

d30 Smack-Down Table

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It is perfectly normal for a Game Master to provide a little “guidance” to correct inappropriate player behavior, but sometimes you want to be just a smidgen more subtle about it than simply grabbing your player by the collar and/or threatening them with ejection from the game. “Losing it” just shatters the mood for everyone and besides, if you can get the players to figure out their actions have in-game consequences it can be a learning moment for everyone. Using this d30 Smack-Down table should enable even the thickest of player to come around to a more apropos style of play.....eventually.

Using these tables: Roll 1d30 and apply the result. For results that should have a duration, make results 1-10 last for 1d30 hours, 11-20 1d30 days, and 21-30 1d30 weeks. Alternatively you can provide escalation of Smack-Down results by using a -10 modifier for the 1st offense, +/- 0 for the 2nd and +10 for the 3rd. If you lack a proper d30, just go buy one online and in the meantime use a d10 for the 1st offense, d20 for the 2nd, and d20+10 for the 3rd. For worst case scenarios, just roll anything and pick a result of 25-30. That'll teach 'em!

Minor Smack-Down Results 1-10

Roll Result

- 1 Monetary Loss:** The PC's coin purse has split open and 1d30 random coins and gems have disappeared before the split is noticed.
- 2 Stat Loss:** The PC was unable to get a good night of sleep and the resulting fatigue results in a -1 to their primary stat until well rested.
- 3 Grudge Monster:** The kin of the last (or next) monster killed by the PC tracks down the PC to attack in the middle of the night.
- 4 Divine Omen:** Whenever the PC walks outside, an unseen bird craps on the PC's head or shoulders.
- 5 Sickness:** The PC's next meal gives them severe food poisoning, causing a -1 to all rolls until cured.
- 6 Equipment Damage:** The PC's belt breaks at the most inopportune time, causing the PC to fall (if moving) and embarrassing ridicule.
- 7 Legal Issues:** The PC is accused of petty theft and subject to public ridicule with time in the stocks (if caught by the accuser or the law).
- 8 Ostracized:** The PC's next social encounter is marred by an unkind nick-name from local kids that drives locals to take advantage (+10% to all costs in locale).
- 9 Grudge NPC:** The PC has ticked off the wrong person, and the NPC is willing to spend 10 gp to impugn the PC's “good name” in the region.
- 10 Quirk of Fate:** The PC gains a random mental disorder (see Table 1 of FGM031b: d30 Potion Adverse Miscibility Table).

Smack-Down Results 11-20

Roll Result

- 1 Monetary Loss:** The PC has lost one of their coin purses altogether (or all coinage and gems if not specifically marked on PC sheet as divided among purses)
- 2 Stat Loss:** The PC is kicked by the next beast of burden, causing 1d4 dmg and a wicked Charlie Horse until the PC is able to be healed of the damage.
- 3 Red Shirted:** The PC's sweat stains their armor & clothing a bright red, effectively doubling the chance of being targeted by foes.
- 4 Divine Omen:** The PC is stricken with a strange body odor that will not wash off, doubling wandering monster encounters.
- 5 Sickness:** The PC's catches a virulent strain of random disease, regardless of CON score or special immunity. Disease progression is normal though.
- 6 Equipment Damage:** A crucial part of the PC's armor fails under the next weapon blow causing a 2 penalty to AC until repaired by an expert.
- 7 Legal Issues:** The PC is caught red-handed with stolen goods and will be pursued by the law and subject to local justice.
- 8 Ostracized:** The PC's is inexplicably gains an ominous birthmark that causes any good-aligned NPC to refuse to do business with the PC or the PC's companions.
- 9 Grudge NPC:** The PC has ticked off the wrong person, and the NPC has sent an assassin of equal level of the PC to avenge him.
- 10 Quirk of Fate:** The PC gains a random Phobia (see Table 2 of FGM031b: d30 Potion Adverse Miscibility Table).

Major Smack-Down Results 21-30

Roll Result

- 1 Monetary Loss:** A thief manages to deftly pick-pocket one random magic item (regardless of location on the PC).
- 2 Stat Loss:** A rock blow (falling, thrown by a kid, etc) to the head causes the PC to lose 1d6 stat points to primary stat.
- 3 Grudge Monster:** The last monster type killed by PC comes back with a vengeance. All stats for the monster (# encountered, HP, etc) is at maximum levels.
- 4 Divine Omen:** PC is struck by Lightning Bolt from a seemingly impossible place (blue sky, while indoors, etc). Damage as per spell.
- 5 Sickness:** The PC's becomes a carrier of a virulent disease and everyone associated with the PC must make regular disease checks.
- 6 Equipment Damage:** The PC's preferred weapon, even if magical, breaks during next combat. The damage roughly resembles the symbol of the PC's deity.
- 7 Legal Issues:** The PC is accused of delving/trespassing on a private estate and is fines 10% of all monies earned during the last adventure AND the next one.
- 8 Undead Relative:** The PC's closest dead relative makes an appearance to inform the PC that the gods are not happy with him/her, before attacking.
- 9 Lost Level:** The PC loses enough experience points to put them at the starting point of the last level earned (i.e. If 5th level down to 4th plus 1 XP)
- 10 Rocks Fall, Not Everyone Dies:** A freak natural disaster (avalanche, tunnel collapse, tornado, etc). Kills the PC and causes 1d4 dmg (per level) to the party for associating with the PC.