1d4 points of damage each time, and requiring caster to spend a full round extinguishing them. Caster's spells go off normally.
6	For the next 10 rounds, all attacks that hit caster deal equal damage to the attacker.
7	Caster trips when attempting to move more than five squares in a straight line. This effect lasts 12 hours.
8	Caster brags to all listeners about all his/her spells and abilities for 1d4x10 minutes.
9	Caster develops a strange pox which deals 1d6 subdual damage per hour. This effect lasts for 8 hours or until caster is unconscious.
10	Caster thinks and acts like a 6-year-old for one hour, but retains level and abilities.

11	Fireball goes off, centered on caster, dealing 1d4 dmg per caster level to all within area of effect, taking half damage upon a successful reflex save (DC 12).
12	Caster polymorphs into chimpanzee for 24 hours, thinks PC's have bananas in their pockets, and attempts to retrieve them from time to time. If given a real banana, caster polymorphs back immediately.
13	Caster freezes, and his/her soul slips into the Abyss, where it is tortured by demons with whips for months. When caster returns, only one round has passed for the party. Caster weeps when asked what happened, and runs in fear from whips.
14	All gold on caster's person becomes molten for two rounds, then hardens. Caster takes 1d4 dmg per 50 coins or 1 pound of gold carried.
15	Every 0-level spell available to the PC's class goes off simultaneously.
16	Caster's next 3 hits do maximum dmg
17	Caster only able to speak when interrupting someone else already speaking. This effect lasts 24 hours.
18	Explosion centered on caster's face, causing 1d6 points of dmg and blinding caster for one hour.
19	Flowers bloom in caster's footsteps for 1 hour.
20	Spell goes off normally, then repeats itself on the same target next round.
21	Caster gains 10 temporary hit points for 1 hour.

22	Caster is seized by muscle-twisting spasms which deal two points of damage and interfere with spellcasting (successful DC 17 + spell level concentration check to cast) every time caster sees a color of the GM's choice. This effect lasts 24 hours.
23	Caster's alignment reversed for 1 hour
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.
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 a day on the ground when nobody is observing the caster. This effect is permanent.
26	Caster always goes first each round in next combat.
27	Caster accidentally casts a <i>Sunmoon</i> Monster spell equaling his level (e.g. a third level caster would cast <i>Sunmoon</i> Monster III). The monster immediately attacks caster's enemies. If all enemies are dispatched, the monster then attacks caster's allies.
28	All metal touching other metal within one square of caster suddenly fuses together.
29	Arcane explosion. Caster takes two points dmg per caster level.
30	Caster +10 to all ability scores for two rounds.
31	Caster believes all spells work perfectly/deal maximum damage for the next 24 hours.
32	Caster is struck by a bolt of lightning, which arcs from the caster to everything and everyone in adjacent squares. Caster takes 1d6 dmg per level of spell cast, all others take half damage.

33	Effect doubled: summoning spells summon two creatures, damage-causing spells deal double damage, etc.
34	Caster forgets to breathe during battle unless reminded. See <i>Suffocation</i> in DMG. This effect lasts 24 hours.
35	Spell seems to fizzle, but then goes off when caster utters the name of any individual (self included). The spell affects the individual named, no matter where they are.
36	Caster cannot walk, but sprints everywhere for one hour. If caster exceeds allowable distance for running at that speed, caster passes out for 1d6x10 minutes and is fatigued for one hour.
37	Caster turns invisible and loses consciousness for 2d6 rounds, becoming conscious at the same time he/she becomes visible.
38	All missiles hurled, fired, or launched hit caster next round.
39	Caster accidentally summons an ostrich who is in love with the caster, and jealous of caster's contact with anyone else. The ostrich remains indefinitely.
40	Entire party teleports to the location they were in one hour before arriving at their current location.
41	Caster shocks everyone he/she touches for 1d8 points of dmg for 2d4 hours
42	Caster fails all spot and listen checks for the next 24 hours.
43	Effect reversed: spells dealing damage heal damage (to targets) instead, spells creating light create darkness, etc.
44	Caster subject to a <i>Striking Cloud</i>
45	Caster disappears in a puff of rainbow colored smoke and does not return until someone says his/her name.

46	Caster followed by a rain cloud that thunders and rains on him/her when he/she casts a spell, requiring a DC 10 + spell level concentration check, for 2d6 hours.
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 (somehow). Weasel has a knack for showing up at the worst possible moments. GMs, have fun with this!
49	Caster gains darkvision, 300' for 24 hours.
50	Caster can communicate telepathically for one hour, any distance, any target(s).
51	All non-magical flames within 60' are extinguished, and not relightable for 10 minutes.
52	Caster's pack(s), pouch(es), box(es), and all other containers fly open and will not shut for 2d6 rounds.
53	Caster is fluent in any/all languages for one hour. Caster does not realize this until encountering a language he/she does not normally speak.
54	All caster's foes -2 to hit due to uncontrollable tremors. This effect lasts for 2 hours.
55	Caster recovers/memorizes no spells the next day.
56	Spell goes off normally, and is not deducted from caster's spells per day.
57	All food items within 100 feet of caster spoil and rot instantaneously.
58	Caster suffers from kleptomaniac, stealing small, concealable items from party members and others, for 24 hours.
59	All foes within six squares target the caster on their next attack.

60	Item (GM's choice) shrinks to miniature size for 2d4 hours.
61	Caster healed of all damage.
62	Caster summons a cat, then polymorphs into a rat. If cat catches and polymorphs back.
63	A 10' tentacle materializes from the floor, grabs caster, and slams caster into the ground (1d6 dmg) 1d3 times, then disappears.
64	Caster falls asleep on watch for next two watches, and suffers from insomnia during next two attempts to sleep.
65	Every member of party gains 5 Strength for 10 rounds.
66	Caster takes one point of damage for each square he/she moves south, and heals one point of damage for each square north. Caster falls unconscious at 0 hit points. Effect lasts 2d12 minutes.
67	Smoke billows from caster's mouth, filling a 30'x30' indoor space in 3 rounds, or creating a plume visible outdoors from 1 mile away.
68	Accidentally casts <i>Heroes Feast</i> , but the table materializes on the target, crushing target for 1d6 points of dmg.
69	Caster melts into a puddle of goo. He/She will reconstitute in one hour. If goo is divided, the largest amount will reconstitute as the entire caster.
70	All metal within 30' is heated, as the spell <i>Heat Metal</i> , for 3 rounds.
71	All ties, ropes, lines, and belts within 30' snap.
72	Caster +10 to next saving throw.
73	Caster believes all food he/she possesses or is offered is poisoned for one week. Starvation begins on day 4 if caster does not eat (See DMG).

