



# LAYING WASTE

THE GUIDEBOOK TO CRITICAL COMBAT

600 CRITICAL HIT  
AND FUMBLE EFFECTS,  
OVER 100 NEW FEATS  
AND MUCH MORE!

**Pathfinder**  
ROLEPLAYING GAME COMPATIBLE



# LAYING WASTE

## A GUIDEBOOK TO CRITICAL COMBAT

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# LAYING WASTE

## A GUIDE TO CRITICAL COMBAT

### INTRODUCTION

How many times have you rolled a critical threat only to fail a critical confirmation check? It's a let-down for certain. How many natural 20's have you wasted in this manner? Do you think that you should be rewarded somehow for hitting your threat range?

Have you ever found yourself hating players or monsters wielding x4 critical items doing completely unrealistic amounts of damage? If you loved the GameMastery crit decks but found them a bit too random or inappropriate for your actions, read on, this book is for you!

Laying Waste presents a slick system to maximize the enjoyment of critical hits and fumbles in the Pathfinder RPG or OGL d20 systems. This system replaces both the standard critical hit and fumble rules, building upon the excellent Critical Hit and Fumble decks by Paizo Publishing, improving the mechanics and realism for game play, while still being simple and elegant enough to use with ease.

Now players and GM characters are rewarded for all of their threat rolls and for their level of skill! Critical hits will add a very fun element to the game now, rather than simply making combat go faster by doing huge amounts of damage. It is even possible to receive lasting wounds from particularly terrible fights, the sort of thing to show off over tavern ales and campsite fires.

The emphasis of this product is fun however, and not sheer destruction. While the possibility exists for horrific maiming and wicked injuries, clerics also have ways to treat such injuries and it will take a very honed and practiced hand to deal the most grievous of blows.

So, get to reading and enjoy **LAYING WASTE** upon your enemies now and for years to come!



### CORE CONCEPTS

These are the basic tenets to the **LAYING WASTE** system. The changes are significant but easy to learn and memorize. Each of these basic tenets will be explained in greater detail below.

- Critical threats now do maximum base damage, and are called critical hits, regardless of whether or not you “confirmed.”
- Critical confirmation rolls have been removed, replaced by a severity check to add effects to your critical hits. Combatants must achieve at least a DC 20 on a severity check in order to gain a critical effect.
- Criticals can give the target light, moderate, or severe wound effects, or even extra bonus damage, based primarily on the skill of the attacker (and other factors).
- Targets gain a save against debilitating effects, though if they do save successfully they trade the hindering effect for extra damage instead. You now cannot lose life or limb without failing a save.



## CRITICAL THREATS

When a critical threat is rolled, the damage is maximized, and it is called a critical hit. The critical hit severity is then resolved to determine whether or not the critical hit has a critical effect.

## SEVERITY CHECKS

This is accomplished by rolling a d20 and adding the weapons critical modifier and the excess amount that the attack beat your target's armor class by, adding any additional modifiers and comparing that number to the severity DCs (DC 20, 30, and 40 respectively).

### EXAMPLE:

"Bjorn the Strong" is a 5th level Fighter. He has a 16 Str score and a +5 BAB. He also has a +1 longsword and the weapon focus feat. His total attack roll is a +10, doing 1d8+4 damage and he has a threat range of 19-20.

When he rolls a 19 or 20, he automatically deals 12 points of damage and he may then roll a severity check to see if his critical hit has a critical effect, or just max damage.

Let's say that Bjorn rolls a natural 19 (modified 29) on his attack. First of all, his critical hit automatically does 12 points of damage. If his target's AC was 16, he gains a +13 bonus to his severity check (+13 for exceeding his opponent's AC by that amount).

Bjorn then rolls his severity check on a d20, gaining a natural roll of 10 modified to 23 with his bonuses. Hitting DC 20 means that he has struck a light critical, and he then rolls for a light critical appropriate to the type of weapon he is using (slashing, piercing, or bludgeoning).

