

## THE JESTER'S INSANE-LEVELS-CHAOS-CHART

### 4<sup>th</sup> Edition D&D annotations by Halivar

#### How to use this document:

Generate a random number from 1 to 500. Apply this affect to the player, referring to any subtables as needed (specified by Roman numerals). Use this table when a player passes through a warren of chaos, touches an outsider, or any other cosmic event of your contrivance.

4<sup>th</sup> Edition D&D annotations are in blue. They supersede black text, which is the original D&D 3.x usage.

01-03	+1d6 to random attribute
04-06	-1d6 to random attribute
07-09	Gain random body part (subtable I)
10	Lose random body part (subtable I)
11	Gain 1d8 psionic Power Points. If you aren't psionic these allow you to take psionic feats and skills and mean that you're always a flatfooted psionic against psionic attacks. Gain the Disciplined Talent feat (PHB3).
12-13	Change type to plant; this will be accompanied by some physical changes (leaves, green skin, etc.) Gain plant subtype, forest walk.
14-15	Change type to undead; gain all undead qualities; will be accompanied by some physical changes. Gain undead subtype, immunity to disease and poison, resist 5 necrotic, and vulnerable 5 radiant.
16-17	Change type to outsider; this will be accompanied by some physical changes (hooves, silver skin, etc.) Gain darkvision, +2 to secondary defenses.
18-20	Change to a new random alignment (roll 1d8)
21	Gain random feat (subtable II)
22	Gain permanent +1d12 luck bonus to a random skill (subtable III)
23-24	Lose random sense (count special senses, such as darkvision and low-light vision, separately; roll randomly to see which is lost)
25-26	Gain random sense (subtable IV); this may be accompanied by bizarre physical changes.
27-29	Reincarnated (per the spell) Change race (XXVI).
30-31	Skin color change (subtable V)
32-33	Hair color change (subtable V)
34	Grow scales (+1 natural armor bonus) Gain +1 bonus to AC and Fort defenses.
35-36	Gender change
37	Skin softens (natural armor decreases by -1; if no natural armor bonus, count this as a penalty) -1 AC penalty.
38-39	Gain fire subtype (with physical changes, i.e. red skin, etc.)

	Gain fire subtype, resist 5 fire.
40-41	Gain cold subtype (physical changes, i.e. blue skin, etc) Gain cold subtype, resist 5 cold.
42-43	Speed increases by +10' Speed increases by 2 squares.
44-45	Speed decreases by -10' Speed decreases by 2 squares.
46-48	Pregnant with chaos baby (subtable VI). Gestation period is 1d100 weeks
49	Plagued by bad weather
50	Need to eat twice as much as normal
51-52	Insanity (see Player's Option: Spells and Magic for ideas) Afflicted with Moon Frenzy (Dungeon 156).
53-54	Fast Healing +1 Gain regeneration 1.
55-56	Slow Healing- only 1+con bonus hp/day; 2+con bonus with a long term care check or complete rest, 3+con bonus for both. Reduce healing surge value by 2.
57	No longer need to sleep
58	No longer need to eat
59-60	Must eat (subtable VII)
61-62	Covets (subtable VII)
63-64	Hates (VII)
65-66	Hates random creature type (roll on Reincarnation table for type) (XXVI)
67-69	Suffer extra 1d6 hp/round from (VII)
70	Lose all language skills
71	Scry 1/day (per the spell) View Location 1/day (per the ritual), no material components or focus required.
72-74	-2 luck penalty to saves of random category Gain -2 penalty to random secondary defense.
75-77	+2 luck bonus to saves of random category Gain +2 bonus to random secondary defense.
78-80	Enormously fertile
81-83	Sterile
84-85	Grow 1d30", add 1d4 lbs/inch
86-87	Shrink 1d30", lose 4d4 lbs
88-89	Gain DR5/+1; if already has DR, it increases by +2 (no increase to the amount reduced). Gain +2 bonus to saving throws against ongoing damage. Roll twice for death saving throws and take the better result.
90-91	Alcohol poisons subject (Fort DC16, initial and secondary damage 1d8 con). Alcohol inflicts Dark Toxin on subject.
92-93	Speak with Dead 1/day (as the spell) Speak with Dead 1/day (per the ritual), no material components or focus required.
94-95	Gain random medium magic item. Gain random magic item of your level.
96-97	Random magic item destroyed

