

Dungeons & Dragons 5e (2014/24)

Homebrew (V0.1)

The Die Never Dies



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1 Introduction

This ruleset adjustment has been made to better fit the tone and mood of D&D 5e in the fantasy world I created 30++ years ago taking inspiration from The Dark Eye and the original D&D setting.

The adventures take place on a continent that existed on our planet thousands of years ago, now submerged. The continent was initially dominated by the feyre peoples: elves, halflings, and davarves, while humans were few and no more than quarrelsome and ignorant apes. Magic was powerful at the time, and through its wise use, the feyre races prospered in peace, until a rock fallen from the sky, the Warpstone, changed everything; the chaos gods corrupted the land and its people, and a great war between the feyre races and chaos began. 5 Dark Eye¹ and 15 White Eye² were built made from the Warpstone to control the lands. Thousands of other minor but equally powerful items were crafted using Warpstone, all used to fuel the war between the Feyre and Chaos; today they are all scattered across the world, lost or hidden for exclusive use.

The endless war between Feyre and Chaos took its toll on both factions, distracting them from the rise of the Humans and causing them to lose control of the land and magic. The Elves, desperate to end the war and banish the Chaos Gods from the planet, began a powerful ritual that has helped contain the forces of Chaos, but is draining all magic from the world.

The human kingdoms grew rapidly, expanding and gaining control of uncontested territories. Humans' thirst for power and jealousy drove them to take sides wherever convenient, solely to reclaim their place on the continent and increase their power. Thus, a new empire arose on the continent's western coast, far from the opposing forces of Feyre and Chaos. The empire grew stronger as humans learned to gather and collect Warpstone and mastered the ancient art of magic, but once again jealousy over the exclusive use of magic grew even stronger, until the teaching and learning of magic was forbidden³.

The opulence and arrogance surrounding the exclusive use of magic that could prolong the short human lifespan led to a great diaspora. Some believed that the free use of magic was essential for the prosperity of the species. Many left the coastal empire to establish a new realm in the heart of the continent. Once again, humanity's versatility and their ability to harness both Feyre and Chaos' energy proved decisive. They built great universities of magic, where a new generation of magic scholars emerged: the Wizards. The New Shining Empire grew rapidly, soon becoming the largest dominion on the continent, stretching from the western coast to the borders of the Feyre and Chaos realms.

Today, our adventures begin on a largely unexplored continent, brutal and full of mystery. It is dominated at its center by the New (Human) Shining Empire and its capital Gareth, and by the Old (Human) Empire, where the teaching and learning of magic is forbidden. To the continent's east, Chaos still maintains its

¹ A Dark Eye is a dark translucent spherical object measuring approximately 30 cm and weighing 30 kg, capable of scanning every corner of the world known to the observer. Therefore, each observer can only see places they know.

² A White Eye is a white spherical object measuring approximately 30 cm and weighing 30 kg capable of scanning every corner of a specific location. The White eyes are bond to a location forever.

³ Even though the use of magic is not punished by the authorities, ordinary people do not look favorably on it and may report those who use it.

Stronghold around the site where the Warpstone fell to the mainland. To the north, the Elves, though in decline, retain their control over magic and ancient knowledge.

2 Species & Classes

2.1 Species VS Classes

Playable species and related classes.

- Sorcerers are natural spell casters, they don't need to study to cast spells, it's a natural force that comes from within. Only Elven bloodlines can be sorcerers.
- Learning magic (be a Wizard) is the exclusive prerogative of pure humans and elves.
- Clerics, Druids, and Warlocks draw their powers from devotion to a God, Nature, or a supernatural creature (a demon).
- Multiclass characters aren't allowed yet (play with subclasses instead).
- Remark: Half-Elf and Half-Orc use 2014-character building system.

