

Critical Hits

When the attacker scores a critical hit by a margin of 5 or more on the initial attack, and the attack is actually a critical hit as determined by the second throw, a specific injury occurs. The effects are determined by four factors: the attacker's type of power used compared to the defender's size, the type of power compared to the type of target, the location of the hit, and a roll for the injury's severity.

Critical Hit Charts

There are several types of powers: Acid, Bludgeoning (weapon), Cold, Electricity (lightning and thunder), Fire, Force, Piercing (weapon), Slashing (weapon), Thunder, and Wounding (necrotic and radiant). If the type is not listed here, it cannot roll on a critical hit chart, although it can still inflict additional damage based on a critical attack roll.

The type of power used is compared to three target types; humanoids, animals, and monsters. In most cases the correct critical hit chart to use should be relatively obvious.

Humanoids include anything that is generally shaped like a human, ranging from pixies to giants. If it has two arms and two legs, it's probably humanoid.

Animals include anything that is a normal or giant-sized version of a normal animal. Mammals, reptiles, birds, and amphibians all fall into this category—but not insects or fish. It also includes monsters that are animal-like in form, such as blink dogs, winter wolves, moon dogs, hell hounds, nightmares, osquips, or fire toads.

Monsters include anything that doesn't fit into the previous two categories. Giant insects of any kind, fish-like monsters, composite creatures such as manticores or dragons, and weird things like xorn or leucrottas would all be considered monsters. If in doubt over whether something is a monster or not, call it a monster; this is the default category for things that defy classification.

Location

The critical hit charts require two die rolls: one to determine the location of the hit, and the other to determine the severity. Note that these can be rolled simultaneously. The location die is usually a single d10, but there are some exceptions.

Low Attacks. If the attacker is fighting a creature two sizes larger or a defender with a distinct height advantage, use a single d6 for location. Head and upper torso shots become extremely unusual in these cases.

High Attacks. If the attacker is two sizes larger than the defender, or has a significant height advantage, roll 1d6+4. Giants fighting halflings don't often strike them low.

Whole-Body Injuries. Some powers have the possibility for whole-body injuries which damage a creature in several places at the same time. This is a function of the spell's size or area of effect.

Whole-Body Injuries

# of Targets Affected	Area Affected	# Locations Affected by Power
1 Target	1 Square	1 Location
2-9 Targets	Burst 1 or Blast 2-3	1d3 Locations
10-39 Targets	Burst 2-3 or Blast 4-5	1d4 Locations
40+ Targets	Burst 4+ or Blast 6+	1d6+1 Locations

Severity

The second roll on the critical hit charts is for severity. The severity of a hit is determined by whether it's an at-will power, encounter power, or a daily power adjusted by the power's key ability and any additional magical effect such as the use of a magical weapon or implement.

Power Type Effect Di(c)e

At-will power - Minor 1d6

Encounter power - Major 2d4

Daily power - Severe 2d6

Specific Injuries

The critical hit charts include a number of specific injuries that go beyond a simple loss of hit points. Wounds are divided into six degrees of severity: *grazed/singed/chilled/bruised, struck/blistered, injured/burned, frostbitten, broken, crushed/shattered/frozen/destroyed, and finally severed/dissolved/incinerated.*

Wounds should be recorded on the character sheet. Attack and movement penalties remain until the injury that created the penalty has healed. Wounds are always accompanied by some loss of hit points, but a specific injury isn't damage *per se*; consider it a temporary penalty that the character has to put up with until it is restored.

Severe injuries can temporarily reduce a character's maximum allowable hit points. In other words, a fighter with a broken leg will not be allowed to enjoy his full allotment of hit points until his broken leg is repaired. If the character has more hit points than he is currently allowed, he is reduced to the injured value when the current battle is over. This represents the increased vulnerability of badly wounded characters.

Usually, a critical strike results in a specific injury or penalty for the victim. However, many creatures can ignore the effects of certain strikes just by their nature. Most undead monsters are immune or resistant to cold-based attacks and therefore don't suffer any ill effects from cold critical strikes. Constructs such as golems don't have a real physiology and can ignore the incapacitating effects of internal injuries.

Grazed, Singed, Chilled, Bruised: While the nature of the injury varies with the type of critical strike, all of these minor wounds fall under the category of 'grazes.' A graze is not very serious, although it may cause minor bleeding. Any healing magic capable of restoring a healing surge or its equivalent will heal a graze. Grazes also heal naturally, an extended rest will cure it and eliminate any penalties. If a character receives healing magic, the graze is healed *and* he gets to recover hit points from the same spell or effect.

Struck, Blistered: Slightly more serious than a graze, a 'struck' result usually entails some kind of attack or movement penalties, such as a -2 penalty to attack rolls. Injuries of this type can be healed by healing magic capable of restoring a healing surge or its equivalent. Struck areas heal naturally over the course of 2-3 extended rests.

Injured, Burned, Frostbitten: Wounds of this level can trouble a character for many weeks. Any healing magic capable of restoring 2 healing surges or its equivalent, can repair the injury. Injuries almost always entail significant combat penalties for the character and may temporarily reduce a character's maximum number of hit points. Since he's favouring a painful injury, he is more susceptible to attacks. Injured arms, legs, or tails reduce a character to 75% of his normal maximum hit points, while an injury to the torso, abdomen, or head reduces a character to 50% of his normal. (If the damage done by the power didn't bring the character down to his new maximum, he is reduced to the lower number immediately, but if the damage was severe enough to drop the character beneath his new maximum, he doesn't lose any additional hit points.)

Broken: Most minor breaks are assumed to fall into the previous two categories; hairline fractures or chipped bones are painful, but generally minor, injuries. This category is reserved for severe fractures that render the limb in question useless. Broken bones can be mended by healing magic that restores 2 healing surges or its equivalent, although this is only used to knit the bone. Unlike the *grazed*, *struck*, or *injured* categories, this healing spell restores no hit points to the character. Broken bones heal naturally over the course of a month or two. Broken arms reduce a character to 75% of his normal hit points, and broken ribs or legs reduce a character to 50% of his normal hit point maximum. Any other broken bones reduce a character to 25% of his normal hit point maximum. Continuing to adventure with a fractured skull or a few broken vertebrae is never a good idea.

Crushed, Shattered, Frozen, or Destroyed: A critical strike of this magnitude simply destroys the affected tissue or limb, rendering it forever useless. The victim of such a devastating injury *never* recovers his full health, without magical aid. A limb damaged in this way is completely useless, while other areas so affected will leave the victim incapacitated. One to eight months of bed rest will be required before he regains even a semblance of mobility. An injury of this kind can only be repaired by healing magic capable of restoring 4 healing surges to the victim. In addition, any bones in the affected area are assumed to be broken and may require additional magic to knit. Destroyed shoulders, hips, or limbs reduce a character to 50% of his normal hit point maximum. Any other injuries of this severity reduce the character to 25% of his normal hit point maximum. At the DM's option, appropriate ability scores may be reduced by up to 50%; an acrobat with a ruined hip will never perform again.

Severed, Dissolved, or Incinerated: Obviously, a creature that has a limb severed or completely removed from his body can no longer use that limb for movement or combat. A human with a severed leg can't walk or run and is reduced to crawling until he finds a crutch; a character with a severed shield-arm can no longer employ his shield, and so on. The only way to undo damage of this scale is by use some kind of lasting *regeneration* power or similar effects. The shock of losing a limb will prevent a character from moving independently or attacking for 2d10 full weeks, although a character who "only" loses a hand or a foot may be able to perform limited activities within 1d6 rounds of the injury at the DMs discretion. Note that creatures with more than four limbs (especially insects or octopus-like creatures) are slightly more resistant to this sort of trauma and may be able to continue the fight after one or two rounds of being stunned. The loss of a limb will reduce a character's hit point maximum by 25% for a partial loss, or 50% for a more catastrophic injury. If the character is able to compensate with a prosthesis such as a wooden leg or a hook, the hit point loss may be reduced by one level.