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98-100	Chaos Curse! Roll once per day on charts until chaos curse comes up again.
101-102	Switch two attributes at random
103	Grow feathers
104-105	Tongue becomes forked
106-107	Gain breath weapon (range is dex bonus x 5', roll on subtable VIII for type, damage is 1d6/point of con bonus plus 1d6; Ref half, DC10+half HD+con bonus) Gain the dragonborn Dragon Breath racial encounter power.
108-109	Gain immunity to (VIII)
110-111	+5 to SR +2 bonus to defenses vs. arcane spells.
112	Immune to phantasms
113	Immune to charms
114-115	Healing per day is increased by con bonus. Gain 2 extra healing surges per day.
116-117	Switch sexual preference
118	Shed skin 1/month, grow 1d4", add 1d30 lbs.
119	Gain funny walk; speed reduced 10' (think Ministry of Funny Walks) Speed decreases by 2 squares.
120-122	Stinky (-6 to hide and diplomacy checks) -6 penalty to Stealth and Diplomacy checks.
123	Smells like (VII)
124-125	Become albino
126-128	Genitals enlarge to massive proportions (x1d4+6)
129-130	Easily critted (all threat ranges increased by one)
131-132	Horns grow 1d12"; if over 5" may be used to attack (1d4 damage, 1d6 if over 10")
133	Immune to webs
134-136	Gain alternate move type (IX)
137-138	Become an ooze with all type modifiers; int becomes - Gain the ooze subtype, immunity to blindness and gaze attacks, blindsight 1, Int and Cha reduced to 1.
139-140	Phase out of existence for 1d10 rounds every now and then (20%/day; occurs at random time)
141-142	Lose random chaos attribute
143-145	Delude into thinking you're a (X)
146-147	Hate (X)
148-149	Love (X)
150	Lose all ranks in a random skill you have ranks in Lose training in a random skill you are trained in.

151	Lose random feat
152-153	Stalked by (VI)
154-156	Touch of Chaos 1/day- Will save, DC10+cha bonus+ half level or gain random chaos attribute. Gain Touch of Chaos daily power:
<div style="border: 1px solid black; padding: 5px;"> <p><b>Touch of Chaos</b></p> <p><b>Daily • Arcane, Implement</b></p> <p><b>Minor Action</b> <span style="float: right;"><b>Ranged 3</b></span></p> <p><b>Target:</b> One creature</p> <p><b>Attack:</b> Intelligence, Wisdom or Charisma vs Will. You gain a +2 to the attack.</p> <p><b>Hit:</b> Target gains a random chaos attribute.</p> </div>	
157-159	Chaos Curse (see 98-100)
160-162	Shiny (-4 to hide) -4 penalty to Stealth checks.
163-164	Gain +2 luck bonus on attack rolls.
165-166	Gain +2 luck bonus on damage rolls.
167-168	Grow moss
169-170	Nirrighan's Dismemberment 1/day Can detach any body part 1/day; it continues to work independently under your control, and can cast spells.
171-173	Become extremely frugal with money
174-176	Compelled to spend money
177	Gain a level
178	Lose a level Acquire resurrection sickness until next level.
179-181	Can't turn down a challenge
182-184	Change name to (XI)
185-187	Voice gets really.... (XII)
188-189	Enlarge 1 size category, including all mods from MM Enlarge 1 size category, add 10 hit-points, +1 bonus to Str checks, attacks, and damage, -1 penalty to Reflex.
190	Weapon gains 3d6 Int (no other properties) and can communicate per DMG Weapon becomes intelligent, capable of speech, and has a random alignment.
191-192	Shrink 1 size category, including all mods from MM Shrink 1 size category, subtract 10 hit-points, -1 penalty to Str checks, attacks, and damage, +1 bonus to Reflex.
193-194	Can't say own name
195-196	Frog-like tongue
197-198	Eyes turn bug-eyed
199-200	Turn into a waterscope