		Class											
	Rule Set	Barbarian	Bard	Cleric	Druid	Fighter	Monk	Paladin	Ranger	Rogue	Sorcerer	Warlock	Wizard
Dwarf	2024	Y	Y	Y	Y	Y	Y	Y	Y	Y	-	Y	-
Elf	2024	-	Y	Y	Y	Y	-	Y	Y	Y	Y	Y	Y
Halfling	2024	-	Y	Y	Y	Y	-	Y	Y	Y	-	Y	-
Human	2024	Y	Y	Y	Y	Y	Y	Y	Y	Y	-	Y	Y
Half-Elf (Human/Elf)	2014	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	-
Half-Orc (Human/Orc)	2014	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	-

2.2 Movement Update

	Base		
	Movement (feet)	Size (feet)	
Dwarf	25	4-5 Tall	
Elf	30	5-6 Tall	
Halfling	20	3-4 Tall	
Human	30	5-7 Tall	
Half-Elf (Human/Elf)	30	5-7 Tall	
Half-Orc (Human/Orc)	30	5-7 Tall	

- From 5 to 8 feet is normal size
- From 2 to 4 feet is Small size

2.3 Playable Subclasses

Class	Subclass A	Subclass B	Subclass C	Subclass D
Barbarian	Path of the Berserker	Path of the Wild Heart	Path of the World Tree	Path of the Zealot
Bard	College of Dance	College of Glamour	College of Lore	College of Valor
Cleric	Life Domain	Light Domain	Trickery Domain	War Domain
Druid	Circle of the Land	Circle of the Sea	Circle of the Moon (or Stars)	Circle of Wild
Fighter	Champion	Eldritch Knight	Battle Master	PSI Warrior
Monk	Way of the Open Hand	Way of the Shadow	Way of the Four Elements	Way of the Drunken Master
Paladin	Oath of Devotion	Oath of the Ancients	Oath of Vengeance	Oath of Conquest
Ranger	Hunter	Beast Master	Gloom Stalker	Fey Wanderer
Rogue	Thief	Assassin	Arcane Trickster	Soul Knife
Sorcerer	Wild Magic	Draconic Bloodline	Clockwork Soul	Aberrant Mind
Warlock	Fiend Patron	Celestial Patron	Archfey Patron	Great Old One Patron
Wizard	Evoker	Abjurer	Illusionist	Diviner
	OK			
	NO			

3 Live and Die

- If a **single hit** inflicts **damage** equal to or greater than **half** of the character's total HP⁴, the wound can potentially be permanent: save CON DC 10, on a failure: roll D20 on the Permanent Injuries table.
- If a **single hit** deals **damage** that instantly **drops you to 0** or less HP, the wound is permanent: roll a D20 on the Permanent Injuries table.
- **Dropping to 0 HP** means losing the will to fight and losing consciousness: for 1 round of unconsciousness, you can hear, see, and speak (one last sentence...), from the next round you can only see and hear, but NOT speak. All other rules apply.
- **Returning to life** (from 0 or less HP) regardless of the modality (natural healing, medical treatment, or magical healing) **leaves behind 2 levels of exhaustion**, which are cumulative (-2 + -2 to all D20s...). Exhaustion can be restored with restoration spells (see spell section) or a long rest. All other rules apply.

4 Combat

- **Initiative** is rolled **every** and every single **round**. Combat is dangerous and unpredictable.
- Nat20 & Nat1.
 - **A Natural 20** is always a hit and allows 1 die of full damage plus one extra die; remember to check if the full damage triggers the CON saving throw for Permanent Injuries.

⁴ HP = Hit points, the number of hits a character can take before his will to survive (fight) runs out

- **A Natural 1** is always a miss. It triggers also a D100 roll on the Fumble Chart.
- When the rules state that a **fixed damage** is applied, the damage is not fixed, and an appropriate die is rolled. For example, fixed damage of 2 (roll D2), fixed damage of 6 (roll D6) rounded up.
- **Flanking**: Many vs 1. A character can use the Help action to give another character an advantage in making the attack. An attacking character can receive multiple Helps, and in this case the advantage is cumulative. For example, 3 vs. 1: Two players assist the third. He can roll three dice to hit. More chances to hit, more chances to get a Nat 20, but only one attack.
- **Backstab!** A stab in the back, from outside the target's line of sight or from a generally unseen position (invisible or against a blinded⁵ character), deals x2 damage to all characters, while the thief deals x3 damage.