Critical Hit Effects

There are several possible effects of injuries caused by critical hits: bleeding, attack penalties, movement penalties, knockdowns, dropped weapons or shields, and possible armor or shield damage. Some of these conditions are temporary—a dropped weapon can be picked up—while others remain until the injury that created the effect is healed.

Bleeding: A character with minor bleeding loses an additional 1d2 hp per full turn until the wound is magically healed or bound. In addition, there is a chance that minor bleeding will stop on its own. The character may roll a saving throw each time he suffers damage from minor bleeding; if he is successful, the bleeding stops. Anybody can stop minor bleeding by applying a bandage or otherwise addressing the injury. This takes 1d6 combat rounds or a single one-minute turn. Major bleeding results in a loss of 1d2 hp per combat round until the wound is magically healed or bound. Left untreated, major bleeding can easily cause a character's death. Major bleeding can be stopped by a healing spell that cures 1 healing surge (the victim recovers hit points, too), or by rolling a successful Heal check DC 15. Severe bleeding causes

the victim to lose 10–60% (1d6x10%) of his original hit point total every combat round. Needless to say, this is extremely lethal. A healing spell that heals 1 healing surge will reduce severe bleeding to major bleeding; a healing spell that heals 2 healing surges will reduce it to minor bleeding; and a healing spell that heals 4 healing surges stops it altogether. An untrained character has no chance to bind a torso, abdomen, or head wound with severe bleeding, but a successful Heal check DC 20 from a trained character reduces severe bleeding to major bleeding.

Attack Penalties: Many critical hits hamper the victim's ability to fight, resulting in an attack penalty. This is noted as applying to all attacks or to attacks with the particular limb that was injured. Other critical hits may prevent the victim from making attacks at all. If a critical hit prevents a character from making attacks, it also prevents him from casting spells or exercising any other combat action except moving or using magical items.

Movement Penalties: Hits to the legs and body may penalize a character's ability to move. Usually, this is expressed as "1/2 move", "1/3 move", and so on. If the character's movement is limited, he may not charge, run, or sprint; he can only move by using the reduced rate. A character with no movement at all can still ride a mount with difficulty, or drag himself on the ground with an effective movement rate of 1.

Knocked Prone: A critical hit might knock the victim prone.

Armour and Shield Damage: Some critical hits call for possible damage to a creature's armour or shield. If the victim of the hit has no armour at that location, the blow is usually assumed to have more severe effects than if the character was protected. If the creature struck does have a shield or armour to deflect the blow, it may be damaged if the chart calls for it. A damaged shield is useless. If armour is damaged, only the location struck is useless, and it no longer contributes to the overall AC of the suit, reducing AC by 1 point for each piece of missing armour.

Critical Strike Location

d10	Humanoid	d10	Monster/Animal
1-2	Right leg	1	Right foreleg/wing
3-4	Left leg	2	Left foreleg/wing
5	Abdomen	3	Right hind leg
6-7	Torso	4	Left hind leg
8	Right arm	5	Tail
9	Left arm	6-7	Abdomen
10	Head	8-9	Torso/chest
		10	Head

Acid

Location: Legs

Severity Effect

1-3	No unusual effect
4	Acid splash grazes victim; pain distracts character for 1d4 rounds causing -2 penalty to attack rolls.
5	Leg struck, 1/2 move; pain distracts character for 1d6 rounds, as above, and causes the character to be knocked prone.
6	Foot burned, 1/2 move, pain distracts character for 1d6 rounds.
7	Armour destroyed, acid splash as 4 above; if target has no leg armour, leg burned, 1/4 move, victim knocked prone and stunned for 1d6 rounds.
8	Hip/thigh burned, minor bleeding, stunned 1d6 rounds, 1/4 move.
9	Armour destroyed, leg struck as 5 above; if target has no leg armour, acid burns to bone causing major bleeding, no move or attack.
10	Foot dissolved; minor bleeding, victim stunned for 1d6 rounds, then no movement and -2 penalty to attacks.
11	Leg dissolved at knee, major bleeding, no move or attack.
12	Leg dissolved at hip, no move or attack, major bleeding.
13+	As 12 above with an additional abdomen hit.

Location: Abdomen

Severity Effect

1-3	No unusual effect
4	Acid splash grazes victim, -2 to attack rolls for 1d6 rounds.
5	Abdomen struck, -2 to attack rolls, victim reduced to 1/2 move.
6	Armour destroyed, acid splash as 4 above; if target has no armour, abdomen burned, 1/2 move, minor bleeding, -2 to attack rolls.
7	Abdomen burned, minor bleeding, 1/2 move, -2 to attack rolls, victim stunned for 1d6 rounds by pain.
8	Abdomen burned, minor bleeding, 1/4 move, -4 to attack rolls.
9	Armour damage, abdomen struck, minor bleeding, 1/2 move and -2 to attacks; if no armour, victim stunned for 1d6 rounds, 1/4 move, -4 to attack rolls, major bleeding.
10	Abdomen burned, no move or attack, major bleeding.
11	Abdominal wall dissolved, no move or attack, severe bleeding.
12	Abdomen dissolved, victim reduced to 0 hp, severe bleeding.
13+	As 12 above with additional torso or leg hit (50% chance of either)

Location: Torso

Severity Effect

1-3	No unusual effect
4	Acid splash grazes victim, -2 to attack rolls for 1d6 rounds.
5	Torso struck; 1/2 move, -2 to attack rolls, victim stunned for 1 round.

6	Shield destroyed, acid splash as 4 above; if target has no armour, torso burned, 1/2 move, minor bleeding, -2 to attack rolls.
7	Armour destroyed, torso struck, 1/2 move, -2 to attacks; if target has no armour, torso burned, victim stunned for 1d6 rounds, 1/2 move, -2 to attacks.
8	Torso burned, minor bleeding, 1/4 move, -4 to attack rolls.
9	Torso burned, minor bleeding, no move or attack.
10	Torso burned deeply, major bleeding, no move or attack.
11	Torso partially dissolved, victim reduced to 0 hit points with severe bleeding.
12	Torso dissolved, victim killed instantly
13+	As 12 above with additional abdomen, arm or head hit (40% abdomen, 20% left arm, 20% right arm, 20% head); it might make a difference when the survivors claim the treasure and possessions left behind by the victim.

Location: Arms

Severity Effect

1-3	No unusual effect
4	Hand grazed by acid splash, weapon or shield dropped.
5	Arm struck, victim distracted by pain (-2 penalty to attack rolls) for 1d4 rounds, shield or weapon damaged by acid.
6	Hand burned, -2 to attacks with that hand (or no shield use if shield arm is burned), victim stunned for 1d3 rounds by pain.
7	Armour destroyed, arm grazed by acid as in 4 above; if victim has no armour, arm burned by acid, -2 penalty to all attacks, victim stunned 1d4 rounds by the pain.
8	Arm burned, victim stunned for 1d4 rounds, -4 to attacks with affected arm and -2 to all other attacks.
9	Deep acid burn renders arm useless, victim stunned 1d6 rounds.
10	Hand dissolved, stunned for 1d6 rounds, -2 to all attacks, minor bleeding.
11	Arm dissolved at elbow, stunned for 1d6 rounds, no attack, major bleeding.
12	Arm dissolved at shoulder, stunned for 1d6 rounds, 1/2 move, no attacks, major bleeding.
13+	As 12 above with an additional torso hit.

Location: Head

Severity Effect

1-3	No unusual effect
4	Acid splash distracts victim for 2d4 rounds, -2 penalty to all attacks.
5	Head struck, helm damaged, victim stunned for 1d3 rounds; -2 to all attack rolls if victim had no helm.
6	Head struck, -2 to attacks, stunned for 1d4 rounds by pain.
7	Helm destroyed, face burned, stunned for 1d6 rounds, -2 to all attack rolls if victim had no helm.
8	Face burned, victim blinded, stunned for 2d8 rounds, Charisma reduced by 2d6 points, minor bleeding.
9	Scalp and one ear dissolved, victim stunned for 2d8 rounds, major bleeding, 1/2 move and no attacks, Charisma reduced by 2d4 points.

