

D&D 5.0 SPELL FUMBLE TABLE

A Fumble always fails – plus one of following effects (Roll 1d20)

1D20	FUMBLE	ROUND	DESCRIPTION
1-2	Lowered effectiveness	Spell duration	You cast spell – but effectiveness of spell is significant lower. Range, duration, Area of effect and damage is halved
3	Delayed effect	Spell duration	You cast spell – but effect takes place with +1d4 rounds of delay. Target and effect is unchanged
4	Malfunction	Spell duration	Spell malfunction – no effect. Spell slot is still spent.
5	Detect magic	Spell duration	<p>You cast the spell, but with an unexpected malfunction effect. Spell effect is changed to an exact effect of the spell mentioned to the left. Spell is targeted or centered at your original target. If you had no designated target or center of effect, spell is targeted and/or centered on yourself.</p>
6	Fog Cloud	Spell duration	
7	Longstrider	Spell duration	
8	Darkness	Spell duration	
9	Silence	Spell duration	
10	Blindness	Spell duration	
11	Hold Person	Spell duration	
12	Dispel Magic	Spell duration	
13	Protection from Energy - Fire	Spell duration	
14	Protection from Energy - Lightning	Spell duration	
15*	Confusion	10 rounds	You cast the spell, but with an unexpected malfunction effect. Spell effect is changed to an exact effect of the spell mentioned to the left. Spell is targeted or centered at you. Spell DC is your own spell DC
16*	Banishment	1d6+2 rounds	You cast the spell, but with an unexpected malfunction effect. Spell effect is changed to an exact effect of the spell mentioned to the left. Spell is targeted or centered at you. Spell DC is your own spell DC
17*	Etherealness	1d6+2 rounds	You cast the spell, but with an unexpected malfunction effect. Spell effect is changed to an exact effect of the spell mentioned to the left. Spell is targeted or centered at you. Spell DC is your own spell DC
18*	Anti -Magic Field	1 hour	You cast the spell, but with an unexpected malfunction effect. Spell effect is changed to an exact effect of the spell mentioned to the left. Spell is targeted or centered at you.
19**	Critical Arcane/ Divine rift	Instant	Spell malfunction – no effect. Spell slot is still spent. In addition, you lose all remaining spell slots/prepared spells of the same level as the spell you cast. You cannot regain spell slots or prepare spell of that level until you finish a long rest. You also loose 25% of your current HP.
20**	Fatal Arcane/ Divine Backlash	Instant	Spell malfunction – no effect. Spell slot is still spent. In addition, you lose all remaining spell slots/prepared spells of your highest level you can cast. You cannot regain spell slots or prepare spell of that level until you finish a long rest. You also loose 50% of your current HP.

*Caster loses 1 Inspiration (if having any) ** Party lose all gained Inspirations