5 Exploration & Abilities

5.1 Level of Light

- **Bright light** (daylight) → No penalties to characters with normal eyesight.
- **Dim light** (shadows, lightly obscured, dusk) → No penalties but the range of sight reduced.
- **Obscure** (during night outdoor) → For Character **without** Darkvision
 - Attack Rolls: - 2 penalty.
 - Armor Class (AC): - 2 penalty (effectively, a +2 bonus to hit).
 - Saving Throws (all): -2 penalty.
 - Ability Checks -2 penalty (any check that requires sight).
 - Initiative -1 penalty.
- **Darkness** (heavily obscured, like blinded, dark indoors, pitch black)
 - Attack Rolls: - 4 penalty.
 - Armor Class (AC): -4 penalty (effectively, a +4 bonus to Hit).
 - Saving Throws (all): - 4 penalty.
 - Ability Checks: Automatically fail any check that requires sight.
 - Initiative: -2 penalty.

5.2 Climbing

Normal climbing speed (with climbing tools) is 1/3 of character speed. When a class or species get "special" climbing speed is assumed with climbing tools! Without climbing tools, the effective climbing speed is half the climbing speed. Surface type and difficult terrain may introduce additional dexterity checks (Athletics, Acrobatics).

⁵ See also Blinded Condition

5.3 Control of Special Abilities

All abilities (including spells and cantrips) that cause an alteration, such as Rage, Shapeshifting, Alter-self, Evocate Familiar, or Summoned a Creature, cannot be stopped/dismissed at will; a check is required.

Roll D20 + class proficiency > DC 10. If successful, the effect ends as desired. If unsuccessful, you can try again in the next round (6 seconds).

5.4 Spells and Prayers

Wizards, bards, sorcerers and rangers, cast spells. A master of the magical arts can harness the raw power of the universe's continuum to create spectacular effects called magic.

Clerics, druids, paladins, and warlock find their source of power in their gods and patrons. They pray to divine entities to aid them in their mission, granting them the ability to "cast spells" or create other mystical effects, often called miracles (warlock call them spells).

5.5 Push it!

Introduction of the PUSH. Introducing PUSH. Any D20 roll can be pushed. If a D20 roll is unsuccessful and any other option has already been used (luck, skill, inspiration, etc.), it can be pushed = re-rolled. Pushing always gives 1 level of exhaustion.

6 Magic & Casting Spells

6.1 Knowing and Changing Spells

- **Wizards and Bards have spellbook.** They can learn new spells from scrolls or other sources and write them down in their Spellbook, and they can change the memorized Spells every (LR).
- **Clerics, Druids, Paladins have a Prayer Book.** They CANNOT learn new Spells (Prayers) from scrolls or other sources during an adventure, they can change their Spells memorized at each Long Rest (LR), and they learn new Prayers ONLY during the leveling process.
- **Any other class.** They learn new Spells ONLY during the leveling process.

Class	Spell Book (can learn new spells from scrolls and change every LR)	Prayer Book (can change preyer every LR)	Change Spells ONLY At Level Adv.
Barbarian	-	-	Y
Bard	Y	-	-
Cleric	-	Y	-
Druid	-	Y	-
Fighter	-	-	Y
Monk	-	-	Y
Paladin	-	Y	-
Ranger	-	-	Y
Rogue	-	-	Y
Sorcerer	-	-	Y
Warlock	-	-	Y
Wizard	Y	-	-

6.2 Magic is Fading

The magic in the Dark Eyes world is fading, and casting a spell (any spell, including cantrips) is not guaranteed even if all the components are right.

