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Grim's Amazing D100 Tables

# 1000 Spell Fumbles for all Fantasy RPGs

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Suitable for  
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GAME SYSTEM

100 interesting and random spell fumbles & magic fails for magic using players in pretty much all fantasy RPG game systems in D100 table format.



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**For all Fantasy RPGs**

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and magic fails, for use with any fantasy RPG  
game system & setting, all in a handy D100 chart  
randomiser format for easy reference!

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# Foreword

Have you ever heard the phrase "playing with magic is dangerous?" Well, here is something for you to add an extra element of danger to any magic proceeding. This chart is designed to create more dynamism for spell failure. While most are harmless, they will present plenty of problems, especially if said spell failure happens during combat! Most of these are easily dispelled or wear off in a time, they will quite easily annoy, amuse and antagonise any spell user!

That is not to say that there are no dangerous effects here, of which there are.

Some more extreme entries here will kill the said user, or permanently alter them if not careful, so with that in mind, just by sheer randomness, please use this chart with caution. Maybe restrict this chart to a certain type of magic, or certain spell, as in the wrong circumstances may outright cause the death of an unfortunate player.

If your happy to throw caution to the wind, then use it as much as you want! After all, spell users don't always fail? Do they?!

**Grim**

## D100 Roll

1. The caster becomes a talking pie of the players favourite flavour for 1D4 minutes.
2. The caster is transformed into a frog for 1D6 days.
3. The caster is transformed into a duck for 1D6 hours.
4. The caster's hands set fire until they can be extinguished.
5. The caster projectile vomits for 1D2 minutes uncontrollably.
6. The caster's mouth disappears until dispelled.
7. The caster suddenly becomes flatulent for 1D6 hours.
8. The caster's head becomes set backwards until dispelled.
9. The area around the caster in a one foot radius is plunged into darkness for 1D6 minutes. it cannot be dispelled.
10. The area around the caster in a one foot radius, becomes freezing and almost below zero for 1D3 hours. Heat spells will ease the cold but not dispel it until it wears off.
11. The caster begins to hover off the ground for 1D4 minutes.
12. The caster begins to speak with a dwarven accent until dispelled.
13. The caster begins to speak in another language. Roll D6 to discover which. 1-2. High Elven. 3-4. Dwarven. 5. An Orcish dialect.  
6. Darktongue.
14. The caster begins to speak backwards until dispelled.
15. All the caster's gold turns to lead.
16. For 1D6 days, all food touched by the caster will spoil.
17. The caster shrinks by 1D4 feet in size for 6D10 minutes. If the player is under 4 feet tall already, then they are reduced to the size of 5 inches tall instead.
18. The caster's eyes turn orange for 1D6 hours.
19. The caster's skin turns: (Roll D6) 1-2. Blue. 3-4. Green. 5-6. Red. for 1D6 days. If the caster attempts to dispel this, it will turn them another colour instead. It will return to normal after the time has elapsed.
20. The caster's hair falls out. this is permanent and will regrow at their normal rate.
21. The caster now has a pure white streak in their hair.
22. Flowers begin to appear in the hair of the caster. These will die off within 1D4 hours.
23. The caster's hair will turn to flame and burn away in a puff of smoke, leaving the caster bald.
24. The caster's hair turns into chicken feathers. This effect lasts for 1D6 days.
25. The caster's skin becomes transparent for 1D4 hours.

## D100 Roll

26. The caster becomes mute for 1D4 hours.
27. The caster barks like a dog for 1D6 hours.
28. The caster's palms suddenly start to sweat, greasy and slippery, making it hard to handle objects. This lasts for 1D10 minutes.
29. The caster becomes the opposite sex until dispelled.
30. The caster ages 2d10 years rapidly. It lasts for D10 minutes.
31. The caster becomes 2D10 years younger rapidly. It lasts for D10 minutes.
32. The caster's head turns into that of a baby for D10 minutes.
33. The spell caster starts to smell badly of rotten fish. This lasts for 1D6 hours.
34. The caster begins to vomit large volumes of bright multi-coloured foam for 1D4 minutes.
35. The caster becomes a talking mouse for 1D6 hours.
36. The caster grows a monkey-like tail. It seems to have a mind of it's own and it will remain until dispelled.
37. A small explosion blows up in the caster's face, leaving the caster stunned momentarily and otherwise unharmed.
38. A small explosion emanating from the caster's hands, and throws the caster back 1D6 feet.
39. The caster's hand swell up and blister, causing a little damage, but more importantly, making it hard to hold and manipulate items and perform tasks. This lasts for 1D4 hours.
40. The caster's hands turn to hooves for 1D4 hours.
41. The caster's skin on their entire body begins to grow warty growths everywhere. This "Spell Pox" lasts for 1D10 days.
42. The caster becomes ghostlike and cannot touch or interact with the real world for 1D4 minutes. magical attacks and effects can still affect them.
43. The caster begins to bleed black liquid from their eyes. It does not harm them, but it will last for 1D10 minutes.
44. The caster starts to smell strongly of catnip for 1D6 hours.
45. The caster suddenly sprouts large donkey-like ears. It will last until dispelled.
46. The caster begins to omit a strange blue smoke from all their sweat glands, it will last for 1D4 hours.
47. A small black cloud appears above the caster and follow them around for 1D4 days. It may rain, thunder, lightening or other related weather, making it uncomfortable for the poor soul! It will last for 1D3 days or dispelled.