Had he rolled at least a natural 17 or better on his severity check, he would have gotten 30+, allowing him to have dealt a moderate critical instead. Note that a light critical done to a weaker opponent can still be deadly.

Any wound done to an opponent can hinder them and weaken them, making them easier to defeat. Higher level and more skilled opponents have the capacity to deal truly deadly critical hits.

## SEVERITY CHECK

ROLL	CRITICAL HIT TYPE
DC <20	Minor Critical: Max damage, No Additional Effect
DC 20-29	Light Critical: Max Damage, Light Wound Effect
DC 30-39	Moderate Critical: Max Damage, Moderate Wound Effect
DC 40+	Severe Critical: Max Damage, Severe Wound Effect

In essence, threats are now no longer anticlimactic if they do not confirm, and the sometimes massive amounts of damage done on critical hits is replaced with realistic debuffs that hinder or possibly even kill opponents.

### FEATS THAT DEFEND AGAINST CRITS

It is possible that you have feats that defend against critical hits, such as Cloven Helm. Anytime you gain bonus AC versus critical hit confirmations, subtract that amount from any severity checks made against you.

## MODIFIERS

Modifiers to severity now include skill, something completely missing from most critical hit systems. With Laying Waste, the skill of the attacker, the viciousness of the weapon, the size of the opponent -- and possibly luck, all have a factor.

## CRITICAL MODIFIER

x2:	+0 bonus
x3:	+4 bonus
x4:	+8 bonus
x5:	+12 bonus



Weapons that do devastating amounts of damage on a critical hit (such as a scythe) are more likely to do more severe critical hits in this system, though they still have a smaller threat range and deal critical hits less often.

## ATTACK ROLL

Add the amount the attack roll exceeds the target's armor class to the severity check. Skill is a major factor in determining the severity of a critical hit. A 20th level Fighter/Sword Savant has a much greater chance of dealing severe criticals than a 5th level Fighter. Along the same lines, a frost giant has much more wicked critical hits than a typical orc Warrior.

## SIZE DIFFERENCE

The difference in size between opponents also has a factor in the severity of critical hits. Add a bonus to the severity check when you are a size category larger than your target, and subtract a penalty when your target is larger than you.

### SIZE DIFFERENCE

One Size Category:	+/-2
Two Size Categories:	+/-4
Three Size Categories:	+/-6
Four Size Categories:	+/-8

A pixie with a tiny rapier might sting, but a giant with an axe is truly to be feared.

## CRITICAL EFFECTS

In addition to the possibility of extra damage, most attacks will subject an opponent to a hindering effect. The target is allowed to make an appropriate saving throw to avoid the affect. Save types are listed and the DC's are always the same, based on the severity of the critical hit (either DC 20, 25, or 30).

### SAVING THROWS

Light	DC 20
Moderate	DC 25
Severe	DC 30

Should you succeed in your saving throw to avoid the additional effect, you will sometimes instead take bonus damage. This could mean that it would be possible for you to take bonus damage multiple times for the same critical hit.

## BONUS DAMAGE

If a critical effect has the term bonus damage, it means to add a number of bonus damage dice to the critical damage, based on the critical modifier of the weapon. Do not simply double the maximized damage as before. Also, there is no save against bonus damage.

The saving throws do not change the fact that a player is afflicted by a critical hit. The saves merely allow the player to avoid the hindering effects, in essence trading them for additional damage.

### BONUS DAMAGE

x2	2d6
x3	3d6
x4	4d6
x5	5d6

Bonus damage is unilateral. It doesn't matter if your weapon is giant sized or tiny, bonus damage is calculated the same regardless of size.

**EXAMPLE:** "Bjorn the Unlucky" suffers a moderate critical by a longsword, and faces the possibility of losing his sword hand at the wrist. He successfully makes his Fortitude save so, instead of suffering the hindering effect, he instead takes bonus damage (2d6) in addition to maximum damage from the critical hit.



## NO ADDITIONAL EFFECT

If you are unable to achieve at least a DC 20 on the severity check, the critical hit deals maximum damage, but has no additional effect.