- If a spell fails, the physical component and spell slot **are not consumed**.
- **Casting a spell** (cantrip or higher) can always fail (including magic missile and other basic spells). Roll a D20 and check if the spell succeeds:
 - DC 8 + Spell level --> D20 + Spell Attack modifier (Spellcasting ability modifier + proficiency). See appendix for success matrix.
 - Nat 1 is always a failure, Nat 20 is always a success
- A **spell cast as reaction is still a spell** and needs to roll the check above (shield spell included)
- Every spell, where applicable, has some sort of aftershock/collateral damage. For example, fireball, fire bolt, acid splash make stuff burns and corrodes, there's always a small chance the fire will spread, and the acid will corrode armor and equipment.
- Spell that delivers area-damage overtime: **they deal damage only once per turn**. Next round they deal damage only if the concentration is renovated and the turn of the caster comes before the target, otherwise NPC/PC have chance to escape..

6.3 Spells Update

- The spell **Fog Cloud** doesn't create an area where the characters are totally blinded, therefore it doesn't create a situation like the BLINDED condition, it creates a situation like OBSCURE (point 5.1).
- **Cloud of Dagger** is not a cloud of "daggers", it creates a cloud of debris giving slashing damage, and the location to move it must be in range of sight of the caster. All other rules apply.
- **Lesser Restoration** spell also removes 1 level of exhaustion from the target.
- **Greater Restoration** spell also removes 2 levels of exhaustion from the target.
- **Identify spell**: magic items doesn't have tag, also identify, just gives you visions on the supposed power of the item, the vision never tells you if the item is cursed, you just have visions.
- **Counterspell** is a difficult spell to cast. First the caster need to recognize the spell that he is trying to prevent, in both cases Action or Reaction, it requires an Arcana (intelligence) check first (DC 15) --> if Arcana succeeds, the counter spell consume the same material of the spell to block, then follow the homebrew rules, rolling the DC 8 + Spell level --> D20 + Spell Attack modifier to check if the Counterspell is successfully casted. The target still needs to make a CON saving throw. **On a failed save**, the spell dissipates with no effect, but the action, Bonus Action, or Reaction used to cast it is wasted, **as well the components**. If that spell was cast with a spell slot, **the slot is also expended**. If the Arcana check fails and the Counterspell is not cast, the physical component and spell slot **are not consumed**. **If the target instead succeeds the CON the spell slot and the components are dissipated**.

7 Gods & Patrons

As above, the Gods and Patrons, though omniscient and powerful, may be busy, and casting a prayer (any spell, including cantrips) may result in failure even if all the components are correct.

Everything is the same as for spell casting, Roll a D20 and check if the spell succeeds:

DC 8 + Spell level --> D20 + Spell Attack modifier (Spellcasting ability modifier + proficiency).

8 Magic Items

- Attune to a magic item doesn't give you ANY information about the item, you can just use it, but you have no clue what it does.
- There is NO limit to how many attuned items a character can have. 10 fingers? 10 rings it's OK.

9 Alignment and Roleplay

During the game it is expected that the player will play the role of his/her character, it's ROLE PLAY not RULE PLAY. Rules are made to simplify the complexity of the game, the rules aren't supposed to lead the game, it's the story that matters.

Role plays and alignment consistency will be kept in count when XP are distributed, a character that looks inconsistent to his class, background or alignment should consider changing those for smooth the game.

10 Leveling Up

10.1 Train proficiency.

Leveling up requires extra dedication and specific training to develop new skills, spells, and abilities. It's not enough gained enough XP or milestone, having enough XP or milestone means that the character is eligible to level up.

Some abilities are gained immediately (for example, stat improvements in six skills), while others require specific training. It's a good idea to start training the skills available at later levels before reaching the desired level.

For example, become proficient in the use of the two-handed sword requires using it in combat and/or go to take lessons with a trainer.

