

5e

101 MINOR DAILY

ANNOYANCES



52-IN-52

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5e Compatible

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Product Code: RGG5220Apr14

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101 MINOR DAILY ANNOYANCES

“Goavald. Come on!”

“It’s this dang boot strap. It won’t...”

“Again!?”

“Look, te boots give ye elven footfalls. I don’t think te like bein’ on dwarven toes.”

“Oh come ON. They look fine to me; you are walking quietly... what’s the problem?”

“Tha’damen thing is wearing a blister in me leg!”

“Oh no, not a blister! The horror. You’ve had a bolt of lightning through your leg, I’ve seen it. What’s the big deal with a blister?”

“It’ll bleed, ya twit. Remember te warnings about sky sharks? Te blood hunters, we were told?”

“... Okay, good point. Look, maybe if we just tie it closed...”

There is more to adventuring than killing dragons and exploring ruins. Those are the high points, sure, but adventurers still need to survive day-to-day life. And daily life? It comes with annoyances.

Here’s 101 of them.

WHEN TO USE MINOR DAILY ANNOYANCES

These are *minor* annoyances, so they don’t need to be super-carefully controlled. If something from this list gets you killed it’s because of a cascade of effects—a loose strap leads to reduced AC which leads to being hit when you wouldn’t have, just when you are low on Hit Points—it’s not just an annoyance, it’s an annoyance at a terrible moment (for want of a nail, the kingdom was lost). But mostly, these are just little flavorful things to remind players that while a giant trying to crush your head is a serious problem for a few seconds, a hole in your only pair of socks is much more likely to bother you for a long week of adventuring.

SOMEONE ROLLS A 1

You can use this as a gentler version of a critical fumble table. If it’s a d20 check that matters, and someone rolls a 1, roll 1d100 and look at the related minor annoyance. If the annoyance has a game effect that doesn’t related to the d20 check being

attempted, then the annoyance happens but doesn’t impact the character. That’s fine—most minor annoyances don’t impact you in a big way.

IT’S JUST A THING SOMETIMES

Once a session or so, you could just have people roll to see if they suffer a minor annoyance. Maybe everyone rolls d100, and the lowest roll has the matching annoyance hit. Maybe if the players are spending too much time with their characters not doing anything adventurous, minor annoyances become what they face every few days. Maybe you just pick a different PC each session, and present them with one annoyance to help drive home how different life in the field is from a cushy job in civilization.

Just don’t overdo it. You want the characters to be annoyed, not the players.

IT’S A CURSE

Especially if you already have annoyances just be a thing sometimes, a minor curse that causes them can go some time before the players get too suspicious. Of course when it goes from one annoyance for one character per sessions, to every character suffering one every day, and then one every few hours, they are either going to start throwing dice at you, or realize something is wrong.

TO INDICATE HARDSHIP

You can also reserve minor annoyances for times when the PCs are facing extra hardship, to help build the tone. If they are short on food, or short on money, or otherwise in a situation where they can’t take care of themselves properly. Misery loves company.

TABLE 1: MINOR ANNOYANCES (ROLL 1D100)

01. Broken container. Be it a water bottle or a vial of something more expensive, one random nonmagical container (which may have had magical fluid) broke and leaked out.

02. Eyelash falls into your eye. If you are in a combat, you provoke an attack of opportunity. If you are making a Wisdom (Perception) check, you fail. Otherwise, you just have to blink a lot for 5 minutes.

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03. Hamstring Pull. You pull the hamstring muscle in your leg. Your land movement is reduced by 5 feet until you receive a *cure wounds* spell or take a long rest.

04. Dizziness. Just one of those unexplained dizzy spells. Any action you take this round suffers disadvantage.

05. Stub toe. You hit your toe, bludgeoning it. Suffer 1 hit point damage and if you are making a Dexterity (Stealth) check, you fail it.

06. Hit Yourself. You accidentally smack yourself for 1 hit point, and count as having made an attack for any purpose that cares about such things.

07. Trip over nothing you can see. You fall to the ground and are prone.

08. Loose strap. Some piece of armor or clothing is not fitting right. You take -1 AC until you take a minute to adjust it, and there's a 25% change it happens again in 1d6 hours.

09. Roll ankle. Your ankle rolls out from under you, painfully straining the join and making you wobble and walk oddly for a minute. You take 1 hit point damage and have disadvantage on Charisma checks for a minute with anyone who saw you do it.

10. Hilt wrap unravels. Your weapon suffers a maintenance malfunction, and attacks with it are at disadvantage until you take 1 minute to fix it.