74	Caster subject of <i>Haste</i> spell.
75	Caster scores a critical hit on his/her next attack.
76	Caster affected by <i>Tasha's Hideous Laughter</i> for 1d3 rounds.
77	Every member of party loses 5 Strength for 10 rounds.
78	All liquid within 5 feet becomes a potion of cure light wounds, with eight ounces equaling one dose.
79	Caster subject to <i>Shield</i> and <i>Mage Armor</i> spells for 2d4 rounds
80	All objects within 50' that are airborne change course and strike the caster for 1 point of dmg each. This effect lasts 1d6 rounds.
81	Everything the caster says can be heard by everyone within 100 feet, as if the caster was standing right next to each of them. This effect lasts 10 rounds.
82	Caster invulnerable to physical damage for next two rounds.
83	The caster grows hair all over his/her body like an ape, for 24 hours. After this time, the caster sheds all the extra hair.
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. This does not apply to locks.
86	Caster is +15 to all wisdom-based skills for one hour.
87	All of party's non-magical weapons and armor function as +1 for next two rounds.
88	Caster followed by <i>Tenser's Floating Disk</i> for 1d4 days
89	Caster's next skill check is a critical success (20 on a d20).

90	Spell goes off normally, but no saving throw or magic resistance is able to mitigate its effects. If this does not apply, reroll.
91-100	Game master choice

School of Magic Specific Charts

The wizard gestures, speaks the power word, and the gate opens. However, the leather armor he wears interferes with the magical symbols he traces in the air. He realizes this and wonders what is going to step out of the gate...and if it will slay him.

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 summon a lightning bolt instead, or a lightning bolt that heals whatever it hits. Summoning a giant eagle to help you? Maybe you'll get a dire wolf that attacks you, or an elephant that helps you instead. In addition, when casting a 6th level spell, one should deal with 6th level consequences, and this chart takes that into account.

Table 3.6: Abjuration spell fumbles

Abjuration

Spell Levels 1-3

Roll	Wild Magic Effect
1	Party members are repelled by caster, -1 to hit when within 10' and -2 to hit when adjacent. This effect lasts 1 hour.
2	Entire party gains benefit of the spell cast, as if each of them had cast it.
3	Target affected by <i>Sanctuary</i> , as the spell.
4	All doors within 30' are affected by <i>Hold Portal</i> , as the spell.
5	Spell fizzles, but caster believes spell cast successfully.
6	Spell duration doubled.

7	An alarm sounds whenever anyone touches the caster. The alarm is loud, rings for one round, and the effect lasts 24 hours.
8	Caster accidentally casts <i>Abjure Footwear</i> , 10' radius, and all footwear in this area is pulled from wearers' feet and moved to outside the circle. This effect is centered on the caster and lasts 1d6 hours.
9	Caster repels dust and dirt in his/her own square, which swirls in adjacent squares. The flying grit causes attacks from these squares to be at -2.
10	Nearest enemy affected by <i>Protection from Arrows</i> , as the spell. If no enemies, reroll.
11	Spell effect halved.
12	All the air is pushed out of a 10' bubble surrounding (and centered on) caster. Caster and others within area begin to suffocate (see DMG). Effect lasts 2d4 rounds.
13	Nearest enemy affected by <i>Shield</i> , as the spell. If no enemies, reroll.
14	Spell effect doubled.
15	Party members unable to touch one another (with hands or other objects) for 1d6 hours. No touch spells, treat injury checks, or other physical contact is possible during this time.
16	Spell duration halved.
17	Spell effect reversed. <i>Protection from Evil</i> becomes <i>Protection from Good</i> , <i>Hold Portal</i> holds the portal open instead of shut, etc.
18	One random party member is -2 to hit and -2 to damage due to severe nausea when within 10' of caster. This effect lasts 2d6 hours.
19	Magical explosion. Caster takes 1d6 dmg per spell level.
20	Spell goes off normally, but caster believes it does not work.

Spell Levels 4-6

Roll	Wild Magic Effect
1	Party members are repelled by caster, -2 to hit when within 10' and -4 to hit when adjacent. This effect lasts 1 hour.
2	For 2d4 rounds, anyone touching the caster takes 3d6 dmg if using their hand and 4d6 dmg if using a weapon.
3	Caster accidentally casts <i>Mordenkainen's Private Sanctum</i> .
4	Next container opened by party member contains a <i>Fire Trap</i> , as the spell.
5	Spell fizzles, but caster believes spell cast successfully.
6	Spell duration doubled.
7	Every container possessed by the caster and PC's is affected by <i>Arcane Lock</i> , as the spell.
8	Caster accidentally casts <i>Abjure Weapons</i> , 10' radius, and all weapons in this area are pulled from wearers' sheaths and wielder's hands and moved to outside the circle. This effect is centered on the caster and lasts 1 hour.
9	All the air is pushed out of a 30' bubble surrounding (and centered on) caster. Caster and others within area begin to suffocate (see DMG). Effect lasts 2d6 rounds.
10	Immediate area affected by <i>Guards and Wards</i> , as the spell.
11	Spell effect halved.
12	Enemies are repelled by caster, -2 to hit when within 10' and -4 to hit when adjacent. This effect lasts 1 hour.
13	Nearest enemy affected by <i>Stoneskin</i> , as the spell. If no enemies, reroll.
14	Spell effect doubled.
15	All creatures attacking party members take 1d6 dmg on each successful strike, for 8 hours.

16	Spell duration halved.
17	Spell effect reversed. <i>Protection from Evil</i> becomes <i>Protection from Good</i> , <i>Hold Portal</i> holds the portal open instead of shut, etc.
18	Caster affected by <i>Lesser Globe of Invulnerability</i> , as the spell.
19	Magical explosion. Caster takes 1d6 dmg per spell level.
20	Spell goes off normally, but caster believes it does not work.

Spell Levels 7-9

Roll	Wild Magic Effect
1	Party members are greatly repelled by caster, -3 to hit when within 10' and -6 to hit when adjacent. This effect lasts 1 hour.
2	For 2d4 rounds, anyone touching the caster takes 6d6 dmg if using their hand and 8d6 dmg if using a weapon.
3	Next spell cast by caster is subject to <i>Spell Turning</i> , as the spell.
4	Random enemy gains <i>Protection from Spells</i> , as the spell.
5	Spell fizzles, but caster believes spell cast successfully.
6	Spell duration doubled.
7	Random magical item possessed by caster subject to <i>Sequester</i> , as the spell.
8	Caster accidentally casts <i>Abjure Armor</i> , 10' radius, and all armor in this area is pulled from wearers' bodies and moved to outside the circle. This effect is centered on the caster and lasts 1 hour.
9	All the breathable air is pushed out of a 100' bubble surrounding (and centered on) caster. Caster and others within area begin to suffocate (see DMG). Effect lasts 2d8 rounds.

10	All outsiders are sent back to their home planes immediately. If party is not on their home plane, they are sent back immediately.
11	Spell effect halved.
12	Enemies are greatly repelled by caster, -3 to hit when within 10' and -6 to hit when adjacent. This effect lasts 1 hour.
13	Nearest enemy affected by <i>Dimensional Lock</i> , as the spell. If no enemies, reroll.
14	Spell effect doubled.
15	All creatures attacking party members take 2d6 dmg on each successful strike, for 8 hours.
16	Spell duration halved.
17	Spell effect reversed. <i>Protection from Evil</i> becomes <i>Protection from Good</i> , <i>Hold Portal</i> holds the portal open instead of shut, etc.
18	Caster affected by <i>Greater Globe of Invulnerability</i> , as the spell.
19	Magical explosion. Caster takes 1d6 dmg per spell level.
20	Spell goes off normally, but caster believes it does not work.