10	Face dissolved, victim blinded, no move or attack, major bleeding, Charisma reduced to 3.
11	Throat dissolved, no move or attack, severe bleeding, if bleeding doesn't kill the victim, he asphyxiates in 1d4+1 rounds.
12	Skull dissolved, immediate death.
13+	As 12 above with additional torso hit.

Location: Tail

Severity Effect

1-5	No unusual effect
6	Tip of tail burned; if prehensile, any items carried are dropped, -2 penalty to all tail attacks due to pain.
7-8	Tail burned, lose any tail attacks; normal animals retreat in pain.
9-10	Tail burned, lose any tail attacks, 1/2 move if animal uses tail for movement.
11	Tail dissolved at mid-length, victim stunned for 1d3 rounds, major bleeding, lose any tail attacks, no movement or attacks if creature uses tail for movement.
12	Tail dissolved, victim stunned for 1d6 rounds, pain reduces creature to 1/2 move and -2 penalty on any attack rolls, major bleeding; no move or attack and severe bleeding if creature uses tail for movement.
13+	As 12 above with abdomen or torso hit (assign 50% chance to both)

Bludgeoning

Location: Legs/Wings

Severity Effect

1-3	No unusual effect.
4	Victim knocked prone.
5	Knee struck, knocked prone, 1/2 move.
6	Foot broken, 1/2 move.
7	Armour damaged, leg injured if target has no armour to cover legs, 1/4 move.
8	Hip broken, minor bleeding, no movement, -2 penalty to attacks; wing hit forces crash landing.
9	Armour damaged, leg broken if target has no armour to cover legs, no move; wing hit forces immediate landing.
10	Knee shattered, no move, -2 penalty to attacks.
11	Hip shattered, minor bleeding, no move or attack; wing hit forces crash landing.
12	Leg/wing shattered, no move or attack, major bleeding from compound fractures.
13+	As 12 above with High Crit.

Location: Abdomen

Severity Effect

1-3	No unusual effect.
4	Victim stunned for 1d6 rounds.
5	Abdomen struck, victim stunned for 1 round and reduced to 1/2 move.

6	Armour damaged, victim stunned for 1d6 rounds, High Crit if no armour.
7	Abdomen injured, 1/2 move, -2 penalty to attacks.
8	Abdomen injured, minor internal bleeding, 1/2 move and -2 penalty to attacks.
9	Armour damage, abdomen injured, minor bleeding, 1/2 move and -2 penalty to attacks.
10	Abdomen injured, no move or attack, minor internal bleeding.
11	Abdomen crushed, no move or attack, major internal bleeding.
12	Abdomen crushed, victim reduced to 0 hit points with severe internal bleeding.
13+	As 12 above with High Crit.

Location: Torso

Severity Effect

1-3	No unusual effect.
4	Knocked prone, stunned for 1d4 rounds.
5	Torso struck, victim stunned for 1 round and reduced to 1/2 move.
6	Shield damage, torso struck, 1/2 move.
7	Armour damage, torso/spine struck, 1/2 move, -2 penalty to attacks.
8	Torso injured, minor internal bleeding, no move or attack.
9	Ribs broken, minor internal bleeding, 1/2 move, -2 penalty to attacks.
10	Ribs broken, major internal bleeding, no move or attack.
11	Torso/spine crushed, victim reduced to 0 hit points with severe internal bleeding.
12	Torso crushed, victim killed.
13+	As 12 above with High Crit.

Location: Arms

Severity Effect

1-3	No unusual effect.
4	Hand struck, weapon/shield dropped.
5	Arm struck, shield damage/weapon dropped.
6	Hand broken, -2 penalty to attacks/shield dropped.
7	Armour damage, arm broken if victim has no armour to cover limb.
8	Shield damage, arm broken, stunned for 1 round.
9	Weapon dropped, arm broken, stunned for 1d4 rounds.
10	Shoulder injured, no attacks, minor bleeding.
11	Arm shattered, 1/2 move, no attacks, minor bleeding.
12	Shoulder shattered, no move or attacks, major bleeding.
13+	As 12 above with High Crit.

Location: Head

Severity Effect

1-3	No unusual effect.
4	Victim stunned for 1d6 rounds.
5	Head/jaw struck, helm removed, victim stunned for 1 round; -2 penalty to attack rolls if victim had no helm.
6	Head struck, -2 penalty to attacks.

7	Helm damaged, face injured, stunned for 1d6 rounds, 1/2 move, -4 penalty to attacks.
8	Skull broken, helm damaged, victim reduced to 0 hit points and unconscious for 1d4 hours.
9	Face crushed, minor bleeding, no move or attack, Charisma dropped by 2 points.
10	Head injured, unconscious for 1d6 days, lose 1 point each of Int/Wis/Cha.
11	Skull crushed, reduced to 0 hit points, major bleeding, Int, Wis, Cha all dropped by 1/2, rounded up.
12	Skull crushed, immediate death.
13+	As 12 above with High Crit.

Location: Tail

Severity Effect

1-5	No unusual effect.
6	Tip of tail struck; if prehensile, any items carried are dropped, -2 penalty to tail attacks due to pain.
7-8	Tail injured, normal animals retreat in pain; lose any tail attacks.
9-10	Tail broken, lose any tail attacks, 1/2 move if animal uses tail for movement.
11	Tail crushed, victim stunned for 1d3 rounds, lose any tail attacks, no movement or attacks if animal uses tail for movement.
12	Tail crushed, pain reduces creature to 1/2 move and -2 penalty to any attack, minor bleeding; no move or attack if animal uses tail for movement.
13+	As 12 above with High Crit.

Cold

Location: Legs

Severity Effect

1-3	No unusual effect.
4	Victim chilled; 1/2 move and -2 penalty to attacks for 1d6 hours.
5	Leg struck, 1/2 move; victim knocked prone and chilled as above.
6	Foot frostbitten, 1/2 move.
7	Armour shattered, victim chilled as 4 above; if target has no leg armour, leg frostbitten, 1/4 move, victim knocked prone.
8	Hip/thigh frostbitten, stunned for 1d3 rounds, 1/4 move.
9	Armour shattered, leg struck as 5 above; if target has no leg armour, bone broken by cold, no move, -2 to attack rolls.
10	Foot frozen; victim knocked prone, 1/4 movement, -2 penalty to attacks.
11	Leg frozen from knee down, no move, -4 penalty to attacks.
12	Leg frozen at hip, no movement or attacks possible.
13+	As 12 above with an additional abdomen hit.

Location: Abdomen

Severity Effect

1-3	No unusual effect
4	Victim chilled, -2 to attack rolls for 1d6 hours.
5	Abdomen struck, victim reduced to 1/2 move, chilled 1d6 hours.
6	Armor shattered, victim chilled as 4 above; if target has no armor, abdomen frostbitten, 1/4 move, -2 to attack rolls.
7	Abdomen frostbitten, 1/4 move, -2 to attack rolls; victim slowed for 2d6 rounds due to intense cold.
8	Abdomen frostbitten, 1/4 move, -4 to attack rolls; victim slowed for 1d6 hours by intense cold.
9	Armor shattered, abdomen struck, 1/4 move and -2 to attacks; if no armor, victim slowed 1d6 hours, 1/4 move, -4 to attack rolls.
10	Abdomen partially frozen, no move or attack; victim succumbs in 1d4 days without magical healing.
11	Abdomen frozen, no move or attack, victim reduced to 0 hp; victim succumbs in 1d6 hours without magical healing.
12	Abdomen frozen, victim reduced to 0 hp and succumbs in 1d6 rounds without magical healing.
13+	As 12 above with additional torso or leg hit (50% chance of each).