11. Sciatic nerve pinch. The sciatic nerve in your leg becomes pinched, causing numbness from your hip to your foot. Your Dexterity saving throws are at disadvantage until you take a long rest or you receive a *cure wounds* spell.

12. Strained Wrist. Your wrist on your primary arm suffers repetitive stress injury, aching and sometimes hurting sharply. Any attack or skill check using that arm automatically fails if the d20 roll is a 13.

13. Leg cramp. A muscle in your leg cramps up. You Strength (Athletics) and Dexterity (Acrobatics) checks are at disadvantage for 1d10 rounds or until you receive a *cure wounds* spell.

14. Sticky Palms. You have gotten a sticky substance on your hands. You don't know where it came from. It takes you a move to release any item from your grip. This condition lasts until you wash your hands.

15. Pinched nerve in neck. You move your neck the wrong way, causing a nerve to become pinched. For the rest of the day, the persistent, annoying pain causes your Charisma checks to fail if the die roll is a 13.

16. Bug Bite. You got an annoying, painful bug bite. While on its own it's not enough to do anything, you are at disadvantage on the next saving throw you make against an insectlike creature's poison.

17. Clumsy grip. Your grip on whatever you are holding is awkward. You are at disadvantage on anything you do with it until you take a move to change your grip.

18. Sneeze. One, massive sneeze. Everyone looks at you. If you were attempting a Stealth check, you fail it.

19. Just sluggish. You just can't get moving today. Until you drink some revitalizing infusion, you are at disadvantage on saving throws against effects that increase your level of exhaustion.

20. Sweaty Palms. Something has left your hands sweaty and you are having a difficult time maintaining a grip on things. Every round for the next hour when you are holding things and not using gloves, make a DC 6 Dexterity check. Failure causes you to drop the item.

21. Blister. You got a blister. Although you don't take damage from, until healed for at least 1 hp creatures that track by scent have advantage to find you, and you are considered to be bleeding for any effect that triggers off it.

22. Wrong tool. The thing you thought was going to be perfect for a task... isn't. And you don't have exactly what you need. You can go on, but your proficiency bonus for the effort is reduced by 1.

23. Song stuck in your head. You have an annoying song stuck in your head. You suffer disadvantage on any check that requires focus or concentration for more than 1 round. A DC 10 Charisma (Performance) check by someone else can remove the song, or you can take an action to make a DC 10 Wisdom saving throw to remove it.

24. Stain. Something of yours picked up a spectacular stain. Until it is thoroughly cleaned, you suffer disadvantage on Charisma checks in upper-class settings.

25. Wrong methodology. You just tried exactly the wrong thing. This results in partial results. Your attempt to deceive might lead to your opponent realizing you're hiding something, though she may not realize what, you might vault to the other side of a pit, but you fail to stick the landing and you fall prone, you might successfully hit a foe but do minimum damage, and so on. It is up to the GM to adjudicate the exact results.

26. Imposter Syndrome. Your confidence in your ability to perform a task has been dashed by your analysis of your own shortcomings. One skill is selected at random. You suffer Disadvantage on this skill until you use it successfully again.

27. Swarm of Gnats. A swarm of gnats surrounds you. You must make a DC 10 Wisdom save, or the first check you make each round is at disadvantage. The swarm of gnats leave after 1d100 minutes, although you may be able to drive them off with smoke or similar measures.

28. Common Cold. You have a minor, non-life-threatening disease, but you feel terrible. The first time you roll a 13 on the d20 of any check each day, you fail due to the cold and its aches and sneezes and itchy eyes. Unless treated, the cold lasts 2d4 days. Also, anyone who is in close proximity to you must make a DC 6 Constitution save each day or catch your cold.

29. Fall Into Nearest Person. You stumble into the closest person to you, whether they happen to be friend or foe. Both of you fall prone until the next round. If there are additional people adjacent to you, they must succeed at a DC 10 Dexterity save or fall prone.

30. Small flying creature defecates on your head. A small flying creature, possibly a bird if you are outdoors, or a bat if you are in a dungeon or castle, flies over you and poops on your head. You are blinded for 1 round and you have disadvantage on all Charisma based checks until you have cleaned yourself.

31. Clothing or Armor slips. Your apparel has slipped. If you are wearing armor, your armor class is reduced by 1. If you are only wearing regular clothing, you are at Disadvantage on Charisma checks other than comedic forms of Perform. Adjusting your clothing or armor takes one minute.

32. Forgets Next Action. You just flat forget what you were going to do next. If not in combat, you lose 1 minute to remember. If in combat, you can only take the Dodge action this round.

