

Melee and Ranged Critical Hits		
1-10		Attacker deals maximum base damage plus rolling the base damage.
11	Make an Opening	Double Damage and Attacker may take an immediate Free Attack. If ranged, only a single shot is expended on this exceptional hit.
12	Exposed Weakness	Double damage and Opponent's AC is halved until they are damaged by an attacker.
13	Tactical Strike	Double damage and Attacker may move themselves and the Opponent up to ten feet total without provoking attacks of opportunity.
14	Off Balance	Double damage and Opponent must make a Dex Save or be knocked prone. If successful, the opponent is still standing but the next attack against them is at advantage.
15	Twin Strike	Immediately deal roll damage against your Opponent plus roll damage against another enemy target of your choice that you can reach with your weapon. If ranged, the additional target must be within a reasonable line of attack. If there is no other enemy target available, apply the damage against the original.
16	Broken Spirit	Double damage and Opponent must make a Will Save or they cannot attack until the end of their next turn. If successful, they are at disadvantage to their next attack.
17	Set Up	Deal maximum damage and the next attack roll against the opponent is at advantage, even if it is your own due to extra attacks.
18	Disarm	Opponent must make a Str Save or drop their weapon (scatter up to 1d4 squares away). If successful or has only natural weapons, they take double damage instead.
19	Blinded	Opponent is blinded for 1d4 rounds unless they can make a Con Save. If successful, they are blinded until the end of their next turn.
20	Stunned	Opponent must make a Con Save or be Stunned until the end of their next turn. If successful, the opponent is at disadvantage to all attacks and characteristic rolls until the end of their next turn.

If an attack roll is a natural 20, roll an additional d20 and consult the appropriate table.
If there is a Save required, DC is equal to 8 + Attacker Bonus to Hit unless otherwise stated.

Source – www.ageekforallseasons

Magic Critical Hits		
1-10		Roll double damage. Die results of 1 explode (<i>add the 1 and roll again</i>)
11	Intimidating	Opponents within 30 feet of the caster who witness this spell must make a Cha Save. If successful, they are at disadvantage to attack the caster for their next turn. Otherwise they must choose a different target to attack.
12	Elemental Advantage	The caster deals normal damage plus rolling the damage a second time but choosing a different damage type (acid, cold, fire, lightning, thunder)
13	Quick Caster	The caster may cast an additional spell as a bonus action
14	Shock and Awe	Target must make a Cha Save or be Frightened of the caster for 1+1d4 rounds. If successful, it is Frightened of the caster for only 1 round. The creature may attempt to save again at the end of the following turns.
15	Total Recall	After this spell is cast, regain the used spell slot.
16	Inspired	Roll double damage. If the caster makes a spell attack before the end of their next turn, it is at advantage.
17	Forked	The caster may target an additional opponent within the range of this spell. The caster must roll an additional spell attack against that opponent.
18	Blowback	The caster deals normal damage. Additionally, the spell deals +1d4 force damage per level of spell slot used (minimum +1d4 for cantrips) and the opponent is knocked prone.
19	Empowered	Damage die rolls of 1 or 2 are treated as a 3. If the spell causes a condition instead of damage, the condition lasts for an additional round.
20	Supercharged	Deal maximum damage, then roll and add damage normally. If the spell causes a condition, the duration is doubled instead.