Location: Torso

Severity Effect

1-3	No unusual effect
4	Victim chilled, -2 to attack rolls for 1d6 rounds
5	Torso struck; 1/2 move, -2 to attack rolls, victim chilled 1d6 hours
6	Shield shattered, victim chilled as 4 above; if target has no shield, torso frostbitten, slowed 1d6 rounds, 1/4 move, -2 to attack rolls.
7	Torso frostbitten, victim slowed 1d6 hours, 1/4 move, -2 attacks
8	Torso frostbitten, 1/4 move, -4 to attack rolls, victim slowed 1d6 hours by intense cold
9	Torso frostbitten, no movement or attacks possible
10	Torso partially frozen, no move or attack, victim perishes in 1d4 hours without magical help
11	Torso frozen, victim reduced to 0 hp, dies in 1d6 rounds
12	Torso frozen, victim dies immediately
13+	As 12 above with additional abdomen, arm or head hit (40% abdomen, 20% left arm, 20% right arm, 20% head)

Location: Arms

Severity Effect

1-3	No unusual effect
4	Hand chilled, weapon or shield dropped
5	Arm struck, shield or weapon dropped, -2 penalty to attacks with that hand until victim recovers
6	Hand frostbitten, -4 to attacks with that hand (or no shield use if shield arm is struck)

7	Armor shattered, arm chilled as in 4 above; if victim has no armor, arm frostbitten, -2 penalty to all attacks, victim slowed 1d4 rounds
8	Arm frostbitten, victim slowed 1d4 rounds, -4 to attacks with affected arm and -2 to all other attacks
9	Deep frostbite renders arm useless, victim slowed 1d6 hours
10	Hand frozen and useless, stunned 1d6 rounds, -2 to all attacks
11	Arm frozen from elbow down and useless, stunned 1d6 rounds, -4 to all attacks, slowed 1d6 hours
12	Arm frozen from shoulder down, stunned 1d6 rounds, 1/4 move, no attacks, slowed 1d6 hours
13+	As 12 above with an additional torso hit

Location: Head

Severity Effect

1-3	No unusual effect
4	Frost disorients victim for 2d4 rounds, -2 penalty to all attacks
5	Head struck, helm damaged, victim slowed 1d6 rounds; -2 to all attack rolls if victim had no helm
6	Head struck, -2 to attacks, slowed 1d6 hours
7	Helm shattered, face frostbitten, slowed 1d6 hours, -2 to attacks; if victim wears no helm, -4 to all attacks and 1/4 move
8	Face frostbitten, victim blinded 1d6 hours and slowed 1d6 hours
9	Scalp and side of head frozen, victim slowed 1d6 hours, 1/4 move and no attacks
10	Face frozen, victim blinded, no move or attack
11	Throat/nose frozen, no move or attack, asphyxiation in 1d4+1 rounds
12	Skull frozen through, immediate death
13+	As 12 above with additional torso hit

Location: Tail

Severity Effect

1-5	No unusual effect
6	Tip of tail frostbitten; if prehensile, any items carried are dropped, -2 penalty to all tail attacks
7-8	Tail frostbitten, lose any tail attacks; victim chilled 1d6 hours, suffers a -2 penalty to attacks while chilled
9-10	Tail badly frostbitten, lose any tail attacks, 1/4 move if animal uses tail for movement
11	Tail frozen at mid-length, victim stunned 1d6 rounds, lose any tail attacks, no movement or attacks if creature uses tail for movement
12	Tail frozen, victim stunned 1d6 rounds, pain reduces creature to 1/4 move and -2 penalty on any attack rolls; no move or attack if creature uses tail for movement
13+	As 12 above with abdomen or torso hit (50% chance of either)

Note: A frozen result kills the affected tissue; without access to powerful healing magic, the victim must have a frozen limb removed within 1d3 days to prevent

lethal infection or gangrene.

Electricity

Location:	Legs
Severity	Effect
1-3	No unusual effect
4	Victim shocked and knocked down; spasms distract character for 1d4 rounds causing a -2 penalty to attack rolls
5	Leg struck, 1/2 move; victim knocked down and shocked for 1d6 rounds
6	Foot burned, 1/2 move, victim knocked down, spasms last 1d6 rounds
7	Armor destroyed, leg burned, 1/2 move, victim knocked down and stunned 1d6 rounds
8	Hip/thigh burned, knocked down, stunned 1d6 rounds, 1/4 move
9	Armor destroyed, leg broken, stunned 1d6 rounds, 1/4 move and -4 penalty to all attacks
10	Foot incinerated; minor bleeding, victim stunned 1d6 rounds, then no movement and -4 penalty to all attacks
11	Leg incinerated at knee, major bleeding, no move or attack
12	Leg incinerated at hip, no move or attack, major bleeding
13+	As 12 above with an additional abdomen hit

Location:	Abdomen
Severity	Effect
1-3	No unusual effect
4	Victim shocked and knocked down, -2 to attack rolls for 1d6 rounds
5	Abdomen struck, -2 to attack rolls, 1/2 move, victim knocked down
6	Armor destroyed, abdomen burned, 1/2 move, -2 to attack rolls, victim stunned 1d6 rounds
7	Abdomen burned, 1/2 move, -2 to attack rolls, victim stunned 2d8 rounds
8	Abdomen burned, 1/4 move, -4 to attack rolls, stunned 2d8 rounds
9	Armor destroyed, abdomen burned, victim stunned 2d8 rounds, 1/4 move, -4 to attack rolls
10	Severe internal burns, no move or attack
11	Abdomen partially incinerated, no move or attack, death follows in 1d4 hours if victim is not treated with powerful healing magic equivalent to 4 healing surges or more.
12	Abdomen incinerated, immediate death
13+	As 12 above with additional torso or leg hit (50% chance of each)

Location:	Torso
Severity	Effect
1-3	No unusual effect
4	Victim shocked and knocked down, -2 to attack rolls for 1d6 rounds

5	Torso struck; 1/2 move, -2 to attack rolls, victim knocked down
6	Shield destroyed, torso burned, victim knocked down, 1/2 move, -2 to attack rolls
7	Armor destroyed, torso burned, victim stunned 1d6 rounds, 1/2 move, -2 to attacks
8	Torso burned, victim stunned 2d8 rounds, 1/4 move, -4 to attack rolls
9	Torso burned, no move or attack
10	Torso burned deeply, no move or attack, possible stopped heart; roll death saves or die after 3 failed saves.
11	Torso partially incinerated, victim reduced to 0 hit points and dies in 1d3 turns unless treated by powerful healing magic equivalent to 4 healing surges or more.
12	Torso incinerated, victim killed instantly
13+	As 12 above with additional abdomen, arm or head hit (40% abdomen, 20% left arm, 20% right arm, 20% head)

Location: Arms

Severity Effect

1-3	No unusual effect
4	Hand shocked, weapon or shield dropped
5	Arm struck, victim knocked down, -2 to attacks for 1d6 rounds due to muscle spasms
6	Hand burned, -2 to attacks with that hand (or no shield use if shield arm is burned)
7	Armor destroyed, arm burned, -2 penalty to all attacks, victim stunned 1d6 rounds
8	Arm burned, victim stunned 2d8 rounds, -4 to attacks with affected arm and -2 to all other attacks, current crosses body and may stop heart; roll death saves or die after 3 failed saves.
9	Arm broken and useless, victim stunned 2d8 rounds
10	Hand incinerated, stunned 1d6 rounds, -2 to all attacks
11	Arm incinerated at elbow, stunned 1d6 rounds, no attacks
12	Arm incinerated at shoulder, stunned 2d8 rounds, 1/2 move, no attacks
13+	As 12 above with an additional torso hit