33. Distracted by Small Furry Wild Animal. Part of the local wildlife catches your attention and distracts you. You have disadvantage on your next action.

34. Swarm of Bats. A swarm of bats (or similar small flying critters) flies straight at you, causing you to lose focus on what you were doing. You receive disadvantage on your next action.

35. Amusing Idea Elicits Unintended Laugh. You laugh once, loudly despite the fact that nobody has said anything funny. If you are attempting Stealth, you may resist this with a successful DC 10 Wisdom save.

36. Flock of Birds. There are loud birds, or other forms of noise wildlife, being surprisingly vocal nearby. Your sound-based Wisdom (Perception) checks are at disadvantage for 1d4 rounds.

37. Snakebite. You have been bitten unexpectedly by a snake. Take 1 HP damage.

38. Flu. You have become sick with something more serious than the common cold and you cannot control your runny nose and coughs. This acts as #28, except you also suffer a -1 to all Wisdom (Perception) checks, and Dexterity (Stealth) checks have disadvantage. This effect lasts until the illness clears up, which takes one 2d8 days, and the DC of those in close contact to avoid catching it is 9.

39. Upset stomach. Your stomach becomes mildly ill. You are at disadvantage for 1 day on saving throws against effects that add to your exhaustion level or cause you to be poisoned.

40. Momentary Confusion. You can't think of the right word. You don't understand what you just saw. You suddenly want to figure out what that poem you heard 5 years ago actually means. Your brain, briefly, just isn't cooperating. And it keeps happening. For the next 24 hours, any time you roll a 13 on a d20 check, the check fails.

41. Insomnia. It has become difficult for you to sleep. All restorative effects of a long rest are halved. This condition persists until you get a good night's sleep, which may be caused magically, or you have a 25% chance of the condition ending each time you sleep.

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42. People Keep Interrupting You. And it's making you annoyed and suspicious. If you make a Wisdom (insight) check in the next 24 hours, it automatically fails if your d20 result is a 13.

43. Swarm of Flies. A swarm of flies decides your nose looks like an inviting place to land. You must succeed at a DC 9 Dexterity save or be stunned for 1 round and must move to a different square in order to escape this condition on following rounds. The flies dissipate once you have moved to a different square.

44. Small Stinging Insect Flies in Ear. A bee or other small stinging insect flies into your ear and stings you. You take 1 point of damage and must make a DC 8 Constitution check. If you fail the check, you have an allergic reaction and your ear swells shut. You have disadvantage on hearing-based Wisdom (Perception) checks for 48 hours, or a DC 13 Medicine check (either by draining the ear or inserting a tube through which to hear) can also restore hearing.

45. Infection. Some part of your body has become infected with a harmful bacteria. You lose 1d3 hit points at the beginning of each day until you the disease is cured or removed (DC 10 for most checks to do so, but nonmagical ones take 1d3 days).

46. Cough. You are overcome with the immediate need to cough. You receive disadvantage on any Stealth checks made for 1d6 rounds.

47. Itch. A small but intense itch besets you. Might be an allergy. Might be a bug bite. Might be poison ash. You suffer -1 to Stealth checks when not moving. You can scratch it to remove this penalty for 1 hour but must make a Constitution saving throw (DC 10) or it becomes infected (as #45), and still itches in an hour. Clears up after 1d6+1 days.

48. Swarm of bees. A swarm of bees surrounds you and stings you. You take 1 hit point and must either move to a different space, or be at disadvantage to all checks for 1d4 rounds.

49. Mount goes lame. If you own a mount, it goes lame moves at half speed. If you do not own a mount but do own a wagon, it chips a wheel and moves at half speed. Fixing either problem takes a successful DC 11 skill check (as adjudicated by the GM), and an hour.

50. Headache. Your head begins to hurt, and will continue to do so for 1d6 hours. During this time you have disadvantage on all Perception, Deception, and Persuasion checks. This can be alleviated by receiving a *cure wounds* spell, or if somebody makes a DC 15 Medicine check.

51. Minor parasitic infection (intestinal). You have a parasite living in your small intestine, and you must consume a day and a half's worth of rations every day. Failure to do this results in one level of fatigue per day after a long rest. You can be rid of the parasite by receiving a *lesser restoration* spell or a successful DC 12 Wisdom (Medicine) check and 1d4 days.

52. Dislocate finger on off-fighting-hand. One of the fingers on your off-hand becomes dislocated. If you are using both hands at the moment this minor annoyance hits, that activity has disadvantage.