## D100 Roll

48. All the caster's wooden objects carried will turn to ash in a flash of smoke.
49. The caster starts to regurgitate lots of small live frogs for 1D10 minutes.
50. The caster begins to speak in rhyme. This will last for 1D6 days.
51. The caster begins to sing everything rather than talk. This effect will last for 1D6 hours.
52. The caster's nose begins to swell into a round red ball until dispelled.
53. The caster becomes convinced that their skin is rotting away. this is all in their head, but this feeling will subside in 1D6 minutes.
54. The caster begins to speak gibberish and sits on the floor despondent. This malaise will last for 1D6 minutes.
55. The caster begins to shake uncontrollably, making it almost impossible to perform most tasks. This lasts for 1D4 minutes.
56. The caster will become magnetic, attracting small metallic objects for 1D4 hours.
57. The caster starts to pour sweat from all their sweat glands profusely for 1D6 hours.
58. The caster's head swells like a balloon, explodes in a puff of smoke and glitter, then suddenly reappears unharmed.
59. the caster's eyes turn into that of (Roll d6) 1-2. A cat. 3-4. A goat. 5. An eagle. 6. A snake/lizard. for 1D6 hours.
60. The caster sprouts tiny feathery wings on their head for 1D6 days.
61. The casters eyes begin to pop out on stalks, like that of a snail. This effect lasts for 1D4 hours.
62. The caster loses control of all bowel movements immediately.
63. The caster's voice drops several pitch, and sounds very deep indeed. This lasts for 1D4 hours.
64. The caster becomes half the weight whilst remaining the same size. The caster is now extremely light and will experience all sorts of problems due to this fact. This lasts for 1D4 hours.
65. The caster starts to glow a golden yellow, making it quite difficult to look directly at them. This will last for 6D10 minutes.
66. The caster suddenly splits into two separate yet identical versions of themselves, one good, one evil. One of these will quickly try and escape. The only way the caster can return to normal is to retrieve the other and merge back into one by touching them. Nothing else will return them to normal.

## **D100 Roll**

- 67. The caster is overcome with amorous intent for the nearest person or creature/item and will remain love struck for 1D4 hours.**
- 68. The caster starts to bleed from all skin pores. This looks and feels horrifying and lasts just a minute.**
- 69. The caster's legs become invisible for 1d3 hours.**
- 70. The caster transforms into a houseplant in a pot for 1D4 minutes.**
- 71. The caster suddenly grows large mouse ears. This lasts until dispelled.**
- 72. The caster's hair begins to grow rapidly until it reaches the ground. Beards will grow, hair on the head will grow, in fact any hair the caster has is now so long it will encumber movement and performing tasks. It will need to be cut. Try finding a barbershop!**
- 73. The caster's hair begins to grow until the caster is covered in animal like fur. This hair/fur will fall out within 1D4 hours.**
- 74. Every time the caster speaks, bubbles will come from their mouth. When these pop, the sound will come out. It lasts for up to 1D3 hours.**
- 75. The caster is turned into a large brightly coloured snail for 1D6 minutes.**
- 76. The caster starts to froth at the mouth and fit, falling on the floor in seizures for 1D3 minutes.**
- 77. The caster clothes catch fire and must be extinguished.**
- 78. The caster's skin becomes baggy and start to sag rapidly. It will keep worsening unless dispelled.**
- 79. The caster will begin to start feeling the urge to lay an egg, then it happens! The caster will lay 1D4 eggs over the space of 1D6 hours. The eggs are normal chicken eggs.**
- 80. The caster's voice is amplified and the caster can only communicate by shouting. This will last for 1D4 days.**
- 81. The caster ages 1D4 years permanently.**
- 82. The caster randomly teleports 1D6 feet in one direction. Roll D4 to determine: 1. North. 2. South. 3. East 4. West.**
- 83. The caster's original spell effect works at X2 efficiency of the desired effect.**
- 84. The caster's original spell effect works at X3 efficiency of the desired effect.**
- 85. This causes the caster to accidentally cast a random spell on themselves (Roll from appropriate chart in your rule setting or GM's own choice.)**
- 86. Re-roll result again and apply to all within a 5 ft radius area.**