Table 3.7: Conjunction spell fumbles

Conjunction

Spell Levels 1-3

Roll	Wild Magic Effect
1	Caster accidentally casts <i>Summon Monster IX</i> . Creature stays for two rounds: The first to attack caster's enemies, as per the spell, and the second to angrily rebuke the caster for summoning it.

2	<i>Unseen Servant</i> is summoned, but is uncommandable. Instead, it randomly slaps a different party member across the face each round (no dmg) until each has been slapped twice. It then vanishes.
3	Caster accidentally casts <i>Summon Monster VI</i> , but the monster dozes, lazily watching any activity going on around it. The monster stays clear of combat.
4	Caster summons a dozen ants, (appearing in random squares) who explode on contact with other living things, doing 1 point of dmg. They move 1 square per round, and pursue creatures when possible.
5	Spell fizzles, but caster believes spell cast successfully.
6	Spell duration doubled.
7	Caster summons an intelligent rubber ball that bounces where the caster commands. The ball explodes on its 23 rd bounce, doing 1d6 dmg to all those within a 20' radius.
8	Caster summons a 20' tall walnut tree, as space permits (either upright, on its side, or as stacked cordwood completely filling a 5' square, 8' high).
9	The illusion of an evil demigod comes into being, and the caster thinks it was accidentally conjured. It terrorizes everyone present. This effect lasts 4 rounds.
10	Caster casts <i>Summon Monster II</i> , but the creature summoned is 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> , as the spell. If no enemies, reroll.
14	Spell effect doubled.

15	<i>Obscuring Mist</i> is summoned, surrounding caster, however, the mist is transparent to caster and allies.
16	Spell duration halved.
17	Spell effect reversed. <i>Protection from Evil</i> becomes <i>Protection from Good</i> , <i>Hold Portal</i> holds the portal open instead of shut, etc.
18	A tentacle springs from the ground and attacks nearest enemy, (+10 BAB, 2d6 dmg) for two rounds, then disappears into the earth. If no enemies are present, the tentacle casts whatever spell the caster was attempting to cast, then disappears.
19	Magical explosion. Caster takes 1d6 dmg per spell level.
20	Spell goes off normally, but caster believes it does not work.

Spell Levels 4-6

Roll	Wild Magic Effect
1	Two creatures from the <i>Summon Monster IX</i> list are accidentally conjured, and stay for two rounds: The first to attack caster's enemies, as per the spell, and the second to angrily rebuke the caster for summoning them.
2	Caster accidentally conjures <i>Evard's Black Tentacles</i> , as the spell.
3	Entire party affected by <i>Dimension Door</i> , appearing together in a random place within the spell range.
4	Caster accidentally casts <i>Major Creation</i> as the spell except for the following: item created is an adamantite hammer which is created unknowingly over the caster's head, delivering 2d6 dmg before falling to floor.
5	Spell fizzles, but caster believes spell cast successfully.

6	Spell duration doubled.
7	Caster summons an intelligent flying disc that flies to where the caster commands. The disc heals 2d6 dmg each time someone catches it. The disc explodes on its 6th catch, doing 6d6 dmg to all those within a 20' radius.
8	<i>Leomund's Secret Chest</i> is conjured, as the spell, with the caster having access to it. The first time it is opened, a creature from the <i>Summon Monster VII</i> list jumps out and attacks.
9	<i>Wall of Iron</i> summoned which bisects the party.
10	Caster accidentally casts <i>Summon Monster V</i> , as the spell, except creature immediately attacks the caster.
11	Spell effect halved.
12	Group of enemies subjected to <i>Acid Fog</i> , as the spell.
13	Nearest enemy affected by <i>Planar Binding</i> , as the spell. If no enemies, reroll.
14	Spell effect doubled.
15	Caster accidentally conjures <i>Mordenkainen's Faithful Hound</i> , as the spell.
16	Spell duration halved.
17	Spell effect reversed. <i>Protection from Evil</i> becomes <i>Protection from Good</i> , <i>Hold Portal</i> holds the portal open instead of shut, etc.
18	Caster accidentally conjures <i>Leomund's Secure Shelter</i> , as the spell.
19	Magical explosion. Caster takes 1d6 dmg per spell level.
20	Spell goes off normally, but caster believes it does not work.

Spell Levels 7-9

Roll	Wild Magic Effect
1	Four creatures from the <i>Summon Monster IX</i> list are accidentally conjured, and stay for two rounds: The first to attack caster's enemies, as per the spell, and the second to angrily rebuke the caster for summoning them.
2	Caster accidentally conjures <i>Incendiary Cloud</i> , as the spell.
3	Entire party affected by <i>Plane Shift</i> , appearing together on a random plane.
4	Caster accidentally casts <i>Mordenkainen's Magnificent Mansion</i> as the spell except for the following: a random monster from the <i>Summon Monster IX</i> list is hidden in the mansion, ready to ambush the party.
5	Spell fizzles, but caster believes spell cast successfully.
6	Spell duration doubled.
7	Party affected by <i>Incendiary Cloud</i> , as the spell.
8	Caster accidentally casts <i>Drawmij's Instant Summons</i> . The item summoned to the caster's hand is a chunk of burning lava, doing 2d6 dmg and disabling caster's hand, making spellcasting more difficult (DC 12 Spellcraft check to cast any spell).
9	Caster accidentally casts <i>Drawmij's Instant Summons</i> . The item summoned to the caster's hand is a diseased rag. Caster must make a DC 25 Fortitude save or be afflicted with leprosy.
10	Caster accidentally casts <i>Drawmij's Instant Summons</i> . The item summoned to the caster's hand is a treasure map to a fortune that has already been discovered and looted.
11	Spell effect halved.

12	Caster accidentally conjures <i>Mordenkainen's Magnificent Mansion</i> , as the spell.
13	Nearest enemy affected by <i>Plane Shift</i> as the spell. If no enemies, reroll.
14	Spell effect doubled.
15	Nearest enemy affected by <i>Plane Shift</i> as the spell, sent to a random plane. If no enemies, reroll.
16	Spell duration halved.
17	Spell effect reversed. <i>Protection from Evil</i> becomes <i>Protection from Good</i> , <i>Hold Portal</i> holds the portal open instead of shut, etc.
18	Most powerful enemy attacking party affected by <i>Maze</i> , as the spell.
19	Magical explosion. Caster takes 1d6 dmg per spell level.
20	Spell goes off normally, but caster believes it does not work.

Table 3.8: Divination spell fumbles

Divination

Spell Levels 1-3

Roll	Wild Magic Effect
1	False positive: Something is divined where nothing exists (e.g. <i>Detect Undead</i> reveals someone not undead to be so, <i>See Invisibility</i> sees an invisible object that does not exist, <i>Identify</i> gives a false identification, etc).
2	False negative: Nothing is divined where something exists (e.g. <i>Detect</i> spells detect nothing, <i>Identify</i> shows an object to have no special abilities/functions, etc).
3	Divination "flickers": Something is there, then not, then there again.