53. Dislocated kneecap. You have moved your leg wrong and your kneecap is now dislocated. You take 1 point of damage if you go faster than half your movement rate. This can be fixed with a successful DC 15 Strength (Athletics) check, or DC 10 Wisdom (Medicine) check.

54. Minor parasitic infection (epidermis). There is something small and living growing just under your skin. Your hit point maximum is reduced by 1 hit point each month. This persists until it is cut out of you, which requires a DC 12 Wisdom (Medicine) check, a procedure that causes 1d4 points of damage.

55. Major parasitic infection (epidermis). There is something large and disturbing growing just under your skin. Your hit point maximum is reduced by 1 hit point each week. This persists until it is cut out of you, which requires a DC 14 Wisdom (Medicine) check, a procedure that causes 1d8 points of damage.

56. Migraine headache. Your head begins to hurt and pretty soon it turns into the mother of all headaches. For 1 day you have disadvantage on all Intelligence, Wisdom, and Charisma checks. A DC 20 Wisdom (Medicine) check alleviates the migraine.

57. Nightmares. Your sleep is disrupted by severe nightmares and you are unable to get proper rest. You have a 50% chance of taking one level of fatigue per day. Receiving a *lesser restoration* spell allows your sleep to normalize, or the condition stops after 1d6 days.

58. Rations spoil. Your rations unexpectedly go bad. You must somehow replace them or go hungry.

59. Fire breaks out in your pack. Maybe you got some materials on your pack you didn't notice, and they just not reacted. Maybe it's been smoldering since that encounter with the dragon. But for whatever reason, your pack catches fire and anything combustible begins to take 1 point of fire damage a round until it goes out. If the pack is on you at the time, you suffer 1d6 hit points of fire damage.

60. Paper Cut. It's a tiny nick, perhaps from a scroll or a rough edge on a piece of equipment. No effect unless you fail a saving throw against disease, in which case this also becomes infected (as #45).

61. Target of a Rumor. The GM picks the rumor. It's about you. It's an annoyance, rather than a huge issue, so it's either a rumor about something only mildly negative (or even perhaps positive but bringing unwanted attention), or not many people believe it.

62. Tear in Your Outfit. It still works, it just takes 1 sp to get fixed.

63. Blemish. It's a small blemish, a red spot, on your face. A DC 18 Wisdom (Medicine) check removes it, but if the roll is a 1, it instead gets infected (as #45).

64. Mood: Craving. You find yourself very much wanting to enjoy a food or other leisure activity currently not available. You have disadvantage on saving throws against illusions (as the illusions all play on your craving) until you satisfy the craving, or an hour passes.

65. Mood: Unreasonably Charitable. It won't be an annoyance unless the fact all Charisma (Deception) checks against you for the next hour have advantage, though if you realize you were deceived, the charitable feeling ends.

66. Mood: Unreasonably Suspicious. You aren't trusting anyone, today. You passive Wisdom (Insight) check takes a -4 penalty.

67. Bit Your Tongue. And it swells. For the next day, unless you receive 1 hp of magic healing, anything you do that requires speaking has a 10% chance of failure.

68. Everything is at the bottom. Today whenever you try to pull something out of a pack, it takes twice as many moves or actions as normal.

69. Squeaky Steps. Everything was fine a minute ago, but now your every step squeaks. Maybe a shoe nail came lose, or oil wore off your armor, or it could be the floor. If you are attempting Stealth when this annoyance manifests, you are at disadvantage. Otherwise it's just annoying.

70. Lost Sense of Taste. Maybe you drank your tea when it was too hot. Or the dragonfire peppers were spicier than you expected. Or you have a mild head cold. Or a bacterial growth from that last sporeman you killed has coated your tongue with black goo. For whatever reason, for 1d3 days, or until you are treated with a successful DC 20 Wisdom (Medicine) check, you fail all taste-based Perception checks.

71. Can't Come Up With Names. For the next day, the first time you try to say any creature's name, there's a 25% chance you can't for 1 round.

72. Cold, Wet Rain. The weather can be an annoyance for everyone.

73. Random piece of equipment breaks. The GM picks one piece of nonmagic equipment that is not a weapon from your inventory. This item is now broken and unusable until it is repaired.

74. Lost Some Money. You don't know where it went, but 1d100 gp are missing (to a maximum of 10% of your carried wealth).

75. Terrible Breath. Look, it even happens to elven courtiers sometimes. You receive disadvantage to all Charisma checks with adjacent creatures for 24 hours, or until some DC 15 skill check succeeds in removing the halitosis.

76. Bad Hair Day. Some element of your personal grooming is just not going right today. You are at disadvantage on all Charisma checks that aren't efforts to amuse.