10.2 How to gain XP

- Main source of gaining XP is combat
 - Defeating opponents
 - Combat Full XP
 - Nonviolent options (bribery, trapped, ...) 1/2 XP
- Explore, use grey matter and be creative
 - Ideas, exploration, discover things, solving riddles, nonviolent options, creativity provides always XP, and each case is evaluated according to the situation.
- Role play, each player and the DM give a vote to the characters from 1 to 10
 - How the class / subclass has been played?
 - How has the alignment been played?
 - How has been played the background?
 - Is the player a team player?
- Session best moments
 - What was the most fun, and ironic moment?
 - Who was the most unforgettable character (player of the day)?
- Feedback to the DM, each player answers the questions below:
 - What was the most enjoyable situation (do it again)
 - What was the worst moment (do not do it again)
 - Free feedback.

11 Classes Update (TBC)

11.1 Barbarian

11.2 Bard

11.3 Cleric

11.4 Druid

11.5 Fighter

11.6 Monk

11.7 Paladin

11.8 Ranger

11.9 Rogue

11.10 Sorcerer

11.11 Warlock

11.12 Wizard

12 General Clarifications

- The PHB report the playable species and the playable classes, do exist other classes and other species, other spells, items, potions....
- Concentration check is a flat CON DC 10 or damage halved, whatever it's higher.
- Holding an action waiting for a trigger last until the next turn of the player, if the readied action is a spell the spell slot is consumed.
- Cantrip are spells of level 0, they require a magic action to be cast.
- Only 1 magic action per turn, unless the specific spell or ability is said differently and happens during the BA or the R.
- Exceptions on rule above, class ability that looks like spells but do not consume a spell slot, aren't spell at all...Example the hunters mark of a Ranger.
- Magic can be cast as bonus action ONLY if specifically allowed by the rules OR some special item or Conditions.
- Every character has 1 and only 1 reaction per turn.
- Darkvision, is like the dog or feline vision during night, it's like color blind and has a very limited range compared to daylight vision, a torch or a light source are still better than Darkvision in the dark and in the obscurity.
- The general line of sight of a character is 180 degrees from the center of the miniature.

- Every attack that is not done with a martial weapon like an improvised weapon, wrestling, grappling, box, karate, judo,... it is an unarmed attack, and it is resolved with an unarmed attack roll.

12.1 Main checks summary

- Climbing, jumping, or swimming: Strength
- Pick pockets, Disarm Trap, Lock Pick (thief tools): Dexterity/sleight of hand
- Hiding, Move silently :Dexterity/stealth
- Find Tracks, follow tracks, predict weather: Wisdom/Survival
- Control animal, read animal behaviour: Wisdom/Animal Handling
- Spot hidden places (find traps or Secret passage): Wisdom/perception
- Detect Noise : Perception/Wisdom
- True intention of people, spot lies: Wisdom/insight
- Disguise: Intelligence
- Estimate value (appraisal): Intelligence
- Looking for clues: Intelligence/investigation
- Lore about: terrain, plants, animals: Intelligence/nature

13 Appendix

13.1 Spells Casting Success Table

Roll a D20 and check if the spell succeeds:

		Spell Attack Modifier																		
Spell Lv VS Spell Attack		0	1	2	3	4	5	6	7	8	9	10	...							
LEVEL	0	7	6	5	4	3	2	1	1	1	1	1	---	--> 2 is a fail						
	1	8	7	6	5	4	3	2	1	1	1	1								
	2	9	8	7	6	5	4	3	2	1	1	1								
	3	10	9	8	7	6	5	4	3	2	1	1								
	4	11	10	9	8	7	6	5	4	3	2	2	Failure table DC 8 + Spell Level VS D20 + Spell Attack Modifier							
	5	12	11	10	9	8	7	6	5	4	3	3								
	6	13	12	11	10	9	8	7	6	5	4	4								
	7	14	13	12	11	10	9	8	7	6	5	5								
	8	15	14	13	12	11	10	9	8	7	6	6								
	9	16	15	14	13	12	11	10	9	8	7	7								
	10	17	16	15	14	13	12	11	10	9	8	8								
	...																			