## THE JESTER'S INSANE-LEVELS-CHAOS-CHART (4<sup>th</sup> Edition D&D annotations by Halivar)

201-203	Arm becomes a (XIII)		articulated tentacle appendages.
204-205	Arm becomes made of (XIV)	266-268	Gain half-slaad template [custom]
206-208	Lower half becomes that of a (XV)		Gain the elemental subtype, low-light vision, teleport 3, the primordial language, and the sorcerer's Chaos Bolt At-Will ability.
209-210	Gain hooves	269-270	No sense of humor
211	Nose elongates 1d6"	271-272	Ears stick out 1d6"
212-213	Always know the time	273-274	Teeth fall out
214-215	Duality: can take one mental action and one physical action, plus a move-equivalent action, each round Can make one physical action and one mental action as a standard action (for example, a weapon based attack and a ranged implement attack).	275-277	Gain scent quality Gain +5 bonus to Perception checks involving smell.
216-217	-2 luck penalty to saves vs. (VIII) -2 penalty to defenses vs. (VIII)	278-279	Nasty cough
218-220	Periodic migraines	280	Cease aging
221-222	Amnesia, instant and total ("Who- where am I??")	281-282	Learning trouble: -10% to all earned xp
223	Periodic amnesia (every 1d6 days lost memory for 1d10 hours)	283-284	Accelerated learning: +10% to all earned xp
224-225	All creatures within 60' gain a chaos attribute	285-287	Prehensile tail
226-228	Glow with permanent faerie fire	288-290	Very sweaty (drop weapon on a natural 1-3 on attack roll)
229-231	Speak only in rhyme	291-292	Love sports
232	Return to base characteristics, lose all chaos attributes and break curse of chaos	293-295	Easily intoxicated
233-234	Momentary mental contact with horrendous entity from beyond the stars- it knows you're there now!	296-298	Chaos Curse! (see 98-100)
235-237	Fall in love with nearest member of appropriate sex (race irrelevant)	299-300	Steam comes out ears
238-239	Need a story to go to sleep	301-302	Take on air subtype Gain elemental (air) subtype, resist 5 lightning, and the wizard's Arc Lightning At-Will ability.
240-241	Age 1d10 years	303-304	Take on earth subtype Gain the elemental (earth) subtype, tremorsense 5, and resist 5 force.
242-243	Grow 1d10 years younger	305-307	See through mist and fog
244	Laugh whenever you talk	308-310	Brownish liquid drips from mouth
245-246	Habit (XVI)	311-312	Leave footprints of (X)
247-248	Permanently hasted Gain +2 to movement, extra standard action 1/encounter.	313-314	Head doubles in diameter
249-250	Permanently slowed Movement drops to 2 squares.	315	Permanently glow with daylight
251-252	Fused to clothes and armor	316	Identify by touch 1/day
253-254	Way with merchants: 20% off all purchases	317-318	Surrounded by 30' sphere of darkness
255-257	Animals love you	319-322	Symbol of chaos burned into (I)
258	Don't need water	323-324	6'x6'x6' extra-dimensional space just inside anus
259	Need double normal sleep	325-327	Gain 1d12 hp
260-261	Need double normal food	328-330	Lose 1d12 hp permanently from total
262-263	Need double normal water	331-332	Become random lycanthrope (XVII)
264-265	Gain alienoid template [custom template] Gain the outsider subtype, low-light vision, resist 5 radiant, and the warlock's Dire Radiance At-Will ability. Also, sprout two fully	333-334	Change type to construct; gain all construct traits; appearance changes Change race to warforged. You are made out of (VII).
		335-336	Psionic susceptibility (-2 to saves vs. attack modes) Gain -2 penalty vs psychic attacks.
		337-339	Mental hardness increases by +1 Gain +2 to Will defense.
		340-341	(VII) doesn't exist for you