77. You Remind Someone of Someone Else They Hate. The next time you fail a Charisma check with a creature, you suffer disadvantage on all Charisma checks with them until you succeed at such a check by 5 or more.

78. Rotten Food. Your food rations aren't inedible, but they do have a spot of mold on them. If you eat them, you must succeed at a DC 10 Constitution save or be poisoned for 1d4 hours.

79. Random piece of equipment missing. A random piece of equipment that is not a weapon chosen by the GM goes missing. This item returns to your possession the next day. You have no idea why you couldn't find it.

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80. Mistaken Identity. When new people see you today, they think you are someone else. Someone with a bad local reputation.

81. Hiccups. Yep, You are hiccupping. A lot. Disadvantage to Dexterity (Stealth) and Charisma checks (other than those designed to amuse) for 1d6 minutes.

82. Cold Spell. It is much, much colder than it was yesterday, or even a few hours ago. If you don't bundle up, you must make a DC 5 Constitution save or gain one level of exhaustion after an hour.

83. Warm Spell. It is much, much warmer than it was yesterday, or even a few hours ago. If you don't hydrate and put on a hat or find shade, you must make a DC 5 Constitution save or gain one level of exhaustion after an hour.

84. Miscalculation. You miscalculated something. Money. Goblins in the ambush. The GM may change one number he gives you of things you would have expected to correctly account for today, up or down.

85. Static Shock. You touch something that zaps you. You take no damage, but must make a DC 10 Constitution save or yelp in surprise. There is absolutely no evidence remaining you were shocked.

86. Stepped In It. Something gross got on your boots. Efforts to track you and identify your boots as making specific footprints gain advantage until you take 10 minutes to clean them off.

87. Jam. An item you can normally draw with ease has gotten jammed in place, and requires a DC 10 Strength check to pull free.

88. Burp. Once. Loudly.

89. Counterfeit. When you next try to buy something, it turns out 1% (round up) of the coins used are fake. You didn't know.

90. When It Rains, It Pours. Things are just not going your way today. Roll for a minor annoyance every 3 hours, adding 20 to each result (max 101).

91. Hangnail. It should be an incredibly minor thing, but it's infected and spectacularly painful. Until you receive a successful DC 15 Wisdom (Medicine) check, any Dexterity check you make fails if the d20 result is a 13.

92. Something Tender Got Smashed. The next time you take damage, you feel it much harder than normal. It might be a gut punch, a hit in your funny bone, an eye gouge, or some other fragile, painful part of you. But the round after that, the first d20 check you make that is a 13 automatically fails.

93. Fat Lip. The next time you take damage, you get popped in the lip and it swells something awful. You suffer the effects of #67 and #92.

94. Chipped a Tooth. It's cosmetic, but it's as hard to fix as a severed limb. Alternatively, you can get a gold or wooden replacement.

95. Behind Schedule. You are going to arrive somewhere late today. If you have a meeting, you are 1d6 minutes late. If you separate from the party before an encounter, you don't arrive before the beginning of the second round.

96. Scratched. Somehow, a major item of yours, be it armor, weapon, or powerful magic item, got a huge scratch. It takes 1/10th its hit points.

97. Super Windy Day. No one expected this. Thrown weapon ranges are halved, (Wisdom) Perception checks to notice things beyond 20 feet have disadvantage.

98. Misfire. Be it fletching breaking off an arrow so it goes askew, alchemist's fire bouncing without exploding, or even a spell spiraling off due to astrological conjunctions you could not predict, your next ranged attack automatically fails. You can correct the issue after that, but there was nothing you could do for that one effort.

99. Foot Stuck. Your foot gets stuck. You might have stepped in a hidden gopher hole, wedged it between two rocks, or gotten it hooked on a plant root. You can't move from this location until someone succeeds at a DC 15 Strength check to get you loose, or you take the time to remove your footwear.

100. Weapon Stuck. On the next successful melee attack you make, your weapon (even if it's your fist) gets stuck in the target. It takes an action and a DC 15 Strength check to free the weapon, though each effort (successful or not) allows you to roll damage against the target.

101. Broke Your Nose. The next time you take damage, it breaks your nose. You get a stain (as #24) from the blood pouring out of it until it staunches, and it could turn into an infection (as #45) if you don't succeed at a DC 10 Constitution save. Plus you are talking funny for 1d4 days and may get some words wrong (as #67) for 1d4 days. And anyone who succeeds at a DC 10 Wisdom (Insight) check in the future will know that at some point, someone broke your nose.

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