

100 Critical Failures

BY: DnDUI.com - Revised for D&D 5e Rules

1. Fall Prone.
2. Reroll the attack you lucky, lucky bastard.
3. Make a single melee attack on the creature closest to you (if within range).
4. Swap places with the creature you were targeting.
5. You accidentally blurt out an embarrassing moment from your past. Everybody hears.
6. You begin to grow fur. If you already have fur, you are now bald.
7. Drop your weapon.
8. You stub your toe and lose 10 ft. of max speed, DC 10 CON save (at the end of each of your turns) ends the slowed speed.
9. The battle is covered in darkness for one round. You can't even see yourself.
10. You get struck by lightning and take 10 lightning damage. Buy a lottery ticket.
11. You accidentally throw your weapon.
12. All the food that you are carrying has gone bad. If you eat it, you become poisoned for a duration of the DM's choosing.
13. A large, aquatic creature is summoned by your failure. 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. If it is somehow not possible for a player or creature to make a ranged attack, DM decides what happens.
16. Your weapon is damaged and requires an action to be repaired.
17. A demon (DM's choice) appears and demands a song. Sing to it. If it liked the song, all is good. If the demon doesn't like your song, it now attacks the party.
18. You will receive no money or loot from either this encounter, room, or dungeon (DM's choice).
19. You become distracted, giving enemies advantage on their attack rolls against you until the end of your next turn.
20. The floor gives way and you fall prone. Take 1d6 bludgeoning damage from the fall.
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 hits and grapples you.
24. A bard curses you. You have to speak in rhyme for the day or you take 5 damage per infringement.
25. You hit yourself.
26. You get a concussion. INT and WIS mods drop by 2 for the encounter.

27. A strap from your armour is cut and will not add to AC until you spend an action to correct it.
28. Due to a loss of hope, you have disadvantage on your next saving throw.
29. All enemies in combat move 5 ft. in a direction of their choice and don't provoke opportunity attacks by doing so.
30. The enchantment on one of your items fails and is ineffective for the remainder of the encounter.
31. Lose 15% of your gold.
32. You become dizzy and can only target creatures within 15 ft. of your current position.
33. A baddie hits you hard on your head. You are stunned for your next turn.
34. You confuse your allies for enemies. Attempt to strike two with ranged attacks.
35. Whenever you use a magical ability in this encounter, roll a d4. On a 1, the spell goes awry.
36. You have worked up a sweat. You stink really badly and NPCs will like you less until you've bathed.
37. You accidentally hit the closest ally.
38. Enemy reinforcements arrive (1d4 amount).
39. Your last wound has festered. You take 1d6 necrotic damage per turn, DC 10 CON save ends.
40. You are exhausted. CON and STR mods drop by 2 for the encounter.
41. The nearest monster you are facing disarms you. You cannot get the weapon back until it is slain.
42. If you can cast spells, one spell slot of the highest level you can cast becomes spent.
43. You have a migraine. CHA and DEX mods drop by 2 for the encounter.
44. A fluctuation of fey magic causes player to teleport up to 50 ft. (DM's decision)
45. Thorn in the foot! You are slowed (1/2 speed) until end of encounter.
46. There is a strong wind in the battle area. Ranged attacks have disadvantage and movement will be as if you were traversing difficult terrain.
47. You get hysterical blindness for the remainder of the encounter.
48. A random goat runs by and kicks you right in the gut. As a result, you projectile vomit and the closest person or creature to you within 10 ft. (if applicable) takes 1d6 acid damage from the puke.
49. Similar to the movie 'Speed', you must move at least 25 ft. every turn until the end of the encounter or you will have to roll this chart again.
50. Sparks from your attack start a fire beside you and it begins to spread.
51. You accidentally mutter words to cast Melf's Acid Arrow on the closest ally.
52. The closest enemy within 5 ft. gets an attack of opportunity on you.
53. You break your ankle and are immobilized (restrained) until an ally performs a medicine check or you are healed.
54. The threat level of the next encounter or trap has gone up (DM decides how).
55. Everybody except those who are in the room forget who you are. DM decides duration.
56. Two "minions" (1 HP) of appropriate level teleport instantly within 5 ft. around you.
57. You suddenly lose your courage, spend next round fleeing combat.

58. Earthquake! 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 muttered by the characters accidentally summons a doppelganger of a randomly determined member of the party, who then attacks you.
62. You get hit by total apathy and ennui. No reactions or bonus actions 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 an action that isn't a reaction or movement until the end of the encounter.
65. The spirit of a slain enemy 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 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. Can be sewn back on within 1 hour with a successful DC 18 WIS/Medicine check.
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. DC 15 WIS save ends.
72. You bite your tongue hard. You cannot speak for the duration between now and the next milestone.
73. You are demoralized. Your to-hit drops by 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 isn't aligned with any) 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 75% of your current health value.
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 for the duration of the encounter.
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 your adventuring bag! The player gives the DM their character sheet to 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 #1 enemy for the encounter. You better run!
85. Your armour is irrevocably damaged.

86. You lose a limb. It can only be regained by extreme means determined by the DM.
87. A small spider gets in your clothing and bites you, causing 1d4 poison damage. The spider will bite you again unless you take some action to kill it (take your armour off, set yourself on fire, do a barrel roll, something drastic).
88. You become cursed by a nearby sorcerer. Lose a size class for the duration of the day (Ex: Medium characters become small).
89. All of your magically 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 mysteriously teleported to the under dark for the duration of this encounter and fight a demon!
94. The gods are angry at you. All of them.
95. Roll three more times.
96. You look down and you are holding a magical card. It's a card from the deck of fates!
97. You forget common.
98. You lose both legs.
99. You are now naked. Lose all your items.
100. Your corporeal body disappears. The party must go on a quest to find you a new body or you are dead. (DM discretion)