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342-343	Perfectly mimic voices (+2 circumstance modifier to bluff and disguise checks)						
344-345	Adopt a random symbol (XVIII)						
346-347	Adopt a random battle cry (XIX)						
348	Sense the sun's location.						
349-350	Dispel magic 1/day by touch. <a href="#">Gain the wizard's Dispel Magic encounter spell.</a>						
351-352	Negate psionics 1/day by touch. <a href="#">Negate one psionic or psychic attack or ability once per day, as an immediate interrupt.</a>						
353-354	Perfect map of where you go is in your memory.						
355-357	Vivid dreams; make a Will save, DC15, to awaken each hour <a href="#">Roll +10 vs Will defense. On hit: restless sleep causes -2 penalty to checks and and -1 penalty to attacks due to fatigue.</a>						
358-360	Hair falls out.						
361	Spontaneously combust (die).						
362-364	Stutter (concentration check, DC15 + spell level, to cast a spell). <a href="#">Must make a low Arcana check to cast arcane spells.</a>						
365-367	Smell yummy to monsters.						
368-369	Petrified. <a href="#">Remove Affliction removes this affect.</a>						
370-371	Refuse to fight (XX)						
372	See in black and white. <a href="#">-2 penalty to vision-based Perception checks.</a>						
373-375	Rage +1/day; Will save, DC15 + cha bonus of provoker, if provoked or enter rage involuntarily (still only 1/day) <a href="#">Gain the following daily power:</a>						
<div style="border: 1px solid black; padding: 5px;"> <p><b>Uncontrollable Rage</b></p> <p><b>Daily • Primal</b></p> <table style="width: 100%; border-collapse: collapse;"> <tr> <th style="text-align: left; width: 50%;">Free Action</th> <th style="text-align: left; width: 50%;">Personal</th> </tr> <tr> <td colspan="2"> <b>Effect:</b> Gain +2 to attacks and damage. You attack the target that dealt you the most damage the previous turn, and continue attacking until you save. When target dies, target the next closest creature. </td></tr> <tr> <td colspan="2"> <b>Special:</b> If you take more damage in one turn than your healing surge value, Uncontrollable Rage activates automatically. You take a -2 penalty to saves to end. </td></tr> </table> </div>		Free Action	Personal	<b>Effect:</b> Gain +2 to attacks and damage. You attack the target that dealt you the most damage the previous turn, and continue attacking until you save. When target dies, target the next closest creature.		<b>Special:</b> If you take more damage in one turn than your healing surge value, Uncontrollable Rage activates automatically. You take a -2 penalty to saves to end.	
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376-378	Chaos Curse! (as 98-100)						
379-381	Hairy like a Sasquatch.						
382-383	Theme song plays wherever you go (roll 1d20 for quality of song, as per a perform check).						

	<a href="#">Make Diplomacy check to determine quality of the song.</a>
384-385	Speak in tongues.
386-387	Bones weaken (-1 penalty to natural armor; if no natural armor bonus, this becomes a penalty).
388	Mental block: can't advance any further in one current class. <a href="#">Choose one of your feats. Replace it with a multiclass feat of your choice. You cannot swap out this feat.</a>
389-390	Not limited by height on jump checks.
391-393	Gain 3d34 lbs [no, really, d34. I have a friend who has one that he loaned to me. There are several subtables rolled on a d34, too.] <a href="#">I don't have a d34, so roll 6d12 instead.</a>
394-396	Lose 3d34 lbs; if small sized, instead lose 2d8 lbs. <a href="#">Roll 6d12 instead.</a>
397-398	Cast no shadow.
399-400	Cast no reflection.
401-402	Handwriting becomes completely illegible (even to you).
403	Become illiterate.
404-405	Eyes are now at the end of stalks (1d10").
406-407	Lose 1 level of spellcasting ability (if any). <a href="#">Cannot use daily powers until you complete 3 milestones.</a>
408-409	Lose 1d8 power points permanently. <a href="#">Cannot augment powers until you complete 3 milestones.</a>
410	(I) grows to huge size.
411	Can no longer use pronouns.
412	Can no longer use adjectives.
413	Can no longer use nouns.
414-415	Always takes 3 rounds to get to the point when talking.
416-418	Always vacillating (initiative shifts down 1d4 points each round; below 0 you lose your action and roll again for a new initiative next round).
419-421	On the ball (+1d4 to initiative each round).
422	Vanish in a puff of smoke.
423-424	Chaos curse! (98-100)
425-427	Become addicted to (XXI)
428-429	Lose all subtypes and descriptors.
430-432	Random quest (XXII)
433-434	Can't speak anyone else's name.
435-436	New favorite color (V)
437-438	Heal self completely 1/day.
439-440	Don't heal naturally.



## THE JESTER'S INSANE-LEVELS-CHAOS-CHART (4<sup>th</sup> Edition D&D annotations by Halivar)

Extended rests restore healing surges, but not hitpoints.

441-443 Head replaced by (I).

444-446 Strong desire to go visit (XXIII).

447-448 Desire new career as (XXIV).

449-450 Try to take enemies alive.

451-452 My Light at will.

As a minor action, your eyes can illuminate a 5-square blast area adjacent to you. You can disable this with another minor action.

453-454 Immune to random spell (roll as if for a medium scroll).

Roll on (VIII). You are immune to arcane spells of that energy type.

455-457 Slippery (enemies suffer a -8 circumstance check on offensive grapple checks against you). You gain a +8 bonus to all escape checks.

458-460 Random piece of equipment gains 3d6 int, wis, cha.