Location: Head

Severity Effect

1-3	No unusual effect
4	Victim shocked, knocked down, -2 penalty to attacks for 1d6 rounds
5	Head struck, helm destroyed, victim stunned 1d6 rounds, -2 to all attack rolls
6	Head struck, -2 to attacks, stunned 2d8 rounds, victim deafened
7	Helm destroyed, face burned, stunned 2d8 rounds, -4 to all attacks and 1/2 move
8	Face burned, victim blinded, stunned 2d8 rounds
9	Scalp burned, victim stunned 2d8 rounds, 1/2 move and -4 penalty to attacks; roll death saves or die after 3.
10	Face burned, victim blinded, no move or attack, unconscious 4d6 days
11	Head burned, victim blinded, deafened, and paralyzed, and remains so until he receives a powerful regenerative healing magic (requiring permanent healing

surges)

- 12 Skull incinerated, immediate death
- 13+ As 12 above with additional torso hit

Location: Tail

Severity Effect

- 1-5 No unusual effect
- 6 Tip of tail shocked; if prehensile, any items carried are dropped, -2 penalty to all tail attacks
- 7-8 Tail burned, lose any tail attacks.
- 9-10 Tail burned, lose any tail attacks, 1/2 move if animal uses tail for movement
- 11 Tail incinerated at mid-length, victim stunned 1d3 rounds, minor bleeding, lose any tail attacks, no movement or attacks if creature uses tail for movement
- 12 Tail incinerated, victim stunned 1d6 rounds, pain reduces creature to 1/2 move and -2 penalty on any attack rolls, minor bleeding; no move or attack and major bleeding if creature uses tail for movement
- 13+ As 12 above with abdomen or torso hit (50% chance of either)

Fire

Location: Legs

Severity Effect

- 1-3 No unusual effect
- 4 Victim singed, -1 penalty to attack rolls
- 5 Leg scorched, 1/2 move, -1 penalty to attack rolls
- 6 Foot burned, 1/2 move, -1 penalty to attack rolls
- 7 Leg burned, 1/2 move, -2 penalty to attack rolls; if victim is wearing metal armor, hot steel scorches him causing 5 ongoing fire damage (save ends).
- 8 Hip/thigh burned, 1/4 move, -2 to all attacks, 5 ongoing fire damage (save ends).
- 9 Leg burned, 1/4 move and -4 penalty to all attacks; if victim wears metal armor, armor is destroyed and causes 5 ongoing fire damage (save ends).
- 10 Foot incinerated; minor bleeding, victim stunned 1d6 rounds, then no movement and -4 penalty to all attacks
- 11 Leg incinerated at knee, major bleeding, no move or attack
- 12 Leg incinerated at hip, no move or attack, major bleeding
- 13+ As 12 above with an additional abdomen hit

Location: Abdomen

Severity Effect

- 1-3 No unusual effect
- 4 Victim singed, -1 to attack rolls
- 5 Abdomen scorched, -1 to attack rolls, 1/2 move

6	Abdomen burned, 1/2 move, -2 to attack rolls; if victim wears metal armor, he is seared causing 5 ongoing fire damage (save ends).
7	Abdomen burned, 1/2 move, -2 to attack rolls, 5 ongoing fire damage (save ends).
8	Abdomen burned, 1/4 move, -4 to attack rolls, stunned 1d6 rounds
9	Abdomen burned, stunned 1d6 rounds, 1/4 move, -4 to attacks; if victim wears metal armor, armor destroyed, victim seared and taking 5 ongoing fire damage (save ends).
10	Abdomen burned severely, no move or attack
11	Abdomen partially incinerated, no move or attack, death in 1d4 hours unless victim receives powerful healing magic equivalent to 4 healing surges or more.
12	Abdomen incinerated, immediate death
13+	As 12 above with additional torso or leg hit (50% chance of each)

Location: Torso

Severity	Effect
1-3	No unusual effect
4	Victim singed, -1 to attack rolls, stunned 1 round
5	Torso scorched; 1/2 move, -2 to attack rolls
6	Torso burned, 1/2 move, -2 to attack rolls; if victim carries shield, shield destroyed, causing searing damage giving 5 ongoing fire damage (save ends).
7	Torso burned, victim stunned 1d6 rounds, 1/2 move, -2 to attacks; if victim wears metal armor, he is seared and takes 5 ongoing fire damage (save ends).
8	Torso burned, victim stunned 1d6 rounds, 1/4 move, -4 to attack rolls; 5 ongoing fire damage (save ends).
9	Torso burned, no move or attack
10	Torso burned deeply, no move or attack, victim on fire taking 5 ongoing fire damage (save ends).
11	Torso partially incinerated, victim reduced to 0 hit points, dies in 1d3 turns unless treated by powerful healing magic restoring 4 healing surges or more.
12	Torso incinerated, victim killed instantly
13+	As 12 above with additional abdomen, arm or head hit (40% abdomen, 20% left arm, 20% right arm, 20% head)

Location: Arms

Severity	Effect
1-3	No unusual effect
4	Hand singed, weapon or shield dropped
5	Arm scorched, -2 to attacks
6	Hand burned, -2 to attacks with that hand (or no shield use if shield arm is burned)
7	Arm burned, -2 penalty to all attacks; if victim wears metal armor, seared for 5 ongoing fire damage (save ends).
8	Arm burned, victim stunned 1d6 rounds, -4 to attacks with affected arm and -2 to all other attacks; 5 ongoing fire damage (save).

9	Arm burned and useless, victim stunned 1d6 rounds and takes 5 ongoing fire damage (save ends).
10	Hand incinerated, stunned 1d6 rounds, -2 to all attacks
11	Arm incinerated at elbow, stunned 1d6 rounds, no attacks
12	Arm incinerated at shoulder, stunned 1d6 rounds, 1/2 move, no attacks
13+	As 12 above with an additional torso hit

Location: Head

Severity Effect

1-3	No unusual effect
4	Victim singed, -1 penalty to attacks
5	Head scorched, -2 to all attack rolls, if victim wears metal helm, hot metal sears him for 5 ongoing fire damage (save ends).
6	Head scorched, -2 to attacks, 5 ongoing fire damage (save ends).
7	Face burned, stunned 1d6 rounds, -4 to all attacks and 1/2 move; if victim wears metal helm, seared for 5 ongoing fire damage (save ends).
8	Face burned, victim blinded, stunned 1d6 rounds
9	Scalp burned, victim stunned 1d6 rounds, 1/2 move and -4 penalty to attacks, 5 ongoing fire damage (save ends).
10	Face burned, victim blinded, no move or attack
11	Head burned, victim blinded and deafened, and remains so until he receives powerful regenerative healing magic.
12	Skull incinerated, immediate death
13+	As 12 above with additional torso hit

Location: Tail

Severity Effect

1-5	No unusual effect
6	Tip of tail singed; if prehensile, any items carried are dropped, -2 penalty to all tail attacks
7-8	Tail burned, lose any tail attacks
9-10	Tail burned, lose any tail attacks, 1/2 move if animal uses tail for movement; 5 ongoing fire damage (save ends).
11	Tail incinerated at mid-length, victim stunned 1d3 rounds, minor bleeding, lose any tail attacks, no movement or attacks if creature uses tail for movement.
12	Tail incinerated, victim stunned 1d6 rounds, pain reduces creature to 1/2 move and -2 penalty on any attack rolls, minor bleeding; no move or attack and major bleeding if creature uses tail for movement.
13+	As 12 above with abdomen or torso hit (50% chance of either)

Force

Location: Legs

Severity Effect

1-3	No unusual effect
4	Victim knocked down
5	Leg struck, knockdown, 1/2 move
6	Foot broken, 1/2 move
7	Armor damaged, leg struck, 1/2 move; if target has no armor to cover legs, leg injured, 1/4 move, -2 to all attacks
8	Hip broken, minor bleeding, no move, -2 to all attacks
9	Armor destroyed, leg injured, 1/2 move; leg broken if target has no armor to cover legs, no move, -4 to attacks
10	Knee crushed, no move, -4 to attacks, minor bleeding
11	Hip shattered, minor bleeding, no move or attack
12	Leg crushed, no move or attack, major bleeding from compound fractures
13+	As above with additional abdomen hit