4	Spell fizzles. Caster suffers migraine headache, cannot cast divinations for 24 hours.
5	Spell fizzles, but caster believes spell cast successfully.
6	Spell duration doubled.
7	Caster must make a Will save (DC 23) or announce everything he/she divines to everyone present.
8	Caster must make a Will save (DC 23) or be unable to communicate anything he/she divines to anyone present.
9	Everyone within 20' of caster (except caster) gains the benefits of caster's divination as if they cast it.
10	Caster gains a special insight about the divination (e.g. <i>Detect Secret Doors</i> might divine how a detected door is opened, or whether it is locked, <i>Detect Undead</i> may divine the exact type of one undead creature, etc.)
11	Spell effect halved.
12	Caster gains a special insight about the divination (see #10 above) but that insight is completely erroneous.
13	Nearest enemy affected by <i>Tongues</i> , as the spell. If no enemies, reroll.
14	Spell effect doubled.
15	Caster gains the benefits of <i>True Strike</i> , as the spell, on next attack.
16	Spell duration halved.
17	Spell effect reversed. <i>Protection from Evil</i> becomes <i>Protection from Good</i> , <i>Hold Portal</i> holds the portal open instead of shut, etc.
18	Caster accidentally casts <i>Comprehend Languages</i> , as per the spell. In addition, for duration of spell, nobody is able to comprehend the caster, in any language.
19	Magical explosion. Caster takes 1d6 dmg per spell level.
20	Spell goes off normally, but caster believes it does not work.

Spell Levels 4-6

Roll	Wild Magic Effect
1	False positive: Something is divined where nothing exists (e.g. <i>Detect Undead</i> reveals someone not undead to be so, <i>See Invisibility</i> sees an invisible object that does not exist, <i>Identify</i> gives a false identification, etc).
2	False negative: Nothing is divined where something exists (e.g. <i>Detect</i> spells detect nothing, <i>Identify</i> shows an object to have no special abilities/functions, etc).
3	Caster accidentally casts <i>Detect Scrying</i> , and detects that the party is being watched by an evil demigod. However, this is not true.
4	All divinations cast for 24 hours are met with "Reply hazy, try again later."
5	Spell fizzles, but caster believes spell cast successfully.
6	Spell duration doubled.
7	Caster must make a Will save (DC 28) or announce everything he/she divines to everyone present.
8	Caster must make a Will save (DC 28) or be unable to communicate anything he/she divines to anyone present.
9	Every divination caster knows is cast at once.
10	Major enemy of caster or party immediately learns their exact location, and detects their thought for three rounds.
11	Spell effect halved.
12	Caster able to <i>Detect Thoughts</i> , as the spell, but without concentrating, and for 8 hours.
13	Enemies within 100' affected by <i>Rary's Telepathic Bond</i> , as the spell. If no enemies, reroll.
14	Spell effect doubled.

15	Caster able to <i>Detect Secret Doors</i> , as the spell, but without concentrating, and for 8 hours.
16	Spell duration halved.
17	Spell effect reversed. <i>Protection from Evil</i> becomes <i>Protection from Good</i> , <i>Hold Portal</i> holds the portal open instead of shut, etc.
18	Caster able to <i>Detect Good, Evil, Law or Chaos</i> (caster's choice), as the spell, but without concentrating, and for 8 hours.
19	Magical explosion. Caster takes 1d6 dmg per spell level.
20	Spell goes off normally, but caster believes it does not work.

Spell Levels 7-9

Roll	Wild Magic Effect
1	False positive: Something is divined where nothing exists (e.g. <i>Detect Undead</i> reveals someone not undead to be so, <i>See Invisibility</i> sees an invisible object that does not exist, <i>Identify</i> gives a false identification, etc).
2	False negative: Nothing is divined where something exists (e.g. <i>Detect</i> spells detect nothing, <i>Identify</i> shows an object to have no special abilities/functions, etc).
3	Accidentally casts <i>Foresight</i> , as the spell, except only false alarms plague the caster, who is warned of danger when none exists.
4	All divinations cast for 24 hours are met with "Reply hazy, try again later."
5	Spell fizzles, but caster believes spell cast successfully.
6	Spell duration doubled.
7	Caster must make a Will save (DC 33) or announce everything he/she divines to everyone present.

8	Caster must make a Will save (DC 33) or be unable to communicate anything he/she divines to anyone present.
9	Caster learns of a relic far away that will give him/her great power, and its exact location. This relic does not actually exist.
10	Enemies within 30 feet of caster can <i>Detect Thoughts</i> as the spell. This effect lasts 1 hour.
11	Spell effect halved.
12	Caster gains <i>Foresight</i> , as the spell, centered on self.
13	Powerful enemy observes caster through <i>Greater Scrying</i> , as the spell.
14	Spell effect doubled.
15	Friendly outsider contacts caster, offers to answer next question caster has, about the past, present or future.
16	Spell duration halved.
17	Spell effect reversed. <i>Protection from Evil</i> becomes <i>Protection from Good</i> , <i>Hold Portal</i> holds the portal open instead of shut, etc.
18	Allies within 30 feet of caster can <i>Detect Thoughts</i> as the spell. This effect lasts 1 hour.
19	Magical explosion. Caster takes 1d6 dmg per spell level.
20	Spell goes off normally, but caster believes it does not work.

Enchantment

Table 3.9: Enchantment spell fumbles

Spell Levels 1-3

Roll	Wild Magic Effect
1	Caster affected by <i>Tasha's Hideous Laughter</i> , as the spell.
2	Random party member is charmed, as per <i>Charm Person</i> , by caster.

3	All creatures (including caster) within 20' affected by <i>Daze</i> , as per the spell.
4	Caster accidentally casts <i>Hypnotism</i> , as the spell.
5	Spell fizzles, but caster believes spell cast successfully.
6	Spell duration doubled.
7	Entire party affected by <i>Tasha's Hideous Laughter</i> , for one round only.
8	Caster regards party members as thieves attempting to steal his/her magical secrets. This effect lasts one hour or until either the caster or party members declare combat against one another (ending before combat begins).
9	Megalomania: Caster believes he/she is the most powerful spellcaster in the land. This effect lasts 8 hours.
10	Party members believe their classes are swapped (The warrior thinks he's the rogue, the rogue thinks she's the cleric, etc.). This effect lasts 5 rounds.
11	Spell effect halved.
12	Nearest enemy charmed, as per <i>Charm Person</i> , by nearest ally besides caster.
13	Nearest enemy affected by <i>Daze Monster</i> , as 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. Only partial actions allowed.
16	Spell duration halved.
17	Spell effect reversed. <i>Protection from Evil</i> becomes <i>Protection from Good</i> , <i>Hold Portal</i> holds the portal open instead of shut, etc.
18	Caster accidentally casts <i>Suggestion</i> , as per the spell, and can select the target.
19	Magical explosion. Caster takes 1d6 dmg per spell level.
20	Spell goes off normally, but caster believes it does not work.