**EXAMPLE:** “Bjorn the Unlucky” and nearly “Bjorn One-Handed” returns blows with his axe. He rolls a natural 20 on the attack! He automatically deals max damage, and now gets to make a severity check. He rolls a natural 11 and then adds +4 for his axe’s critical modifier and an additional +4 for the amount he beat his opponent’s AC by for a total of 19. Because he did not get at least a 20, he does not deal a critical effect, only max damage.

## LAYING WASTE TERMINOLOGY

**Ability Damage or Drain** – Some attacks or special abilities cause ability damage or drain, reducing the designated ability score by the listed amount. While ability damage can be healed naturally, ability drain is permanent and can only be restored through magic.

**Bleed** – A creature that is taking bleed damage takes the listed amount of damage at the beginning of its turn. Bleeding can be stopped by a Heal check or through the application of any spell that cures hit point damage (even if the bleed is ability damage). Some bleed effects cause ability damage or even ability drain. Bleed effects do not stack with each other unless they deal different kinds of damage. When two or more bleed effects deal the same kind of damage, take the worse effect. In this case, ability drain is worse than ability damage.

**Bonus Damage** – if an effect calls for bonus damage, add this amount to the base weapon damage for the critical hit. Bonus damage stacks, and can occasionally be applied multiple times by the same critical effect. Bonus damage is frequently the result of a target’s successful saving throw against a critical effect, trading the debilitating effect for bonus damage instead.

**Critical Effect** – the wound or hindrance that affects a target when a successful severity check is made. All targets gain a saving throw against critical effects if listed.

**Critical Hit** – any time you roll within your weapon’s threat range, it is a critical hit. Critical hits deal maximum damage, even if they do not score a critical effect.

**Critical Effect** – When you achieve at least a light critical on your severity check, you deal a critical effect. Some feats work differently depending on whether or not you achieve a critical effect or simply a critical hit.

**Heal Check** – A Heal check is a skill check using the Heal skill to tend to injuries of all kinds. The Heal skill is now a very useful skill for all characters. Even having a few ranks in Heal (basic first aid knowledge) could allow you to save a party member’s life, or possibly your own!

**Severity Check** – the secondary roll after critically hitting which is used to determine the relative strength of the critical hit. If you achieve a minimum of a DC 20 on your severity check, you deal a critical effect.

**Threat Range** – The numbers that your weapon critically hits on when you make a d20 attack roll. Some feats and spells can modify this.





## **OPTIONAL RULE: STACKING THREAT RANGE**

In the standard rules, one is not allowed to stack effects that improve the threat range of a weapon. In the Laying Waste system, you may optionally allow this in a limited manner.

A skilled fighter can train with a weapon for months or years, earning the improved critical feat. Other weapons possess a supernatural sharpness (such as keen), and can allow an untrained wielder to sever limbs with the same ease. What happens then when that trained fighter wields said weapon?

A GM can choose to allow some stacking of threat ranges within the Laying Waste system, however – only grant a +1 threat bonus to each additional threat enhancing ability.

For example: a scimitar typically crits on an 18-20, dealing maximum damage. In the hands of a trained warrior with the improved critical feat, the threat range increases to 15-20. If that weapon was also keen he could improve that by an additional +1, to 14-20.

In Laying Waste, the critical effects are less about sheer hit point destruction and more about debilitation and roleplaying opportunities. GM's can certainly choose not to use this optional rule however if they feel it is excessive.

## **OPTIONAL RULE: DEMORALIZED**

If you find that characters and monsters running around with 1 hit point, maintaining full actions, and performing with no penalties to be silly and unrealistic, then we have an option for you.

With the Demoralized rules, when creatures fall below 50% health, they are demoralized, as per the Intimidate skill, becoming shaken and suffering a -2 penalty on all attack rolls, skill checks, ability checks and saving throws.

