

100 Critical Failures



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- 1 Fall Prone.
- 2 Reroll the attack you lucky, lucky bastard.
- 3 Make a melee basic on the creature closest to you.
- 4 Swap places with the creature you were targeting.
- 5 You accidentally blurt out an embarrassing moment in your past. Everybody hears.
- 6 You begin to grow fur, if you have fur you are now bald.
- 7 Drop Weapon.
- 8 You stub your toe, you lose two speed save ends.
- 9 The battle is covered in darkness for one round.
- 10 You get struck by lightning take 10 damage per tier. Buy a lottery ticket.
- 11 Throw Weapon.
- 12 All the food that you are carrying has gone bad.
- 13 Summon large aquatic creature. It's not an enemy or ally but it's there.
- 14 Snakes!
- 15 The battlefield starts to look like a grade school dance. Only ranged attacks will work.
- 16 Weapon needs a standard to be repaired.
- 17 A demon appears and demands a song. Sing to him. If he liked it, he is cool. If he doesn't, he now attacks the party.

- 18 You will get no treasure in this dungeon.
- 19 Player becomes distracted, gives combat advantage, save ends.
- 20 Floor gives way, fall prone and take 1d6 per tier of damage.
- 21 You get a disfiguring scar on a visible part of the body.
- 22 Enemies see a weakness in you, all free enemies turn towards you.
- 23 The next melee attack on you automatically grabs you.
- 24 A bard curses you, you have to speak in rhyme for the day or you take 5 damage per tier.
- 25 Hit self.
- 26 Player gets a concussion, INT and WIS drop 2 for encounter.
- 27 Armour strap it cut, will not add to AC until you spends a standard to correct it.
- 28 Due to a loss of hope, you will take a -5 to next saving throw.
- 29 All enemies in combat shift 1 of their choice.
- 30 The enchantment on one of your items fails, remove this enchantment for encounter.
- 31 Lose 15% of your gold.
- 32 You are dizzy, you can only target things within three squares of your current position.
- 33 A baddie hits you hard on your head, you are stunned for the next round.
- 34 You confuse your allies for enemies. Attempt to strike two with ranged attacks.
- 35 Whenever you use a magical ability for this encounter, roll a d4. On a 1 the spell goes awry.
- 36 You have worked up a sweat. You stank really bad and NPCs will like you less

until you have had a bath.

37 Hit ally.

38 Reinforcements arrive (1d4).

39 Your last wound has festered, you take 1d6 necrotic damage, save ends.

40 You are exhausted, FOR and STR drop 2 for encounter.

41 The nearest monster you are facing disarms you, you can not get the weapon back until you slay it.

42 One of your encounter powers, if you have any left, becomes expended.

43 Player has a migraine, CHA and DEX drop 2 for encounter.

44 Fluctuation of fey magic causes player to teleport up to 10 squares. (DM's decision)

45 Thorn in the foot! You are slowed until end of encounter.

46 There is a strong wind in the battle area. Ranged attacks are ineffective and movement will be difficult.

47 You get hysterical blindness for the encounter.

48 You get a concussion. No experience for this encounter.

49 It's become like the movie 'Speed', you must move at least 5 squares every turn or you will have to roll this chart again.

59 Sparks from your attack start a fire beside you and it begins to spread.

51 Accidentally mutters words to cast Fireball on closest ally.

52 Closest enemy gets an attack of opportunity on you.

53 You break your ankle. Immobilized until ally performs a heal check or you use a healing power.

54 The threat level of the next encounter or trap has gone up.

- 55 Everybody except those who are in the room forget who you are.
- 56 Two minions of appropriate level teleport instantly into two squares around you. (or available)
- 57 You suddenly lose your courage, spend next round fleeing as if you were turned undead.
- 58 Cave in! The battlefield around you changes drastically.
- 59 One of your items is now a mimic. You are unaware which one.
- 60 Shatter weapon.
- 61 Sounds made by the players accidentally muttered, cast a Glyph of Warding on themselves.
- 62 You get hit by Ennui. No minors for the rest of the encounter.
- 63 There is a VERY strong dragon in the next room. You can sense it.
- 64 Because of blood loss and exhaustion you are not able to make a standard action until end of the encounter.
- 65 One of the spirits of enemies slain attacks the party as a spectre.
- 66 There is a criminal who looks a lot like you, but people think it is you. You are now wanted.
- 67 The god that is diametrically opposite to your god changes the ground (blast 3) into terrain something a little more of their liking (GM's choice).
- 68 You lose a finger in combat. From now on when you draw a weapon, you must roll a d4. 1 means you fumble and drop your weapon.
- 69 Your weapon becomes hexed and it turns into a weapon you are not proficient in.
- 70 Your alignment is now reversed for the day.
- 71 Your off hand gains "alien hand syndrome", think of Evil Dead.
- 72 You bite your tongue hard. You can not speak for the duration between now

and the next milestone.

73 You are demoralized, To-Hit drops 4 for the encounter, or until you kill another creature.

74 The enchantment on your ring or neck slot item runs out. It is now a regular item worth half the GP.

75 The god you pray to (or a random one if character is unaligned) chooses this moment to test you. They give you a minor objective or challenge to complete Immediately or you will lose favour of the god.

76 You immediately lose the value of 3 healing surges in health.

77 A very powerful creature becomes psychically aware of the party and begins to stalk them, when and where it appears is a mystery...

78 A gnome teleports into the room with you and messes with your team in a chaotic neutral way (Quiggly for all those podcast listeners).

79 You are fevered. Take -2 to all rolls.

80 Your To-Hit for the encounter becomes a negative. (Ex: d20+4 for attack becomes d20-4)

81 The enchantment on your weapon breaks. It's now a regular weapon of that sort.

82 There is a rip in the adventurer's bag. Have the player give the DM the character sheet and cross out the equipment or amount of gold that has fallen out and been lost.

83 Lose half of your gold!

84 Your party perceives you as the BBEG enemy for the encounter. You better run!

85 Armour is irrevocably damaged.

86 You lose a limb.

87 A small spider bites you, take 3 poison damage per tier, save end, but the spider will bite you again unless you take some action to kill it (take your armour off,

set yourself on fire, something drastic).

88 You become cursed by a nearby sorcerer. Lose a size class for the duration of the day.

89 All of your enchanted items lose their enchantments, permanently.

90 Roll twice more.

91 You get lost in time. Roll a d6, your result is how many turns you are out of combat. When you reappear you are making the same attack on the same square, whether it be occupied or not and you are 5 years older per turn you are out.

92 One of your items secretly becomes possessed with an ancient evil.

93 You are accidentally teleported to the under dark for the duration of this encounter. Fight off demons!

94 The gods are angry at you. All of them.

95 Roll three times more

96 You look down and you are holding a card. It's a magical card. It's a card from the deck of fates. Oh f*&@!

97 You forget common.

98 You lose both legs.

99 You are now naked. Lose all your items.

100 Your corporeal body disappears, your party has to go on a quest to find you a new body, or, you are dead. (DM discretion)