Spell Levels 4-6

Roll	Wild Magic Effect
1	Caster subject to <i>Feeblemind</i> , as the spell.
2	Next enemy affected by <i>Greater Heroism</i> , as the spell.
3	Party affected by <i>Mind Fog</i> , as the spell.
4	Caster accidentally casts <i>Dominant Person</i> on a party member.
5	Spell fizzles, but caster believes spell cast successfully.
6	Spell duration doubled.
7	Caster affected by <i>Crushing Despair</i> , as the spell.
8	Random party member affected by <i>Symbol of Sleep</i> , as the spell.
9	Megalomania: For 8 hours, caster believes he/she is the most powerful spellcaster in the land. If caster successfully makes a DC 20 Charisma check, the caster's boasting attracts the attention of an insulted outsider.
10	Two random party members affected by <i>Confusion</i> , as the spell.
11	Spell effect halved.
12	Random ally affected by <i>Greater Heroism</i> , as the spell.
13	Nearest enemy affected by <i>Feeblemind</i> , as the spell. If no enemies, reroll.
14	Spell effect doubled.
15	Random party member affected by <i>Greater Heroism</i> , as the spell.
16	Spell duration halved.
17	Spell effect reversed. <i>Protection from Evil</i> becomes <i>Protection from Good</i> , <i>Hold Portal</i> holds the portal open instead of shut, etc.
18	<i>Hold Monster</i> affects the next monster that attacks caster.

19	Magical explosion. Caster takes 1d6 dmg per spell level.
20	Spell goes off normally, but caster believes it does not work.

Spell Levels 7-9

Roll	Wild Magic Effect
1	Caster affected by <i>Otto's Irresistible Dance</i> , as the spell.
2	Caster accidentally casts <i>Power Word, Stun</i> on random party member (or self).
3	Caster accidentally casts <i>Antipathy</i> on a random object in room, set to repel the party only.
4	Caster thinks he/she accidentally cast <i>Dominant Person</i> on random enemy, but the enemy is just playing along until it has an opportunity to hurt caster.
5	Spell fizzles, but caster believes spell cast successfully.
6	Spell duration doubled.
7	Powerful enemy gains the benefit of <i>Demand</i> on the caster, as the spell.
8	<i>Sympathy</i> (GM's choice of creature) is cast on a common object belonging to caster.
9	Megalomania: For 8 hours, caster believes he/she is the most powerful spellcaster in the land. If caster successfully makes a DC 20 Charisma check, the caster's boasting attracts the attention of an offended deity.
10	<i>Symbol of Stunning</i> affects all viewers, as the spell.
11	Spell effect halved.
12	Random enemy affected by <i>Insanity</i> , as the spell. If no enemies, reroll.
13	Nearest enemy affected by <i>Insanity</i> , as the spell. If no enemies, reroll.
14	Spell effect doubled.

15	Caster accidentally casts <i>Dominant Monster</i> on random monster.
16	Spell duration halved.
17	Spell effect reversed. <i>Protection from Evil</i> becomes <i>Protection from Good</i> , <i>Hold Portal</i> holds the portal open instead of shut, etc.
18	Caster accidentally casts <i>Mass Hold Monster</i> on next group of monsters that see the party.
19	Magical explosion. Caster takes 1d6 dmg per spell level.
20	Spell goes off normally, but caster believes it does not work.

Evocation

Table 3.10: Evocation spell fumbles

Spell Levels 1-3

Roll	Wild Magic Effect
1	Caster accidentally fires a <i>Magic Missile</i> , which speeds toward a target of caster's choice. Just before impact it arcs back and hits the caster.
2	Darkness. 1' radius appears, centered on caster's head (note: 1' is not a typo). Caster is under the affects of darkness, and it moves with him/her.
3	Caster accidentally evokes a <i>Grozy Sphere</i> , which to the caster looks like a <i>Flaming Sphere</i> . However, it does not burn and leaves a slime trail behind it as it rolls. Creatures "attacked" by the sphere suffer no damage, but are affected as if by the spell <i>Greas</i> .
4	Random possession of caster affected by <i>Shatter</i> , as the spell.
5	Spell fizzles, but caster believes spell cast successfully.
6	Spell duration doubled.

- 7 Tenser's Floating Disk appears, as the spell, but for double the duration. However, this disk dumps its contents at inopportune moments (GM's discretion).
- 8 Caster sends off a Flare, as the spell, every time he/she casts a spell. This effect lasts 24 hours.
- 9 Caster accidentally casts Light, as the spell, on his/her footwear.
- 10 Random weapon/armor of party member affected by Shatter, as the spell.
- 11 Spell effect halved.
- 12 Random weapon of enemy affected by Shatter, as the spell.
- 13 Nearest enemy affected by Scorching Ray, as the spell. If no enemies, reroll.
- 14 Spell effect doubled.
- 15 Random enemy hit with Magic Missile for maximum damage.
- 16 Spell duration halved.
- 17 Spell effect reversed. Protection from Evil becomes Protection from Good, Hold Portal holds the portal open instead of shut, etc.
- 18 Darkness, as the spell, is centered on caster's choice of target. Caster and all allies can see through it as if it were light shadow.
- 19 Magical explosion. Caster takes 1d6 dmg per spell level.
- 20 Spell goes off normally, but caster believes it does not work.

Spell Levels 4-6

Roll	Wild Magic Effect
1	Party affected by Ice Storm, as the spell.
2	A Wall of Fire, as the spell, appears between the caster and nearest enemy.
3	Caster affected by Otluke's Resilient Sphere, as the spell.

- 4 Caster accidentally casts Shout, affecting himself as well as all those in range.
- 5 Spell fizzles, but caster believes spell cast successfully.
- 6 Spell duration doubled.
- 7 Bigby's Forceful Hand appears between caster and nearest ally, and pushes ally away, as per the spell. At end of spell duration, the Hand makes a rude gesture at the caster, then vanishes.
- 8 Caster accidentally casts Contingency, with the stipulation that the next time the caster eats, a Fireball will go off, centered on the caster. The caster is aware of this. Dispel Magic will not ward this off.
- 9 A Wall of Force appears, blocking party's path. It disappears after 1d6 minutes, reappearing in a new (inconvenient) location 5 minutes later. It disappears again after 1d6 minutes. This cycle continues for 30 minutes.
- 10 A double strength Lightning Bolt is cast in a random direction.
- 11 Spell effect halved.
- 12 Caster accidentally casts Chain Lightning on enemies. If no enemies, reroll.
- 13 Nearest enemy gains the benefit of Fire Shield, as the spell. If no enemies, reroll.
- 14 Spell effect doubled.
- 15 A Wall of Force protects the party next time they rest.
- 16 Spell duration halved.
- 17 Spell effect reversed. Protection from Evil becomes Protection from Good, Hold Portal holds the portal open instead of shut, etc.

- 18 Chain Lightning affects the party, as the spell, except it heals damage instead of dealing damage. The most heavily damaged PC in range is the primary target.
- 19 Magical explosion. Caster takes 1d6 dmg per spell level.
- 20 Spell goes off normally, but caster believes it does not work.