Location: Abdomen

Severity	Effect
1-3	No unusual effect
4	Victim stunned 1d6 rounds
5	Abdomen struck, victim stunned 1 round and reduced to 1/2 move
6	Armor damaged, victim stunned 1d6 rounds; if target has no armor, abdomen injured, stunned 1d6 rounds, 1/2 move, -2 penalty to attacks
7	Abdomen injured, stunned 2d6 rounds, 1/2 move, -2 to hit
8	Abdomen injured, minor internal bleeding, 1/4 move and -4 to attacks
9	Armor damaged, abdomen injured, minor bleeding, 1/2 move and -2 to attacks; if victim has no armor, stunned 2d6 rounds, major internal bleeding, 1/4 move, -4 to attacks
10	Abdomen partially crushed, 1/4 move, -4 to attacks, major internal bleeding, stunned 2d6 rounds
11	Abdomen crushed, no move or attack, major internal bleeding
12	Abdomen crushed, victim reduced to 0 hit points with severe internal bleeding
13+	As above with additional leg or torso hit (50% each)

Location: Torso

Severity	Effect
1-3	No unusual effect
4	Knockdown, stunned 1d4 rounds
5	Torso struck, victim stunned 1 round and reduced to 1/2 move
6	Shield destroyed, torso struck, 1/4 move, stunned 1d6 rounds
7	Armor destroyed, torso injured, stunned 1d6 rounds, 1/4 move, -2 to attacks
8	Ribs broken, stunned 1d6 rounds, 1/4 move, -4 to all attacks
9	Ribs broken, stunned 2d6 rounds, minor bleeding, 1/4 move, -4 to attacks
10	Ribs crushed, major internal bleeding, no move or attack
11	Torso crushed, victim reduced to 0 hit points with severe internal bleeding
12	Torso crushed, victim killed
13+	As above with additional abdomen (40%), head (20%), or arm (20% each) hit

Location:	Arms
Severity	Effect
1-3	No unusual effect
4	Hand struck, weapon/shield dropped
5	Arm struck, -2 to attacks with that arm
6	Hand broken, -2 to all attacks, weapon or shield dropped
7	Armor destroyed, arm injured, -2 to attacks with that arm; if victim has no armor, arm broken, stunned 1 round
8	Shield destroyed, arm broken, stunned 1d3 rounds
9	Hand crushed, stunned 1d4 rounds, minor bleeding
10	Shoulder dislocated (broken), no attacks, minor bleeding
11	Arm crushed to elbow, 1/4 move, no attacks, major bleeding
12	Arm crushed to shoulder, no move or attacks, major bleeding
13+	As above with additional torso hit

Location:	Head
Severity	Effect
1-3	No unusual effect
4	Victim stunned 1d6 rounds
5	Head struck, helm removed, victim stunned 1d6 rounds; head injured, -2 to attack rolls if victim had no helm
6	Head injured, stunned 2d6 rounds, 1/4 move, -2 to all attacks
7	Helm destroyed, face injured, stunned 2d6 rounds, 1/4 move, -4 to all attacks; victim must roll a save or be blinded as well
8	Skull broken, helm destroyed, victim reduced to 0 hit points and unconscious 2d6 hours
9	Face crushed, minor bleeding, no move or attack, -2 Charisma permanently
10	Skull broken, unconscious 1d6 days, -2 to all attacks, lose 1 point each of Intelligence/Wisdom/Charisma permanently
11	Skull crushed, reduced to 0 hit points, major bleeding; victim loses 1d6 points of Intelligence, Wisdom, and Charisma (very powerful healing magic can restore lost ability points)
12	Skull crushed, immediate death
13+	As 12 above with additional torso hit

Location:	Tail
Severity	Effect
1-5	No unusual effect
6	Tip of tail struck; if prehensile, any items carried are dropped, -2 penalty to all tail attacks due to pain
7-8	Tail injured, lose any tail attacks
9-10	Tail broken, lose any tail attacks, 1/4 move if animal uses tail for movement
11	Tail crushed, victim stunned 1d6 rounds, lose any tail attacks, no movement or attacks if creature uses tail for movement

- 12 Tail crushed, pain reduces creature to 1/4 move and –2 penalty on any attack rolls, minor bleeding; no move or attack and major bleeding if creature uses tail for movement
- 13+ As 12 above with additional abdomen or torso hit

Piercing

Location: Legs/Wings

Severity	Effect
1-3	No unusual effect
4	Leg struck, minor bleeding
5	Knee struck, 2/3 move, minor bleeding
6	Leg injured, minor bleeding, 2/3 move
7	Foot/claw injured, minor bleeding, –2 penalty to attacks with that limb
8	Hip injured, minor bleeding, 2/3 movement, –2 penalty to all attacks; wing hit forces crash landing
9	Leg/wing broken, 1/3 move, minor bleeding; wing hit forces crash landing
10	Knee broken, minor bleeding, 1/3 move, –2 penalty to all attacks
11	Hip/shoulder destroyed, major bleeding, no move or attack; wing hit forces crash landing
12	Leg/wing destroyed, no move or attack, major bleeding
13+	As 12 above with tripled damage dice

Location: Abdomen

Severity	Effect
1-3	No unusual effect
4	Abdomen grazed, minor bleeding
5	Abdomen struck, victim stunned 1 round and reduced to 2/3 move with minor bleeding
6	Armor damaged; victim stunned 1d4 rounds, minor bleeding, 2/3 move if no armor
7	Abdomen injured, major bleeding, 1/2 move, –2 penalty to attacks
8	Abdomen injured, severe bleeding, 1/2 move, –4 penalty to attacks
9	Armor damage, abdomen injured, minor bleeding, 1/2 move and –2 penalty to attacks; if no armor, victim at 0 hit points, major bleeding
10	Abdomen injured, 1/3 move, no attack, severe bleeding
11	Abdomen injured, victim at 0 hp, severe bleeding
12	Abdomen destroyed, victim killed
13+	As 12 above with tripled damage dice

Location: Torso

Severity	Effect
1-3	No unusual effect
4	Torso grazed, minor bleeding
5	Torso struck, 2/3 move with minor bleeding

6	Shield damage, torso struck, 2/3 move & minor bleeding
7	Armor damage, torso struck, 2/3 move, -2 penalty to attacks; if no armor, torso injured, no move or attack, severe bleeding
8	Torso injured, major bleeding, 1/2 move, -4 penalty to attacks
9	Shield damage; torso struck, -2 penalty to attacks; if no shield, ribs broken, severe bleeding, no move or attack
10	Ribs broken, severe bleeding, no move or attack
11	Torso destroyed, victim reduced to 0 hit points with severe bleeding
12	Torso destroyed, victim killed
13+	As 12 above with tripled damage dice

Location: Arms

Severity Effect

1-3	No unusual effect
4	Hand struck, weapon dropped, minor bleeding; no effect on shield arm
5	Arm struck, shield damage/weapon dropped, minor bleeding
6	Hand injured, -2 penalty to attacks/shield dropped
7	Armor damage, arm struck, minor bleeding; if no armor, arm injured, minor bleeding
8	Arm broken, victim stunned 1 round, minor bleeding, shield or weapon dropped
9	Armor damage, arm injured, -2 penalty to attacks or shield dropped; if no armor, arm broken, stunned 1d6 rounds, major bleeding
10	Shoulder injured, no attacks, major bleeding
11	Arm destroyed, major bleeding, 2/3 move
12	Arm destroyed, no move/attack, major bleeding
13+	As 12 above with tripled damage dice

Location: Head

Severity Effect

1-3	No unusual effect
4	Head grazed, stunned 1d3 rounds, minor bleeding
5	Head struck, helm removed, victim stunned 1 round; -2 penalty to attack rolls, minor bleeding if victim had no helm
6	Eye injured, -4 penalty to all attacks; if helmed, victim is only stunned 1 round instead
7	Helm damaged, face injured, stunned 1d6 rounds, minor bleeding, 2/3 move, -4 penalty to attacks
8	Skull broken, helm damaged, victim reduced to 0 hit points, major bleeding
9	Throat injured, severe bleeding
10	Skull broken, victim reduced to 0 hp, major bleeding, Int, Wis, Cha all drop by 1/2 permanently
11	Throat destroyed, victim killed
12	Head destroyed, immediate death
13+	As 12 above with tripled damage dice