461-463 Incontinent (30%/hour of an "accident")

464 Gain Glum Creature template [custom template]

You become a creature of gloom and despair. Change subtype to undead, gain a hover speed equal to movement, resistance 5 necrotic and shadow, and an aura 2: any living creature who starts their turn in this aura takes a -2 penalty to attack rolls and skill checks till the start of their next turn. Also gain the Wave of Despair encounter power:

### Wave of Despair

**Encounter • Implement, Psychic, Shadow**

**Standard Action** Close Blast 5

**Target:** Each living creature in blast.

**Attack:** Intelligence, Wisdom or Charisma vs Will. You gain a +2 to the attack.

**Hit:** Target is overcome with grief. Attacks and defenses are at a -2 penalty until the start of your next turn.

465-466 Semiclone of you appears

A duplicate of you appears. It's exactly like you in every way, except they have a different name and have a different hair color (lazy artists...). Round 1! Fight!

467-469 Eyes change color (V)

470-471 Legs replaced by (XXV)

472-473 All curses on you are broken

474-475 All enchantments on you are broken

476 Age backwards

477-478 You die at -20 hp

You die at 0 minus 3 times your surge value.

479-480 You die at 0 hp

481-482 Can't remember names of creatures

483-485 Flowers grow from (I)

486-487 Immune to gaze attacks

488 Immune to Chaos effects

489-490 Chaos Curse!

491-493 Gain flair for artwork (+2 competence bonus on all checks related to art)

494 Split into two versions of yourself.

495 Split into two versions, the second is opposite alignment.

496 Split into two bodies; each has half the str, dex and con of the original.

497 Gain Divine Rank 0 [this may make the character an npc].

You become an immortal demigod, with the following changes:

- Add Cha to all defenses.
- May always take 10 on any skill check.
- Immune to petrification, shapechanging, charm, domination, phantasm, and fear.
- Gain resist 10 to all forms of damage.
- Do not age, sleep, eat or breath.
- Can grant encounter powers to worshippers as daily powers.

498-500 Immune to gravity (fly away).

### Subtable I: Random Body Parts

1 Arm

2 Leg

3 Hand

4 Foot

5 Eye

6 Head

7 Mouth

8 Penis

9 Vagina

10 Tentacle

11 Wings (fly at walking speed)

12 Rattle

13 Fangs (1d6 bite for a medium creature, scales with size)

14 Horns (stubby)

15 Hooves

16 Claws (1d6 per claw for a medium creature, scales with size)

17 Fins (give swim speed equal to walking speed)

18 Gills (breathe water)

19 Stinger (1d4 plus poison; damage scales with

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size; poison: Fort DC 10 +con bonus; initial and secondary damage 1d4 to a random attribute)  
**Attack:** Dex vs AC  
**Hit:** 1d6+Dex poison damage, and on-going 5 poison damage (save ends).

20 Tail

### Subtable II: Feats (see below for 4E version)

1	Improved Initiative
2	Quickdraw
3	Cleave
4	Mobility
5	Psionic Charge
6	Lethality
7	Improved Two-Weapon Fighting
8	Final Strike
9	Improved Bull Rush
10	Linguist
11	Up the Walls
12	Instant Stand
13	Death Blow
14	Expert Tactician
15	Craft Wondrous Item
16	Spell Penetration
17	Guard Your Flanks
18	Brutal Bludgeoning
19	Divine Cleansing
20	Fists of Iron

### Subtable II: Feats (reroll is feat is inapplicable)

1	Improved Initiative
2	Master at Arms
3	Blade Opportunist
4	Defensive Mobility
5	Psionic Celerity
6	Headman's Chop
7	Two-Weapon Fighting <i>and</i> Two-Weapon Defense
8	Surprising Charge
9	Improved Bull Rush
10	Linguist
11	Sure Climber
12	Upright Revival
13	Blood Seeker
14	Ritual Casting
15	Alchemist
16	Dual Implement Spellcaster
17	Warding Defense
18	Brutal Bludgeon
19	Divine Cleansing
20	Crack the Mountain

### Subtable III: Skills (see below for 4E version)

1	Hide
2	Move Silently
3	Spot
4	Listen
5	Search
6	Alchemy
7	Heal
8	Spellcraft
9	Knowledge (arcana)
10	" (religion)
11	" (politics)
12	Craft (all)
13	Bluff
14	Sense Motive
15	Wilderness Lore
16	Diplomacy
17	Perform (all)
18	Swim
19	Climb
20	Balance
21	Use Magic Device
22	Scry
23	Animal Empathy
24	Use Rope