Spell Levels 7-9

Roll	Wild Magic Effect
1	Caster believes a maximum strength Delayed Blast Fireball is going to go off. This never occurs.
2	Forcecage traps random creature or PC within range.
3	Mordenkainen's Sword (as the spell) appears and helps caster in combat. After caster's enemies are defeated, it fights the party until end of spell duration.
4	Bigby's Clenched Fist, as the spell, attacks random party member each round until end of spell duration.
5	Spell fizzles, but caster believes spell cast successfully.
6	Spell duration doubled.
7	Delayed Blast Fireball goes off on next (or current) group of enemies, healing them instead of dealing damage.
8	Caster accidentally casts Meteor Swarm in a random direction. The spell deals subdual damage instead of actual damage.
9	Caster accidentally casts Sunburst, as the spell.
10	Lightning Bolt 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 Fortitude save DC 30, or be knocked unconscious 1 round. Those failing the save are stunned 1 round. Upon waking, those failing their saves are healed of all dmg.
- 13 Nearest enemy attacked by Mordenkainen's Sword, as the spell. If no enemies, reroll.
- 14 Spell effect doubled.
- 15 Illusion of Fireball goes off on next group of foes. Foes appear to be incinerated, but instead are turned invisible, as the spell Greater Invisibility.
- 16 Spell duration halved.
- 17 Spell effect reversed. Protection from Evil becomes Protection from Good, Hold Portal holds the portal open instead of shut, etc.
- 18 Every party member gets one 6d6 Fireball spell to discharge as a spell-like ability in the next two days. One time only.
- 19 Magical explosion. Caster takes 1d6 dmg per spell level.
- 20 Spell goes off normally, but caster believes it does not work.

Illusion

Table 3.11: Illusion spell fumbles

Spell Levels 1-3

Roll	Wild Magic Effect
1	Invisibility cast on random party member.
2	Invisibility cast on random enemy.
3	Leomund's Trap cast on backpack of each party member.

- 4 Caster affected by *Alter Self*. Appears as an outsider of a diametrically opposed alignment (e.g. a Lawful Good character may appear to look like a demon of some sort). This effect lasts one hour.
- 5 Spell fizzles, but caster believes spell cast successfully.
- 6 Spell duration doubled.
- 7 Everything caster says is said through *Ventriloquism*, as the spell. Locations the sound comes from appear to be random (GM's, have fun with this).
- 8 *Mirror Image* (as the spell) is cast on everyone within 20'.
- 9 A *Magic Mouth* appears, and laughs at the party whenever something bad occurs, taunting them. This effect lasts two 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. This effect lasts 30 minutes.
- 11 Spell effect halved.
- 12 Every member of the party is subject to *Blur*, as the spell.
- 13 Nearest enemy affected by *Blindness*, as the spell. If no enemies, reroll.
- 14 Spell effect doubled.
- 15 Caster accidentally casts *Color Spray*. Party members are not affected.
- 16 Spell duration halved.
- 17 Spell effect reversed. *Protection from Evil* becomes *Protection from Good*, *Hold Portal* holds the portal open instead of shut, etc.
- 18 A *Major Image* of the caster is created, controllable by the caster for 10 rounds. The image then disappears.
- 19 Magical explosion. Caster takes 1d6 dmg per spell level.

20 Spell goes off normally, but caster believes it does not work.

Spell Levels 4-6

Roll	Wild Magic Effect
1	Caster is subject to a <i>Phantasmal Killer</i> , as the spell except if caster is "killed" by the illusion, he/she falls into a coma for 7 days.
2	<i>Hallucinatory Terrain</i> changes the look of the next terrain the party sees.
3	A <i>Major Image</i> of a ghost "haunts" the party for 2 days.
4	An <i>Illusory Wall</i> appears just out of sight, in the direction the party is traveling.
5	Spell fizzles, but caster believes spell cast successfully.
6	Spell duration doubled.
7	Caster the subject of <i>Nightmare</i> , as the spell.
8	Party affected by <i>Veil</i> , as the spell, but do not see the illusion. Only others see it. (GM's should be creative with this: imagine a half dozen devils strolling into a 20th level cleric's temple!)
9	Party hit with a <i>Shadow Evocation (Fireball)</i> , as if cast by a 10th level caster.
10	Caster believes all illusions seen (including those cast by the caster) are real. This effect lasts for 24 hours.
11	Spell effect halved.
12	<i>Phantasmal Killer</i> cast on next enemy caster engages in battle.
13	Nearest enemy affected by <i>Nightmare</i> , as the spell. 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, and is affected by it.
- 18 A *Major Image* of the caster is created, controllable by the caster. During this time, the illusion can deliver spells for the caster. It will appear as if the illusion cast the spell. After 10 rounds, the image disappears.
- 19 Magical explosion. Caster takes 1d6 dmg per spell level.
- 20 Spell goes off normally, but caster believes it does not work.

Spell Levels 7-9

Roll	Wild Magic Effect
1	At the end of the party's next battle, a <i>Simulacrum</i> (as the spell) of each party member attacks the party.
2	Party affected by <i>Weird</i> , as the spell.
3	Party affected by <i>Rainbow Pattern</i> , as the spell.
4	In next (or current) battle, enemies affected by <i>Mass Invisibility</i> .
5	Spell fizzles, but caster believes spell cast successfully.
6	Spell duration doubled.
7	Caster accidentally casts <i>Greater Shadow Evocation (Cone of Cold)</i> on nearest party member.
8	Caster accidentally casts <i>Greater Shadow Conjuration</i> . The conjured creature immediately attacks the caster.
9	A major deity (GM's choice) appears, and if combat is taking place, threatens to kill the next creature that attacks. If there is no combat, the deity berates the caster for meddling in magic obviously too advanced for him/her. This effect is an illusion.

- 10 An imp bursts from the caster's stomach, and flees, doing 8d6 dmg to the caster if the caster does not recognize this effect as an illusion.
- 11 Spell effect halved.
- 12 Party affected by *Mass Invisibility*.
- 13 Nearest enemy affected by *Scintillating Pattern*, as the spell. If no enemies, reroll.
- 14 Spell effect doubled.
- 15 Next group of enemies affected by *Weird*, as the spell.
- 16 Spell duration halved.
- 17 Caster believes the illusion is real, and is affected by it.
- 18 Caster accidentally casts *Greater Shadow Evocation (Cloudkill)* at nearest group of enemies.
- 19 Magical explosion. Caster takes 1d6 dmg per spell level.
- 20 Spell goes off normally, but caster believes it does not work.