13.2 Main 6 Ability Description

Ability Descriptions		Saving Throw Examples	
Ability	Score Measures...	Ability	Make a Save To...
Strength	Physical might	Strength	Physically resist direct force
Dexterity	Agility, reflexes, and balance	Dexterity	Dodge out of harm's way
Constitution	Health and stamina	Constitution	Endure a toxic hazard
Intelligence	Reasoning and memory	Intelligence	Recognize an illusion as fake
Wisdom	Perceptiveness and mental fortitude	Wisdom	Resist a mental assault
Charisma	Confidence, poise, and charm	Charisma	Assert your identity

13.3 Skills descriptions

Skills		
Skill	Ability	Example Uses
Acrobatics	Dexterity	Stay on your feet in a tricky situation, or perform an acrobatic stunt.
Animal Handling	Wisdom	Calm or train an animal, or get an animal to behave in a certain way.
Arcana	Intelligence	Recall lore about spells, magic items, and the planes of existence.
Athletics	Strength	Jump farther than normal, stay afloat in rough water, or break something.
Deception	Charisma	Tell a convincing lie, or wear a disguise convincingly.
History	Intelligence	Recall lore about historical events, people, nations, and cultures.
Insight	Wisdom	Discern a person's mood and intentions.
Intimidation	Charisma	Awe or threaten someone into doing what you want.
Investigation	Intelligence	Find obscure information in books, or deduce how something works.
Medicine	Wisdom	Diagnose an illness, or determine what killed the recently slain.
Nature	Intelligence	Recall lore about terrain, plants, animals, and weather.
Perception	Wisdom	Using a combination of senses, notice something that's easy to miss.
Performance	Charisma	Act, tell a story, perform music, or dance.
Persuasion	Charisma	Honestly and graciously convince someone of something.
Religion	Intelligence	Recall lore about gods, religious rituals, and holy symbols.
Sleight of Hand	Dexterity	Pick a pocket, conceal a handheld object, or perform legerdemain.
Stealth	Dexterity	Escape notice by moving quietly and hiding behind things.
Survival	Wisdom	Follow tracks, forage, find a trail, or avoid natural hazards.

13.4 Main Actions Summary

Actions	
Action	Summary
Attack	Attack with a weapon or an Unarmed Strike .
Dash	For the rest of the turn, give yourself extra movement equal to your Speed .
Disengage	Your movement doesn't provoke Opportunity Attack for the rest of the turn.
Dodge	Until the start of your next turn, attack rolls against you have Disadvantage , and you make Dexterity saving throws with Advantage . You lose this benefit if you have the Incapacitated condition or if your Speed is 0.
Help	Help another creature's ability check or attack roll, or administer first aid.
Hide	Make a Dexterity (Stealth) check.
Influence	Make a Charisma (Deception , Intimidation , Performance , or Persuasion) or Wisdom (Animal Handling) check to alter a creature's attitude.
Magic	Cast a spell, use a magic item, or use a magical feature.
Ready	Prepare to take an action in response to a trigger you define.
Search	Make a Wisdom (Insight , Medicine , Perception , or Survival) check.
Study	Make an Intelligence (Arcana , History , Investigation , Nature , or Religion) check.
Utilize	Use a nonmagical object.

13.5 Permanent Injury Chart (D20)

1 – PTSD/heavy Trauma - When facing the type of monster that killed you, you're under the frozen totally incapacitate until the cause is gone or 100 feet away.

2 – Lose an eye – You have disadvantage on Perception checks that rely on sight, and ranged attack rolls. +2 to intimidation.

3 – Lose a foot/leg – Your speed is halved, and you must use a prosthetic/cane. Fall prone after using Dash.

4 – Lose a hand/arm – You can only use 1-handed weapons. -2 to sleight of hand checks.

5-6 – Limp/Cripple (part of the leg is paralyzed or severe injury to bones, knee, ankle, hip) – Your speed is reduced by 5ft. You must make a DC 10 Dex (or Con) save after using Dash – on a failure, you fall prone.

7-8 – Lose hearing in one ear – You have disadvantage on Perception checks that rely on hearing.

9 – Minor trauma – When facing the type of monster that killed you, you're under the frightened effect.

10 – Tinnitus – You suffer -2 to perception checks that require hearing, and on concentration roll saves for spells that require concentration each subsequent round.