### Subtable III: Skills

1	Acrobatics
2	Arcana
3	Athletics
4	Bluff
5	Diplomacy
6	Dungeoneering
7	Endurance
8	Heal
9	History
10	Insight
11	Intimidate
12	Nature
13	Perception
14	Religion
15	Stealth
16	Streetwise
17	Thievery

### Subtable IV: Senses

1	Vision
2	Hearing
3	Smell
4	Taste
5	Touch

## THE JESTER'S INSANE-LEVELS-CHAOS-CHART (4<sup>th</sup> Edition D&D annotations by Halivar)

6	Detect Poison
7	Detect thoughts
8	Scrying sense
9	Detect magic
10	Darksight
11	Lowlight vision
12	Detect psionics
13	Detect evil
14	Detect undead
15	Discern lies
16	Detect radiation
17	Detect good
18	Detect law
19	Detect chaos
20	Detect life
21	Detect disease
22	See invisible
23	Empathic sense
24	Far sight (x4)

### Subtable V: Color

1	Red
2	Orange
3	Yellow
4	Green
5	Blue
6	Purple
7	Black
8	White
9	Grey
10	Brown
11	Gold
12	Silver
13	Pink
14	Striped (2 colors; reroll for each)
15	Polka dotted (roll for background and dot colors)
16	Spotted like a big cat (roll for background and spot colors)

### Subtable VI: Chaos Babies

1	Slaad, red
2	" , green
3	" , blue
4	" , gray
5	" , death Black Slaad
6	Ethereal filcher Take Filching Wraith, reskin as an Ethereal Filcher outsider.
7	Fish

8	Six-legged cat
9	Chaos beast Take a Chaos Phage Swarm and reskin as a Chaos Beast; remove swarm characteristics.
10	Otyugh
11	Black pudding
12	Rust monster
13	Huge monstrous spider Demonweb Terror
14	Cloaker Cloaker Ambusher
15	Medusa Choose any medusa of appropriate level.
16	Aboleth Choose any aboleth of appropriate level

### Subtable VII: Substances

01-04	Dirt
05-07	Paint
08-10	Gold
11-13	Silver
14-16	Copper
17-18	Steel
19-21	Wood
22-24	Bones
25-27	Blood
28-30	Fruit
31-33	Bugs
34-35	Meat
36-38	Incense
39-40	Perfume
41-42	Weapons
43-45	Holy symbols
46-47	Books
48-51	Water
52-53	Magic items
54-57	Gems
58-60	Fur
61-63	Sauces
64-65	Teeth
66-69	Fat/blubber
70-72	Webs
73-74	Fire
75-77	Mud
78-79	Doors
80-83	Shoes
84-87	Gloves
88-90	Leaves
91-93	Rocks
94-95	Glass
96-97	Alcohol

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98	Hearts
99	Brains
00	Salt

### Subtable VIII: Energy Types

1	Fire
2	Cold
3	Acid
4	Electricity
5	Sonic Thunder
6	Force
7	Holy Radiant
8	Unholy Shadow
9	Poison (if a breath weapon, this is still hp of damage)
10	Necromantic/negative energy Necrotic

### Subtable IX: Alternate Movement Types

1	Swim
2	Fly
3	Levitate
4	Astral projection
5	Astral travel (physical)
6	Timeslip
7	Etherealness
8	Burrow
9	Webwalking
10	Brachiation
11	Leap
12	Webswinging
13	Dream travel
14	Pass through earth and stone
15	Climb
16	Teleport (chance of error)
17	Plane shift
18	Firegate
19	Shadow walk
20	Teleport without error

### Subtable X: Creature Subtypes

01-02	Human
03-04	Elf
05-06	Dwarf
07-08	Gnome
09-10	Halfling
11-12	Halfbreed
13-14	Cleric

15-16	Druid
17-18	Spider
19-20	Bug
21-22	Ranger
23-24	Thief
25-26	Assassin
27-28	Orc
29-30	Goblin
31-32	Gnoll
33-34	Kobold
35-36	Tabaxi
37-38	Merellin
39-40	Wizard
41-42	Sorcerer
43-44	Billyman
45-46	Ghost
47-48	Lion
49-50	Rat
51-52	Cat
53-54	Zombie
55-56	Merchant
57-58	Slaad
59-60	Modron
61-62	Dragon
63-64	Demon
65-66	Dog
67-68	Troglodyte
69-70	Rhino
71-72	Kid
73-74	Mind flayer
75-76	Drow
77-78	Devil
79-80	Celestial
81-82	Vampire
83-84	Schoolgirl
85-86	Bard
87-88	Monk
89-90	Innkeeper
91-92	Farmer
93-94	Smith
95-96	Tanner
97-98	Brewer
99-100	Cook