## **OPTIONAL RULE: NATURAL 20s**

Some players and game masters like to put a little more emphasis on natural 20s. If you are one of those folks, you can add a +5 bonus to your severity checks if you roll a natural 20 on your attack roll.





# LIGHT BLUDGEONING

## 2 For 1

Target suffers maximum damage and you deal normal damage to one adjacent target.

**Save:** Adjacent target may make a DC 20 Reflex save to negate.

**Special:** If there are no adjacent targets, deal bonus damage to original target.

## And Stay Down!

Target suffers maximum damage and is knocked prone.

**Save:** DC 20 Fortitude negates; deals bonus damage instead.

**Recover:** A move-equivalent action is required to stand from prone. This provokes attacks of opportunity from threatening opponents.

## Armor Dent

Target suffers maximum damage and attack also deals damage to target's armor (hardness applies).

**Save:** DC 20 Reflex negates; deals bonus damage to the target instead.

**Special:** If target does not wear armor, damage is dealt to shield or deal additional bonus damage to target instead.

## Back Breaker

Target suffers maximum plus bonus damage and 1d4 Dex damage.

**Save:** DC 20 Fortitude negates; deals additional bonus damage instead.

**Heal:** Rest or restoration magic.

### d100

01-02	2 For 1
03-04	And Stay Down!
05-06	Armor Dent
07-08	Back Breaker
09-10	Bell Ringer
11-12	Bone Masher
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27-28	Cracked Knee
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33-34	Crunch
35-36	Crushed Intestines
37-38	Crushed Trachea
39-40	Earth Rumble
41-42	Feeble Parry
43-44	I See Stars
45-46	Knockback
47-48	Lights Out
49-50	Low Blow
51-52	Mace to Da Face
53-54	Momentum
55-56	My Teef!
57-58	Nighty Night
59-60	Numbing Blow
61-62	Off Balance
63-64	Pimp Slap
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79-80	Solid Blow
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83-84	Spun Around
85-86	Staggering Blow
87-88	Surprise Opening
89-90	Terrible Bruise
91-92	Thunder Strike
93-94	Tiring Blow
95-96	To Your Thinky Bits
97-98	What's Going On?
99-100	Where Am I?



## Bell Ringer

Target suffers maximum damage, 1 Int damage and is sickened for 1 round.

**Save:** DC 20 Fortitude negates; deals bonus damage instead.

**Heal:** A DC 20 Heal check removes the sickened condition. Rest or restoration magic is needed to heal ability damage.

## Bone Masher

Target suffers maximum damage and either 1d2 Dex damage and half speed (leg) or 1d2 Str damage (arm). Limb is useless until healed.

**Save:** DC 20 Fortitude negates limb damage; deals bonus damage instead.

**Heal:** A DC 20 Heal check allows limb use and removes movement penalties. Rest or restoration magic is needed to heal ability damage.

d20	Bone Masher Injury
1-5	Left Leg
6-10	Left Arm
11-15	Right Leg
16-20	Right Arm

## Box the Ears

Target suffers maximum damage and is deafened for 1d3 rounds.

**Save:** DC 20 Fortitude negates; deals bonus damage instead.

**Heal:** A cure blindness/deafness spell or a DC 20 Heal check removes the deafened condition.

## Brained

Target suffers maximum damage and is staggered for 1d2 rounds.

**Save:** A DC 20 Fortitude negates; deals bonus damage instead.

**Heal:** A full-round action used to recover can remove the staggered condition.

## Breathless

Target suffers maximum damage and becomes fatigued.

**Save:** DC 20 Fortitude negates; deals bonus damage instead.

**Heal:** Rest.

## Broken Leg

Target suffers maximum damage plus 1 Dex and 1 Con damage and target's speeds are reduced by half until healed.