11 – Festering wound – For 2d4 days, make a DC 12 medicine check or reduce your max HP by 1. Check doesn't have to be done by you; it can be done by anybody in the party.

12-13 – Horrible scar – You are horribly scarred. You have disadvantages on persuasion, but advantage on intimidation.

14-18 – Superficial scar – You get a small scar that doesn't detract from your overall appearance.

19 – Nothing – You suffer no ill effects and are simply knocked unconscious.

20 – Near death experience – You gain +2 AC against the type of monster that killed you, and you're immune to fear effects caused by them, because you gained insight into them.

13.6 Fumble Chart (D100)

01 – 05 • Slipped. You must make a successful DC 10 DEX Save or immediately fall prone.

06 – 09 • Pulled up lame. You must make a successful DC 10 CON save or your speed is halved until the end of the encounter..

10 • Something in your eye. Your melee attacks only do half damage for the remainder of the encounter.

11 – 15 • Wicked backswing. You strike yourself slightly on your backswing and take 1d8 damage.

16 – 19 • Wind knocked out of you. You become exhausted to level 1 of that condition.

20 • Loss of confidence. You gain disadvantage for your attacks against this opponent for the remainder of the encounter.

21 – 25 • Shook yourself up. You are stunned for 1 rd.

26 – 29 • Give them hope. Your target's allies within 30 feet gain a d6 inspiration die that can be used during this encounter.

30 • Panic attack. You must make a successful DC 10 WIS Save or become frightened for the remainder of the encounter.

31 – 35 • Dropped weapon. You drop your weapon, and it falls 10' from your location in a random direction.

36 – 39 • Discombobulated. You become incapacitated for 1 rd.

40 • You've fallen, and you can't get up. You immediately fall prone and lose all movement this round.

- 41 – 45 • Bad timing. You drop to last in the imitative order for the combat but do not act again this turn.
- 46 – 49 • Broken bone. You break a bone in your hand. You suffer disadvantages for the rest of the encounter and take 1d6 damage every rd. until healed.
- 50 • Easy prey. Allies of the target within 20' will attack you with their next turn, unless they suffer an Attack of Opportunity to do so.
- 51 – 55 • Exposed defenses. Your swing unbalances you so much that your target may take one melee attack against you as a reaction.
- 56 – 59 • Your own worst enemy. You suffer the effects of a bane spell for the remainder of the encounter.
- 60 • Unguarded. All adjacent allies of your target may immediately take an attack of opportunity against you.
- 61 – 65 • Costly mistake. Your target may reroll all 1s and 2s on the damage roll for his next successful melee attack vs. you.
- 66 – 69 • Revealed intentions. You and your allies all suffer disadvantages for your next attack.
- 70 • Wrong target. You mistakenly strike an ally adjacent to you with your attack.
- 71 – 75 • Lodged weapon. Your weapon becomes stuck on the floor or a nearby object. You must make a DC 14 STR check to remove it as an action.
- 76 – 79 • Devastating error. As a free action your opponent may immediately make one melee attack with advantage against you as a reaction.
- 80 • Shattered. Your weapon breaks if it is non-magical. Enchanted weapons must make a DC 8 Save and get a +1 to their roll for every + of the weapon.
- 81 – 85 • Thrown weapon. You lose your grip and throw your weapon. It lands 30' from your location in a random direction.
- 86 – 89 • Panic attack. You immediately suffer the effects of the Confusion spell for 1 rd.
- 90 • Horrible aftermath. Roll twice on this chart and apply both effects to yourself.
- 91 – 95 • Self-inflicted wound. Your attack ricochets back and you hit yourself. Roll your damage as if you had hit your target and apply it to yourself.
- 96 – 99 • Did you see that? Your attack ricochets back and you hit yourself. Apply the maximum damage to yourself as if you had hit your target.
- 100 • No! Your attack ricochets back and you hit yourself. Apply the maximum critical damage to yourself as if you had hit your target.

13.7 Continent Map - Atlantis