### Subtable XI: Names

1	Aphwishis
2	Spukoni
3	Tridentus
4	Jimini
5	John (the H is optional)
6	Dexter



## THE JESTER'S INSANE-LEVELS-CHAOS-CHART (4<sup>th</sup> Edition D&D annotations by Halivar)

7	God
8	Bronco
9	Jor-El
10	Mr. Fantastic
11	Dr. Dudely
12	Oral
13	Kandor
14	Death
15	Destruction
16	Kitty
17	Angel
18	Goody
19	Gramps or Granny
20	Dad or Mom
21	Flower
22	Dog
23	Drake
24	Duncan
25	Zordan
26	Biff
27	Razor
28	Ransack
29	Clark
30	Kentwood
31	Assman
32	Lefty
33	Demon
34	Dude

### Subtable XII: Sound Characteristics

1	Squeaky
2	Loud
3	Soft
4	Feminine
5	Sexy
6	Masculine
7	Deep
8	Thoughtful
9	High-pitched
10	Breathy
11	Italian accent
12	French accent
13	Spanish accent
14	German accent
15	Irish accent
16	"Cultured" accent

### Subtable XIII: Weapons

1	Sword
2	Hammer
3	Mace

4	Axe
5	Dagger
6	Crossbow
7	Whip
8	Nunchaku
9	Spear
10	Flail

### Subtable XIV: Compositions

1	Wood
2	Iron
3	Bone
4	Rubber
5	Ice
6	Stone
7	Rope
8	Grass
9	Fire
10	Water
11	Gold
12	Cloth

### Subtable XV: Better Halves

1	Centaur
2	Goat
3	Lion
4	Dragon
5	Skeleton
6	Dog
7	Cat
8	Slug
9	Snake
10	Ooze
11	Hawk
12	Gazelle
13	Kocho
14	Spider
15	Eel
16	Frog
17	Octopus
18	Treant
19	Rat
20	Thri-Kreen

### Subtable XVI: Habits

1	Pick nose
2	Pick toes
3	Pick ears
4	Rub chin
5	Rub nose
6	Clear throat

## THE JESTER'S INSANE-LEVELS-CHAOS-CHART (4<sup>th</sup> Edition D&D annotations by Halivar)

7	Habitual exclamation
8	Pull lip
9	Tap finger
10	Bite nails
11	Tap foot
12	Lick lips
13	Hold hands together behind your back
14	Hands on hips
15	Suck thumb
16	Pinky to mouth (a la Dr. Evil)
17	Guzzle, not sip
18	Clean nails with knife
19	Call everyone "Bro"
20	Bark at enemies

### Subtable XVII: Lycanthropes

All lycanthropes gain the following:

- Regeneration 5 (if the lycanthrope takes damage from a silver weapon, its regeneration doesn't function on its next turn)
- Low-light vision
- Change Shape (minor; at-will) – In animal form, they cannot use class abilities or cast spells. In human form, they cannot bite.
- Speed in animal form increases by 2 squares.
- Hybrid and animal forms have a bite attack (Str vs AC, 1d6 + Strength modifier damage, and the target contracts Moon Frenzy).

1	Werebear
2	Wereboar
3	Wererat
4	Weretiger
5	Werewolf
6	Wereshark
7	Werebat
8	Werespider
9	Wereworm
10	Werpoodle

### Subtable XVIII: Symbols

1	Unicorn
2	Symbol of Chaos
3	Dragon
4	Griffon
5	Crossed swords
6	Shield
7	Rose
8	Lilies
9	Frog
10	Crowns (1d3)
11	Arrows

12	Diamond
13	Circle
14	Oval
15	Fist
16	Tree
17	Lion
18	Tiger
19	Mountain or mountains
20	Water
21	Axe
22	Helm
23	Pegasus
24	Angel