Location:	Tail
Severity	Effect
1-5	No unusual effect
6	Tip of tail struck; if prehensile, any items carried are dropped, minor bleeding, –2 penalty to tail attacks
7-8	Tail injured, minor bleeding; no tail attacks
9-10	Tail injured, minor bleeding, lose tail attacks; if creature uses tail for movement, 1/3 move
11	Tail destroyed, victim stunned 1–3 rounds, lose tail attacks, major bleeding, no movement or attacks if animal uses tail for movement
12	Tail destroyed, stunned 1d2 rounds, major bleeding, 1/2 move and –2 penalty on attacks; if animal uses tail for movement, no move or attack
13+	As 12 above with tripled damage dice

Slashing

Location:	Legs/Wings
Severity	Effect
1-3	No unusual effect
4	Leg struck, minor bleeding
5	Knee struck, 2/3 move, minor bleeding
6	Leg injured, major bleeding, 2/3 move
7	Foot/claw injured, 2/3 move, minor bleeding, –2 penalty to attacks with that limb
8	Hip injured, major bleeding, 1/3 movement, –2 penalty to attacks; wing hit forces crash landing
9	Leg/wing severed at midpoint, 1/3 move, major bleeding; wing hit forces uncontrolled fall
10	Knee destroyed, major bleeding, 1/3 move, –2 penalty to all attacks
11	Hip/shoulder destroyed, severe bleeding, no move or attack; wing hit forces crash landing
12	Leg/wing severed at mid-thigh, no move or attack, severe bleeding
13+	As 12 above with tripled damage dice

Location:	Abdomen
Severity	Effect
1-3	No unusual effect
4	Abdomen grazed, minor bleeding
5	Abdomen struck, victim stunned 1 round and reduced to 1/2 move with minor bleeding
6	Armor damaged; victim stunned 1d6 rounds, major bleeding, 1/2 move if no armor
7	Abdomen injured, major bleeding, 1/2 move, –2 penalty to attacks
8	Abdomen injured, severe bleeding, 1/2 move, –4 penalty to attacks
9	Armor damage, abdomen injured, minor bleeding, 1/2 move and –2 penalty to attacks; if no armor, victim at 0 hit points, major bleeding

10	Abdomen injured, no move or attack, severe bleeding
11	Abdomen injured, victim at 0 hp, severe bleeding
12	Abdomen destroyed, victim killed
13+	As 12 above with tripled damage dice

Location: Torso

Severity Effect

1-3	No unusual effect
4	Torso grazed, minor bleeding
5	Torso struck, victim stunned 1 round, reduced to 1/2 move with minor bleeding
6	Shield damage, torso struck, 1/2 move & minor bleeding
7	Armor damage, torso struck, 1/2 move, -2 penalty to attacks; if no armor, torso injured, no move or attack, severe bleeding
8	Torso injured, major bleeding, 1/2 move, -4 penalty to attacks
9	Shield damage; torso struck, -2 penalty to attacks; if no shield, torso injured, severe bleeding, no move or attack
10	Torso injured, severe bleeding, no move or attack
11	Torso destroyed, victim reduced to 0 hit points with severe bleeding
12	Torso destroyed, victim killed
13+	As 12 above with tripled damage dice

Location: Arms

Severity Effect

1-3	No unusual effect
4	Hand struck, weapon dropped, minor bleeding; no effect on shield arm
5	Arm struck, shield damage/weapon dropped, minor bleeding
6	Hand injured, -2 penalty to attacks/shield dropped
7	Armor damage, arm struck, minor bleeding; if no armor, arm injured, major bleeding
8	Hand severed, stunned 1 round, major bleeding, shield or weapon dropped
9	Armor damage, arm broken; if no armor, arm severed, stunned 1d6 rounds, major bleeding
10	Shoulder injured, no attacks, major bleeding
11	Arm severed, severe bleeding, 1/2 move
12	Arm severed, no move or attacks, severe bleeding
13+	As 12 above with tripled damage dice

Location: Head

Severity Effect

1-3	No unusual effect
4	Head grazed, stunned 1d3 rounds, minor bleeding
5	Head struck, helm removed, victim stunned 1 round; -2 penalty to attack rolls, minor bleeding if victim had no helm
6	Head struck, minor bleeding, victim blinded for 2d4 rounds by blood in eyes

7	Helm damaged, face injured, stunned 1d6 rounds, minor bleeding, 1/2 move, –4 penalty to attacks
8	Skull broken, helm damaged, victim reduced to 0 hit points, major bleeding
9	Throat injured, severe bleeding
10	Skull destroyed, victim reduced to 0 hp, severe bleeding, Int, Wis, Cha all drop by 1/2 permanently
11	Throat destroyed, victim killed
12	Head severed, immediate death
13+	As 12 above with tripled damage dice

Location: Tail

Severity Effect

1-5	No unusual effect
6	Tip of tail struck; if prehensile, any items carried are dropped, minor bleeding, –2 penalty to tail attacks
7-8	Tail injured, minor bleeding
9-10	Tail severed near end, major bleeding, lose tail attacks, move reduced by 1/3 if creature uses tail for movement
11	Tail severed, victim stunned 1–3 rounds, lose tail attacks, major bleeding, no movement or attacks if animal uses tail for movement
12	Tail severed, stunned 1–3 rounds, major bleeding, 1/2 move and –2 penalty on any attack; if animal uses tail for movement, no move or attack
13+	As 12 above with tripled damage dice

Thunder

Location: Legs

Severity Effect

1-3	No unusual effect
4	Victim grazed and knocked down
5	Leg struck, 1/2 move; victim knocked down, stunned 1d4 rounds
6	Foot injured, 1/2 move, victim knocked down, stunned 1d4 rounds
7	Armor destroyed, leg injured, 1/2 move, victim stunned 1d4 rounds
8	Hip/thigh injured, knocked down, stunned 2d4 rounds, 1/4 move
9	Armor destroyed, leg broken, stunned 2d4 rounds, 1/4 move and –4 penalty to all attacks
10	Foot disintegrated; minor bleeding, victim stunned 2d4 rounds, then no movement and –4 penalty to all attacks
11	Leg disintegrated at knee, major bleeding, no move or attack
12	Leg disintegrated at hip, no move or attack, major bleeding
13+	As 12 above with an additional abdomen hit

Location: Abdomen

Severity Effect

1-3	No unusual effect
4	Victim grazed and stunned 1 round
5	Abdomen struck, -2 to attack rolls, 1/2 move, stunned 1d4 rounds
6	Armor destroyed, abdomen injured, 1/2 move, -2 to attack rolls, victim stunned 1d4 rounds
7	Abdomen injured, 1/2 move, -2 to attack rolls, victim stunned 2d4 rounds
8	Abdomen injured, 1/4 move, -4 to attack rolls, stunned 2d4 rounds
9	Armor destroyed, abdomen injured, victim stunned 2d4 rounds, 1/4 move, -4 to attack rolls, minor bleeding
10	Abdomen injured internally, no move or attack, major bleeding
11	Abdomen partially disintegrated, no move or attack, death follows in 1d4 hours if victim is not treated with powerful healing magic equivalent to 4 healing surges or more.
12	Abdomen disintegrated, immediate death
13+	As 12 above with additional torso or leg hit (50% chance of each)