Necromancy

Table 3.12: Necromancy spell fumbles

Spell Levels 1-3

Roll	Wild Magic Effect
1	Caster affected by <i>Cause Fear</i> , as the spell.
2	Caster affected by <i>Blindness</i> , as the spell.
3	Caster affected as if touched by a <i>Ghoul Touch</i> , as the spell.
4	Undead within 60' attack the caster immediately.
5	Spell fizzles, but caster believes spell cast successfully.
6	Spell duration doubled.
7	Party affected by <i>Scare</i> , as the spell

8	Caster accidentally casts <i>Vampiric Touch</i> . However, the spell affects the caster as if he was the target, and vice versa.
9	A <i>Ray of Enfeeblement</i> springs from the caster, hitting the nearest ally.
10	Caster gains one negative energy level.
11	Spell effect halved.
12	All undead within 60' of caster obey caster for one round.
13	Nearest enemy affected by <i>Deafness</i> , as the spell. If no enemies, reroll.
14	Spell effect doubled.
15	Next group of enemies affected by <i>Scare</i> , as the spell.
16	Spell duration halved.
17	Caster believes the illusion is real, and is affected by it.
18	Next creature caster slays affected by <i>Gentle Repose</i> , as the spell.
19	Magical explosion. Caster takes 1d6 dmg per spell level.
20	Spell goes off normally, but caster believes it does not work.

Spell Levels 4-6

Roll	Wild Magic Effect
1	Corpses within 60' affected by <i>Animate Dead</i> , as the spell, but not under the caster's control. All animated corpses attack the party.
2	Shortest party member affected by <i>Bestow Curse</i> , as the spell.
3	Caster affected by <i>Contagion</i> , as the spell.
4	Undead within 60' attack the caster immediately.
5	Spell fizzles, but caster believes spell cast successfully.
6	Spell duration doubled.
7	Caster accidentally casts <i>Symbol of Fear</i> .
8	Caster affected by <i>Fear</i> , as the spell.

9	All party members affected by <i>Ray of Exhaustion</i> .
10	Caster gains two negative energy levels.
11	Spell effect halved.
12	All undead within 60' of caster obey caster for two 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>Enervation</i> at random enemy.
16	Spell duration halved.
17	Spell effect reversed. <i>Protection from Evil</i> becomes <i>Protection from Good</i> , <i>Hold Portal</i> holds the portal open instead of shut, etc.
18	Caster accidentally casts <i>Undeath to Death</i> , as the spell.
19	Magical explosion. Caster takes 1d6 dmg per spell level.
20	Spell goes off normally, but caster believes it does not work.

Spell Levels 7-9

Roll	Wild Magic Effect
1	Caster accidentally casts <i>Symbol of Weakness</i> , as the spell.
2	Caster accidentally casts <i>Symbol of Death</i> , as the spell.
3	Party affected by <i>Waves of Exhaustion</i> , as the spell.
4	Undead within 60' attack the caster immediately.
5	Spell fizzles, but caster believes spell cast successfully.
6	Spell duration doubled.
7	Caster affected by <i>Finger of Death</i> , as the spell.
8	Heaviest creature within 60' affected by <i>Horrid Wilting</i> , as the spell.

9	Caster affected by <i>Astral Projection</i> , as the spell, but caster is unable to terminate the spell for 3d6 rounds.
10	Caster gains three negative energy levels.
11	Spell effect halved.
12	All undead within 60' of caster obey caster for three rounds.
13	Nearest enemy affected by <i>Horrid Wilting</i> , as the spell. If no enemies, reroll.
14	Spell effect doubled.
15	Caster accidentally casts <i>Energy Drain</i> , affecting target of his/her choice.
16	Spell duration halved.
17	Spell effect reversed. <i>Protection from Evil</i> becomes <i>Protection from Good</i> , <i>Hold Portal</i> holds the portal open instead of shut, etc.
18	Caster accidentally casts <i>Soul Bind</i> , affecting target of his/her choice.
19	Magical explosion. Caster takes 1d6 dmg per spell level.
20	Spell goes off normally, but caster believes it does not work.

Transmutation

Table 3.13: Transmutation spell fumbles

Spell Levels 1-3

Roll	Wild Magic Effect
1	Caster affected by <i>Enlarge Person</i> , as the spell.
2	Next secret door caster passes within 10' of affected by <i>Knock</i> , as the spell.

3	Caster affected by <i>Jump</i> and <i>Feather Fall</i> , as the spells, except that <i>Feather Fall</i> affects caster after the apex of his/her jump, making the jump a full-round action. If caster jumps after an attack action, he/she loses a move action next round.
4	Caster believes he/she accidentally cast <i>Magic Weapon</i> on his/her weapon, but weapon is unaffected.
5	Spell fizzles, but caster believes spell cast successfully.
6	Spell duration doubled.
7	Caster affected by <i>Bear's Endurance</i> , <i>Bull's Strength</i> , <i>Cat's Grace</i> , <i>Fox's Cunning</i> , <i>Eagle's Splendor</i> , and <i>Owl's Wisdom</i> all at once, but only for one round.
8	Caster affected by <i>Gaseous Form</i> , as the spell, except that caster can only end the spell early on a successful Will save (DC 25). Caster can re-save every round.
9	Random enemy's weapon affected by <i>Greater 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 Person</i> , as the spell. If no enemies, reroll.
14	Spell effect doubled.
15	Caster affected by <i>Fly</i> , as the spell.
16	Spell duration halved.
17	Spell effect reversed. <i>Protection from Evil</i> becomes <i>Protection from Good</i> , <i>Hold Portal</i> holds the portal open instead of shut, etc.
18	Random enemy affected by <i>Fire Arrow</i> , as the spell.

19	Magical explosion. Caster takes 1d6 dmg per spell level.
20	Spell goes off normally, but caster believes it does not work.

Spell Levels 4-6

Roll	Wild Magic Effect
1	Entire party affected by <i>Enlarge Person</i> , as the spell.
2	All doors, windows and other portals within 60' affected by affected by <i>Knock</i> , as the spell.
3	Caster affected by <i>Tenser's Transformation</i> , as the spell. If no enemies are present, caster attacks the party until end of spell duration.
4	Caster accidentally casts <i>Passwall</i> , through the nearest wall.
5	Spell fizzles, but caster believes spell cast successfully.
6	Spell duration doubled.
7	Nearest group of enemies affected by <i>Mass Bull's Strength</i> , as the spell.
8	Caster accidentally casts <i>Fabricate</i> , turning a random metal object possessed by a party member into a set of high quality cookie tins.
9	A random magic 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>Mass Bull's Strength</i> , as the spell.
13	Nearest enemy affected by <i>Baleful Polymorph</i> , as the spell. 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. <i>Protection from Evil</i> becomes <i>Protection from Good</i> , <i>Hold Portal</i> holds the portal open instead of shut, etc.
18	Caster affected by <i>Rary's Mnemonic Enhancer</i> , as the spell.
19	Magical explosion. Caster takes 1d6 dmg per spell level.
20	Spell goes off normally, but caster believes it does not work.