### Subtable XIX: Battle Cries

1	For Freedom!
2	Imperius Rex!
3	It's Clobberin' Time!
4	Gold and Glory!
5	For Galador!
6	For Chaos!
7	For Love!
8	For Justice!
9	For Truth!
10	Stars and Garters!
11	Like a Hurricane!
12	Bastards!
13	Without Honor!
14	For Money!
15	God is Great!
16	I'm So Badass!
17	Reap What You Sow!
18	Love and Honor and Obey!
19	By My Ass!
20	Morituri!
21	Ribbons and Lace!
22	In the Name of Dexter's Eyes!
23	By Bleak's Maw, I Destroy You!
24	The Unblinking Eye!
25	I Strike to the Rear!
26	Bad Thingy, Now You Die!
27	Let the Blood Flow!
28	Honor and Country!
29	For the Old Ones!
30	For the Old Ways!
31	For Beer!
32	Wine, Women and Song!
33	All Glory to Me!
34	Death to the Unbelievers!

### Subtable XX: Targets of Virtue

## THE JESTER'S INSANE-LEVELS-CHAOS-CHART (4<sup>th</sup> Edition D&D annotations by Halivar)

1	Women
2	Animals
3	Children
4	Unarmed people
5	Vermin
6	Creatures smaller than medium-sized
7	Oozes
8	In a church/shrine/temple/holy or unholy ground

### Subtable XXI: Addictions

1	Alcohol
2	Stealing
3	That ol' devil weed
4	Mushrooms
5	Sex
6	Food
7	Nutmeg
8	Chocolate
9	Blackroot grass
10	Dzur [think dwarven crack]
11	Psychedelic grubs
12	Nose dust

### Subtable XXII: Quests

1	Slay the nearest dragon
2	Slay the nearest king (not a duke, etc; title must be king)
3	Recover the Hand of Vecna
4	Destroy the Sword of Kas
5	Journey to the center of Mount Bile
6	Learn the secrets of the Hill of Skulls
7	Break the Bleak Academy
8	Restore the Miloxi Empire
9	Slay the Drow race
10	Destroy a plane
11	Change a high priest's religion
12	Give one million gold pieces to orphans
13	Travel back in time to the moment of Solurnustice and see the sun ignite
14	Defeat the next monster you meet singlehandedly
15	Cause a nation's economy to collapse
16	Journey to Union and join one of the epic level organizations there
17	Become a god
18	Destroy Tiamat
19	Remove the curse from Epla, the Isle of Atrocities
20	Create an entirely new race
21	Step into the Far Realms for just a moment

22	Restore the sanity of Nigel the Alienist
23	Slay a hydra by yourself with your bare hands
24	Find the perfect outfit
25	Find the prettiest wife/most handsome husband
26	Debunk the theory of gravity
27	Travel to where the sun enters the sea at night
28	Resurrect a dead dynasty and restore them to their throne
29	Win a war
30	Eat of the Mana of Heaven

### Subtable XXIII: Visitations

1	Where you were born
2	Where you set out for your first adventure from
3	Your parents
4	Your childhood hero
5	The capital of your homeland
6	Forinthia
7	The Abyss
8	The Heavens
9	The Positive Plane
10	An alternate Material plane
11	The Plane of Shadow
12	The highest mountain around (Mt. Ice)
13	A demon's home
14	The Halls of Light
15	Your childhood best friend
16	The redwoods
17	Pesh [or some other place known for vice]
18	The underdark
19	The Botanical Gardens on Gorel
20	Azar

### Subtable XXIV: Career Choices

1	Mason
2	Carpenter
3	Fisher
4	Painter
5	Teacher
6	Bartender
7	Confessor
8	Boxer
9	Politician
10	Smith
11	Leatherworker
12	Herald
13	Herbalist
14	Mercenary
15	Playwright

## THE JESTER'S INSANE-LEVELS-CHAOS-CHART (4<sup>th</sup> Edition D&D annotations by Halivar)

16	Candlemaker
17	Gem-cutter
18	Bookmaker
19	Trapper/furrier
20	Scribe

### Subtable XXV: Leg Replacements

1	Wheels
2	Pogo stick-type appendage (think gambado)
3	Arms
4	Tentacles
5	Tracks (tank-style)
6	Roots
7	One foot (like a slug's)
8	Mouths
9	Eyes

10	Tongues
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### Subtable XXVI: 4<sup>th</sup> Edition Races

1	Human
2	Half-elf
3	Halfling
4	Elf
5	Eladrin
6	Dragonborn
7	Tiefling
8	Dwarf
9	Hobgoblin
10	Drow
11	Wilden
12	Goblin