**Save:** DC 20 Fortitude negates; deals bonus damage instead.

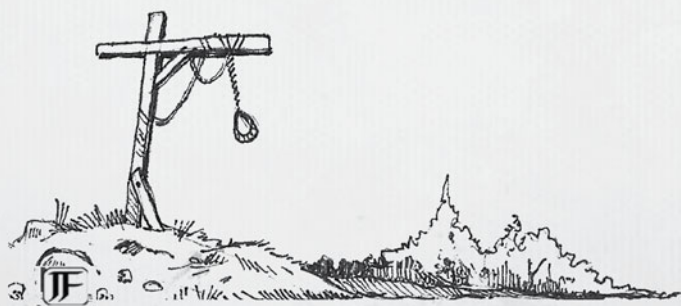
**Heal:** A DC 20 Heal check removes the movement penalty, but rest or restorative magic is needed to heal ability damage.

## Broken Ribs

Target suffers maximum and bonus damage plus cannot heal naturally for 1 day.

**Save:** DC 20 Fortitude negates; deals bonus damage instead.

**Heal:** Curative magic.





### Collapsed Lung

Target suffers maximum damage and is staggered for 1d2 rounds.

**Save:** DC 20 Fortitude negates; deals bonus damage instead.

**Heal:** A DC 20 Heal check removes the staggered condition.

### Concussion

Target suffers maximum damage and 1 Int and Wis damage.

**Save:** DC 20 Fortitude negates; deals bonus damage instead.

**Heal:** Rest or restorative magic.

### Cracked Knee

Target suffers maximum damage and 1 Dex damage. Target's base land speed reduced to 10 feet until healed.

**Save:** DC 20 Fortitude negates; deals bonus damage instead.

**Heal:** A DC 20 Heal check removes the movement penalty, but rest or restorative magic is needed to heal ability damage.

### Cracked Rib

Target suffers maximum damage, 1 Con damage, and is fatigued.

**Save:** DC 20 Fortitude negates; deals bonus damage instead.

**Heal:** Rest and restorative magic.

### Crumpling Blow

Target suffers maximum damage and is knocked prone.

**Save:** DC 20 Fortitude negates; deals bonus damage instead.

**Recover:** Target must expend a move-equivalent action to stand from prone. This provokes an attack of opportunity from all threatening opponents.

### Crunch

Target suffers maximum damage and is sickened for 1d2 rounds.

**Save:** DC 20 Fortitude negates; deals bonus damage instead.

**Heal:** A DC 20 Heal check removes the sickened condition.

### Crushed Intestines

Target suffers maximum damage and 1 Con damage.

**Save:** DC 20 Fortitude negates; deals bonus damage instead.

**Heal:** Rest or restorative magic is needed to heal ability damage.

### Crushed Trachea

Target suffers maximum damage and cannot breathe or speak for 1 minute.

**Save:** DC 20 Fortitude negates; deals bonus damage instead.

**Heal:** A DC 20 Heal check ends the condition.

### Earth Rumble

Target suffers maximum damage and target is tripped.

**Save:** DC 20 Reflex negates; deals bonus damage instead.

**Recover:** Standing from prone is a move-equivalent action that provokes attacks of opportunity from all threatening opponents.

### Feeble Parry

Target suffers maximum damage and is disarmed of 1 held item (attacker's choice). Object is thrown 1d6 squares in a random direction.

**Save:** DC 20 Reflex negates; deals bonus damage instead.

**Recover:** Picking up a dropped object is a move-equivalent action that provokes attacks of opportunity from threatening opponents.



### I See Stars

Target suffers maximum damage and a 20% miss chance for 1d2 rounds.

**Save:** DC 20 Fortitude negates; deals bonus damage instead.

**Heal:** A DC 20 Heal check negates the miss chance.

### Knockback

Target suffers maximum plus bonus damage and is pushed 1 square directly away.

**Save:** DC 20 Fortitude negates; deals additional bonus damage instead.

### Lights Out

Target suffers maximum damage and is blinded for 1 round.

**Save:** DC 20 Fortitude negates; deals bonus damage instead.

**Heal:** A DC 20 Heal check removes the blinded condition.

### Low Blow

Target suffers maximum damage and is sickened for 1 round.