Spell Levels 7-9

Roll	Wild Magic Effect
1	Caster accidentally casts <i>Reverse Gravity</i> , as the spell, centered on himself/herself.
2	Caster affected by <i>Statue</i> , as the spell, except that he or she cannot switch back to a lifelike form until the end of the spell's duration.
3	Caster accidentally casts <i>Polymorph Any Object</i> , turning his/her most prized possession into teddy bear.
4	Next individual caster touches affected by <i>Temporal Stasis</i> , as the spell.
5	Spell fizzles, but caster believes spell cast successfully.
6	Spell duration doubled.
7	Caster turns into a flea, as per the <i>Polymorph</i> spell, for 1 hour.
8	Caster turns into a spider monkey, as per the <i>Polymorph</i> spell, for 1 hour.
9	Caster turns into a common garden weed, as per the <i>Polymorph</i> spell, for 1 hour.
10	Caster accidentally casts <i>Etherealness</i> on himself/herself and party.
11	Spell effect halved.
12	Caster accidentally casts <i>Iron Body</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. <i>Protection from Evil</i> becomes <i>Protection from Good</i> , <i>Hold Portal</i> holds the portal open instead of shut, etc.
18	Caster accidentally casts <i>Shapechange</i> , as the spell, but in combat, form changes every two rounds (caster's choice), but no form can be assumed twice.
19	Magical explosion. Caster takes 1d6 dmg per spell level.
20	Spell goes off normally, but caster believes it does not work.

Universal

Table 3.14: Universal spell fumbles

Spell Levels 1-3

Roll	Wild Magic Effect
1	Caster is instantly drunk, for 2d4 rounds.
2	Caster followed by a rain cloud that thunders and rains on him/her when he/she casts a spell, requiring a DC 10 + spell level concentration check, for 2d6 hours.
3	Caster fails all spot and listen checks for the next 24 hours.
4	Caster's pack(s), pouch(es), box(es), and all other containers fly open and will not shut for 2d6 rounds.
5	Spell fizzles, but caster believes spell cast successfully.
6	Spell duration doubled.

7	The last spell on caster's spell list is cast instead.
8	All food items within 100 feet of caster spoil and rot instantaneously.
9	Everything the caster says can be heard by everyone within 100 feet, as if the caster was standing right next to each of them. This 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 is not deducted from caster's spells per day.
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. <i>Protection from Evil</i> becomes <i>Protection from Good</i> , <i>Hold Portal</i> holds the portal open instead of shut, etc.
18	Next enemy targeted for a spell by the caster affected as if hit by a <i>Shocking Grasp</i> , as the spell.
19	Magical explosion. Caster takes 1d6 dmg per spell level.
20	Spell goes off normally, but caster believes it does not work.

Spell Levels 4-6

Roll	Wild Magic Effect
1	A rainbow arcs over the caster's head, within touching distance. Any creature putting his/her hand in the rainbow is knocked unconscious for 2d12 rounds.
2	Spell repeats itself on the same target next round.

3	Caster believes that another character's magical weapon is intelligent and evil. This effect last's 24 hours.
4	Caster affected by a barbarian-style rage next combat.
5	Spell fizzles, but caster believes spell cast successfully.
6	Spell duration doubled.
7	The last spell on caster's spell list is cast instead.
8	Nearest enemy affected by <i>Minor Globe of Invulnerability</i> , as the spell.
9	Caster suffers from total amnesia for 1 hour.
10	Caster's alignment reversed for one hour.
11	Spell effect halved.
12	Spell goes off normally, and is not deducted from caster's spells per day.
13	Nearest enemy affected by <i>Spell Turning</i> , as the spell. If no enemies, reroll.
14	Spell effect doubled.
15	Nearest enemy affected by <i>Disintegrate</i> , as the spell. If no enemies, reroll.
16	Spell duration halved.
17	Spell effect reversed. <i>Protection from Evil</i> becomes <i>Protection from Good</i> , <i>Hold Portal</i> holds the portal open instead of shut, etc.
18	Caster can communicate telepathically for one hour, any distance on the Prime Material Plane.
19	Magical explosion. Caster takes 1d6 dmg per spell level.
20	Spell goes off normally, but caster believes it does not work.

Spell Levels 7-9

Roll	Wild Magic Effect
1	Lightning springs from caster's fingers, causing 1d8 per two caster levels of damage to nearest person/creature.
2	Spell repeats itself on the same target next round.
3	Caster is seized by muscle-twisting spasms which deal two points of damage and interfere with spellcasting (successful concentration check to cast, DC 23 + spell level) every time caster sees a common object of the GM's choice. This effect lasts 24 hours.
4	Caster melts into a puddle of goo. He/She will reconstitute in one hour. If goo is divided, the largest amount will reconstitute as the entire caster.
5	Spell fizzles, but caster believes spell cast successfully.
6	Spell duration doubled.
7	The last spell on caster's spell list is cast instead.
8	Caster suffers from hallucinations that an Arch-Devil has appeared and will kill him/her unless he/she performs a service. The hallucination lasts only 30 minutes, but the caster does not know that it was a hallucination.
9	All caster's first through fourth level spells go off, with the caster as the target.
10	Caster's alignment reversed for one hour.
11	Spell effect halved.
12	Spell goes off normally, and is not deducted from caster's spells per day.
13	Nearest enemy affected by <i>Inprisonment</i> , as the spell. If no enemies, reroll.
14	Spell effect doubled.

15	Random beneficial first or second level spell cast on caster with <i>Permanency</i> , as the spell.
16	Spell duration halved.
17	Spell effect reversed. <i>Protection from Evil</i> becomes <i>Protection from Good</i> , <i>Hold Portal</i> holds the portal open instead of shut, etc.
18	Caster can communicate telepathically for one hour, any distance, any plane of existence.
19	Magical explosion. Caster takes 1d6 dmg per spell level.
20	Spell goes off normally, but caster believes it does not work.

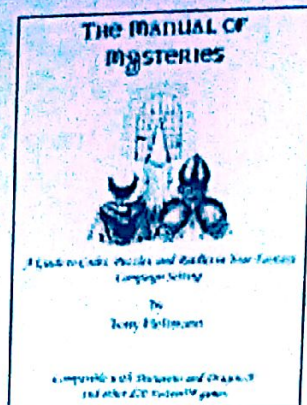
Divine Spell Fumbles

Arcane magic is a force in the world that is invoked through a combination words, gestures, rituals, and objects that channel magic power into a recognizable and useful form. When the combination is

wrong, the spell goes wrong. Conceivably, one could argue that the errant caster inadvertently used a new combination that channeled the magic into a new form that he or she was unprepared for.

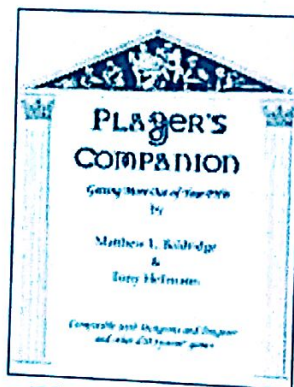
Divine magic is granted by powerful entities to devoted followers. The combination of words, gestures and rituals used to invoke a certain spell are merely signals to release the divine power. If a divine spellcaster messes up her signals, her spell is not cast. The gods would not unleash wild magic because their follower was hit in combat while trying to heal an ally. For this reason, spell fumbles under the wild magic variant rule apply to arcane spellcasters only.

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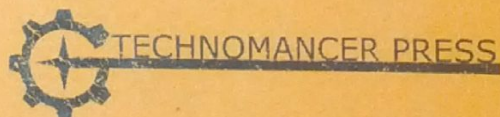
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