Location: Torso

Severity Effect

1-3	No unusual effect
4	Victim grazed, stunned 1 round
5	Torso struck; 1/2 move, -2 to attack rolls, stunned 1d4 rounds
6	Shield destroyed, torso injured, stunned 1d4 rounds, 1/2 move, -2 to attack rolls
7	Armor destroyed, torso injured, stunned 2d4 rounds, 1/2 move, -2 penalty to attacks
8	Torso injured, victim stunned 2d4 rounds, 1/4 move, -4 to attack rolls
9	Torso injured, no move or attack, minor bleeding
10	Ribs broken, no move or attack, major bleeding
11	Torso partially disintegrated, victim reduced to 0 hit points and dies in 1d3 turns unless treated by powerful healing magic equivalent to 4 healing surges or more.
12	Torso disintegrated, victim killed instantly
13+	As 12 above with additional abdomen, arm or head hit (40% abdomen, 20% left arm, 20% right arm, 20% head)

Location: Arms

Severity Effect

1-3	No unusual effect
4	Hand grazed, weapon or shield dropped
5	Arm struck, stunned 1d4 rounds, -2 to attacks with that hand
6	Hand injured, -2 to attacks with that hand (or no shield use if shield arm is burned), minor bleeding
7	Armor destroyed, arm injured, -2 penalty to all attacks, victim stunned 1d4 rounds
8	Arm injured, victim stunned 2d4 rounds, -4 to attacks with affected arm and -2 to all other attacks, minor bleeding
9	Arm broken and useless, victim stunned 2d4 rounds
10	Hand disintegrated, stunned 1d4 rounds, -2 to all attacks, minor bleeding

11	Arm disintegrated at elbow, stunned 2d4 rounds, no attacks, major bleeding
12	Arm disintegrated at shoulder, stunned 2d4 rounds, 1/2 move, no attacks, major bleeding
13+	As 12 above with an additional torso hit

Location: Head

Severity Effect

1-3	No unusual effect
4	Victim stunned 1 round
5	Head struck, helm destroyed, victim stunned 1d4 rounds, -2 to all attack rolls
6	Head struck, -2 to attacks, stunned 2d4 rounds, victim deafened
7	Helm destroyed, face injured, stunned 2d4 rounds, -4 penalty to all attacks, 1/2 move, victim deafened
8	Face injured, victim blinded and deafened, stunned 2d4 rounds
9	Skull broken, stunned 2d4 rounds, 1/2 move and -4 penalty to attacks; roll a saving throw or lose 1d3 points of Intelligence
10	Jaw/face broken, no move or attack, unconscious 4d6 days, major bleeding, victim deafened
11	Throat destroyed, stunned 2d4 rounds, severe bleeding
12	Skull disintegrated, immediate death
13+	As 12 above with additional torso hit

Location: Tail

Severity Effect

1-5	No unusual effect
6	Tip of tail grazed; if prehensile, any items carried are dropped, -2 penalty to all tail attacks
7-8	Tail injured, lose any tail attacks;
9-10	Tail injured, lose any tail attacks, 1/2 move if animal uses tail for movement
11	Tail disintegrated at mid-length, victim stunned 1d4 rounds, minor bleeding, lose any tail attacks, no movement or attacks if creature uses tail for movement
12	Tail disintegrated, victim stunned 2d4 rounds, 1/2 move and -2 penalty on any attack rolls, major bleeding; no move or attack and severe bleeding if creature uses tail for movement
13+	As 12 above with abdomen or torso hit (50% chance of either)

Wounding

Location: Legs

Severity Effect

1-3	No unusual effect
4	Victim grazed, -1 penalty to attack rolls
5	Leg struck, 1/2 move, -1 penalty to attack rolls
6	Foot injured, 1/2 move, -1 penalty to attack rolls

7	Leg injured, 1/2 move, -2 penalty to attack rolls, minor bleeding
8	Hip/thigh injured, 1/4 move, -2 to all attacks, major bleeding
9	Leg injured, 1/4 move and -4 penalty to all attacks, major bleeding
10	Foot withered, victim stunned 1d6 rounds, then no movement and -4 penalty to all attacks
11	Leg withered at knee, minor bleeding, no move or attack
12	Leg withered at hip, no move or attack, minor bleeding
13+	As 12 above with an additional abdomen hit

Location: Abdomen

Severity Effect

1-3	No unusual effect
4	Victim grazed, -1 to attack rolls
5	Abdomen struck, -1 to attack rolls, 1/2 move
6	Abdomen injured, 1/2 move, -2 to attack rolls, minor bleeding
7	Abdomen injured, 1/2 move, -2 to attack rolls, major bleeding
8	Abdomen injured, 1/4 move, -4 to attack rolls, stunned 1d6 rounds
9	Abdomen injured, stunned 1d6 rounds, 1/4 move, -4 to attacks, major bleeding
10	Abdomen withered, minor bleeding no move or attack
11	Abdomen withered, no move or attack, death in 1d4 hours unless victim receives powerful healing magic equivalent to 4 healing surges or more.
12	Abdomen destroyed, immediate death
13+	As 12 above with additional torso or leg hit (50% chance of each)

Location: Torso

Severity Effect

1-3	No unusual effect
4	Victim grazed, -1 to attack rolls, stunned 1 round
5	Torso struck; 1/2 move, -2 to attack rolls
6	Torso injured, 1/2 move, -2 to attack rolls
7	Torso injured, victim stunned 1d6 rounds, 1/2 move, -2 to attacks, minor bleeding
8	Torso injured, victim stunned 1d6 rounds, 1/4 move, -4 to attack rolls, minor bleeding
9	Torso injured, no move or attack, major bleeding
10	Torso withered, no move or attack, major bleeding
11	Torso withered, victim reduced to 0 hit points, dies in 1d3 turns unless treated by powerful healing magic equivalent to 4 healing surges or more.
12	Torso destroyed, victim killed instantly
13+	As 12 above with additional abdomen, arm or head hit (40% abdomen, 20% left arm, 20% right arm, 20% head)

Location: Arms

Severity Effect

1-3	No unusual effect
4	Hand grazed, weapon or shield dropped

5	Arm struck, –2 to attacks with that hand
6	Hand injured, –2 to attacks with that hand (or no shield use if shield hand is injured)
7	Arm injured, –2 penalty to all attacks, minor bleeding
8	Arm injured, stunned 1d6 rounds, –4 to attacks with affected arm, –2 penalty to all other attacks, minor bleeding
9	Arm injured and useless, victim stunned 1d6 rounds, minor bleeding
10	Hand withered, stunned 1d6 rounds, –2 to all attacks
11	Arm withered at elbow, stunned 1d6 rounds, no attacks
12	Arm withered at shoulder, stunned 1d6 rounds, 1/2 move, no attacks
13+	As 12 above with an additional torso hit

Location: Head

Severity Effect

1-3	No unusual effect
4	Victim grazed, –1 penalty to attacks
5	Head struck, –2 to all attack rolls
6	Head injured, –2 to attacks, stunned 1d6 rounds
7	Face injured, stunned 1d6 rounds, –4 to all attacks and 1/2 move
8	Face injured, victim blinded, stunned 1d6 rounds
9	Head partially withered, stunned 1d6 rounds, 1/2 move and –4 penalty to attacks, minor bleeding
10	Face destroyed, victim blinded, no move or attack, major bleeding
11	Throat destroyed, stunned 1d6 rounds, severe bleeding
12	Skull destroyed, immediate death
13+	As 12 above with additional torso hit

Location: Tail

Severity Effect

1-5	No unusual effect
6	Tip of tail struck; if prehensile, any items carried are dropped, –2 penalty to all tail attacks
7-8	Tail injured, lose any tail attacks
9-10	Tail injured, lose any tail attacks, 1/2 move if animal uses tail for movement, minor bleeding
11	Tail withered, stunned 1d3 rounds, minor bleeding, lose tail attacks; no movement or attacks if creature uses tail for movement
12	Tail destroyed, victim stunned 1d6 rounds, 1/2 move and –2 penalty on any attack rolls, major bleeding; no move or attack and severe bleeding if creature uses tail for movement
13+	As 12 above with abdomen or torso hit (50% chance of either)