Magic Fumbles and Magic Item Mishaps		
1	Wild Surge	A tear in the fabric of magic unleashes a Wild Magic Surge. Bet you regret laughing at those sorcerers now, eh?
2	Brain Fry	The spell misses the target and causes you 1d4 per level of the expended spell slot (minimum 1 for cantrips) psychic damage.
3	Ground Zero	You accidentally target yourself. Make a Dex Save vs the AC of your intended target to avoid your own spell.
4	Crisis of Confidence	Your magic has failed you, leading to a momentary crisis in confidence. Until you manage to successfully damage at least one opponent, all spell attacks are made at disadvantage.
5	Tongue Tied	Sometimes the words just don't come out right. Make a Wis Save against your Spell DC. If you fail, your spell damage is halved for 1d4 rounds.
6	Misguided	An ally has gotten between you and your target. The ally closest to your target and within range can make a Dex Save against your Spell DC to avoid being hit.
7	Feedback	Roll damage as normal, but split the damage between you and your intended target.
8	Unstable	Something has gone horribly wrong and you don't know how to fix it. Make an Int Save against your Target's AC or else become Frightened of your Target. You may roll the save again at the end of each turn.
9	Drained	Instead of expending the intended spell slot, you instead expend a spell slot of a higher level. If there are no higher slots available, you expend this slot and the next highest available spell slot. If you have no spell slots remaining, you have bigger problems to worry about. If casting from an item, expend an extra 1d4 charges.
10	Somatic Cramp	You must make a Con Save against your Spell DC or be at disadvantage to all spell attack rolls for 1d4 rounds.
11-20		Regular Miss

If an attack roll is a natural 20, roll an additional d20 and consult the appropriate table.
If there is a Save required, DC is equal to 8 + Attacker Bonus to Hit unless otherwise stated.

Source – www.ageekforallseasons

Fumble Saves are made against the AC of the opponent unless otherwise stated.

Melee Fumbles		
1	Panic	You must make a Cha Save or become Frightened of your opponent. You make reroll the save again at the end of your turn.
2	Confusion	You must make an Int Save or be stunned for your next turn. If successful, you are only at disadvantage to attacks and characteristic rolls.
3	Not in the game.	Your turn is over. You may take no bonus actions, reactions, or extra attacks until the end of your next turn.
4	Over Eager	Roll damage as normal. You and your opponent both take half of that damage.
5	Misjudged Measure	Your opponent may immediately move up to 10 feet without provoking an attack of opportunity from you.
6	Stumble	You must make a Dex Save or fall prone.
7	Mashed Thumbs	You must make a Con Save or immediately drop your weapon (scatters 1d4-1 squares away in a random direction)
8	Collision	You must make a Str Save or be knocked prone.
9	Tactical Error	Your opponent may make an immediate attack of opportunity without using their reaction.
10	Over Reaching	The next attack against you is at advantage.
11-20	Regular Miss	

Ranged Fumbles		
1	Weapon Woes	The weapon is broken and will require a short rest to repair. If it was a thrown weapon instead, you take half damage without damage bonus, minimum 1.
2	Muscle Strain	You pulled a muscle. You cannot make further ranged weapon attacks for 1d4 rounds.
3	Hands are sweaty	Your weapon slips from your hands. You must wait until your next turn before you may pick up the dropped weapon or draw another weapon.
4	Mistimed Shot	You accidentally shoot at the ally closest to your target. Your ally must make a Dex Save against the AC of the opponent you were trying to hit to avoid being hit.
5	Friendly Fire	Your shot goes wide, going instead into your nearest ally. Your ally must make a Dex Save against DC 12+1d6 to avoid being hit. No damage bonuses apply to the ally.
6	Dishonorable Discharge	You strike yourself with your weapon, dealing regular damage without damage bonus.
7	Tunnel Vision	You are so focused on your target that you carelessly ignore everything else. The next attack made on you before your next turn is made at advantage.
8	Spilled Ammo	Your ammunition is spilled, requiring an action to collect all of it. Otherwise you must remain in place if you wish to continue using it.
9	Hasty Mistakes	In your rush, you expend 1+1d4 ammunition. If your weapon is thrown, consider the extra ammunition to be spilled on the ground instead.
10	Bad case of the yips	You must make a Cha Save. If you fail, you must subtract 1d4 from all attacks rolls. You may roll the save again at the end of each turn. If successful, only your next attack is penalized by 1d4.
11 - 20	Regular miss.	

If an attack roll is a natural 20, roll an additional d20 and consult the appropriate table.
If there is a Save required, DC is equal to 8 + Attacker Bonus to Hit unless otherwise stated.

Source – www.ageekforallseasons