## **D100 Roll**

- 87. Re-roll result again and apply to all within a 10 ft radius area.**
- 88. Re-roll x2 times and apply all results.**
- 89. Re-roll x3 times and apply all results.**
- 90. The caster's nails grow to the length of one foot long. They will need cutting!**
- 91. The caster is turned into a baby. This effect will last for 1D4 days.**
- 92. The caster spontaneously combusts and will continue to burn at high intensity until extinguished.**
- 93. the clouds will rumble and open up, and then the caster is struck by lightning. (at the normal rate.)**
- 94. A five feet radius area around the caster begins swirling with wind, and a tornado rips through the area enveloping all contained within, causing lots of damage (at the normal rate of said tornado in your game.)**
- 95. The caster turns into a large horse. This effect can only be reversed by a similar transformation spell (but may leave the character with some equine habits!)**
- 96. The caster suddenly turns to stone. They will stay that way until an appropriate spell will return them to normal.**
- 97. The caster swaps life force and bodies with the nearest living thing. This is permanent until an appropriate spell is cast on both affected.**
- 98. A demonic face appears on the caster's hand and immediately begins to argue with the caster. This cannot be dispelled as this is a demon that has been bound accidentally into their flesh. It is permanent and will always be present. It will always attempt to intervene and cause the caster aggro whenever it can.**
- 99. A massive crack appears in reality and from out of it steps a very large extra dimensional being (of the GM's choosing) and address all who are present to why exactly has he been summoned...**
- 100. The caster disappears in a puff of smoke, leaving only their boots.**





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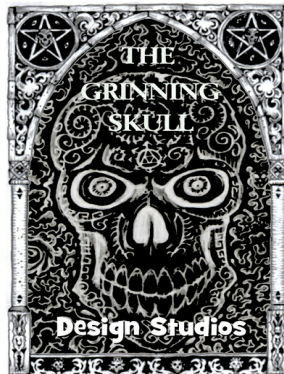
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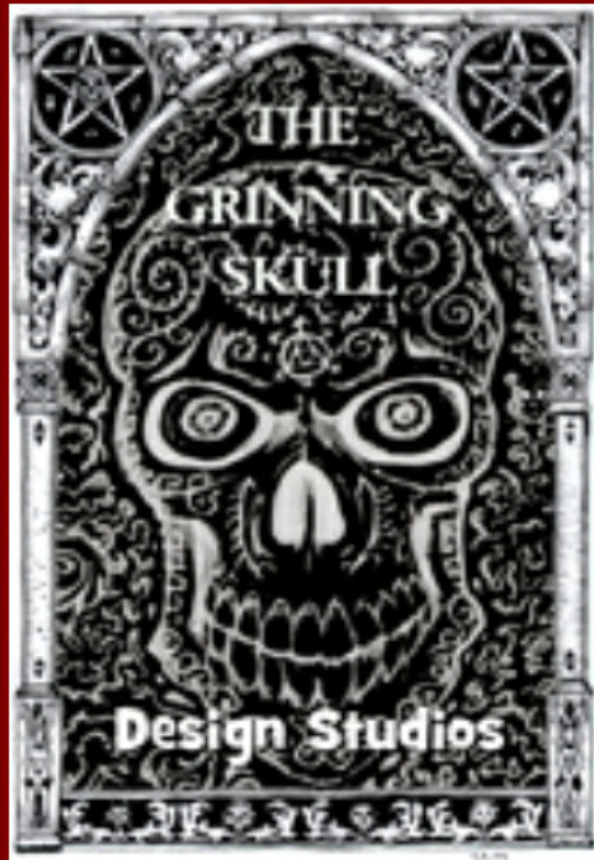
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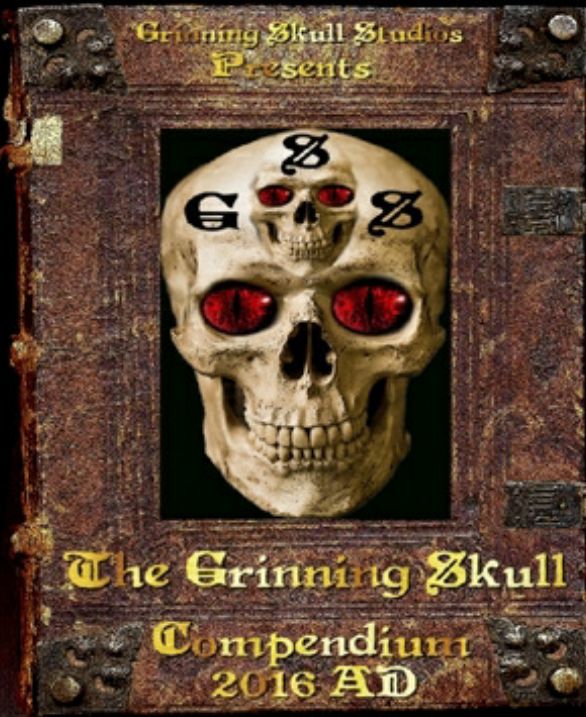
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