**Save:** DC 20 Fortitude negates; deals bonus damage instead.

**Heal:** A DC 20 Heal check negates the sickened condition.

### Mace to da Face

Target suffers maximum damage and is dazed for 1 round.

**Save:** DC 20 Fortitude negates; deals bonus damage instead.

**Heal:** A DC 20 Heal check removes the dazed condition.

### Momentum

You deal maximum damage and gain a +1 circumstance bonus on all your attack rolls until the end of your next turn.

### My Teef!

Target suffers maximum damage. Target's bite attacks are at a -2 penalty, and target suffers a 20% spell failure chance for verbal spells.

**Save:** DC 20 Fortitude negates; deals bonus damage instead.

**Heal:** A DC 20 Heal check repairs teeth, removing bite penalty and removing the spell failure chance.



### Nighty Night

Target suffers maximum damage, falls prone, and is unconscious for 1 round.

**Save:** DC 20 Fortitude negates; deals bonus damage instead.

**Heal:** A DC 20 Heal check allows the target to regain consciousness.

**Recover:** A move equivalent action is required to stand from prone. This provokes attacks of opportunity from threatening opponents.

### Numbing Blow

Target suffers maximum damage, 1 Dex damage, and target is disarmed of 1 item (attacker's choice). Object is dropped in target's square.

**Save:** DC 20 Reflex negates; deals bonus damage instead.

**Recover:** Picking up an item is a move-equivalent action that provokes attacks of opportunity from threatening opponents.

### Off Balance

Target suffers maximum damage and provokes attacks of opportunity from all threatening opponents.

**Save:** DC 20 Reflex negates; deals bonus damage instead.

### Pimp Slap

Target suffers maximum damage and target is dazed for 1d2 rounds.

**Save:** DC 20 Fortitude negates; deals bonus damage instead.

**Heal:** By expending a move action to clear your head you may end the dazed condition.

### Rattled

Target suffers maximum damage and is confused for 1 round.

**Save:** DC 20 Willpower negates; deals bonus damage instead.

**Heal:** A DC 20 Heal check ends the confused condition.

### Roundhouse

Target suffers maximum damage and you gain a free attack against a threatened foe adjacent to the original target at a -5 attack bonus.

### Ruptured Organ

Target suffers maximum damage and 1d2 bleed. This bleed can only be cured with magic.

**Save:** DC 20 Fortitude negates bleed; deals bonus damage instead.

**Heal:** A DC 20 Heal check halves the bleed effect.

### Shattered Hand

Target suffers maximum damage and 1 Str damage. All attacks and skill checks using that hand suffer a -2 penalty.

**Save:** A DC 20 Fortitude negates; deals bonus damage instead.

**Heal:** A DC 20 Heal check removes penalties, but rest or restorative magic is needed to heal ability damage.

### Shattered Nose

Target suffers maximum damage, 1 Cha damage, and 1 bleed.

**Save:** DC 20 Fortitude negates; deals bonus damage instead.

**Heal:** A DC 20 Heal check heals the bleed effect, but rest or restorative magic is needed to heal ability damage.

### Shield Smack

Target suffers maximum damage and target's shield is loosened, causing it to no longer grant its shield bonus for that round.

**Save:** A DC 20 Reflex save negates; deals bonus damage instead.

**Special:** If target is not using a shield, deals additional bonus damage instead.

### Skull Crack

Target suffers maximum damage and 1d2 Int damage.

**Save:** DC 20 Fortitude negates; deals bonus damage instead.

**Heal:** Rest or restoration magic.

### Solid Blow

You deal maximum and bonus damage.

**Save:** None

### Split Open

Target suffers maximum damage and 1d2 bleed.

**Save:** A DC 20 Fortitude negates; deals bonus damage instead.

**Heal:** A DC 15 Heal check halves the bleed effect, while a DC 20 Heal check ends it.

### Spun Around

Target suffers maximum damage and is flat-footed for 1 round.

**Save:** A DC 20 Reflex negates; deals bonus damage instead.



### Staggering Blow

Target suffers maximum damage and bonus non-lethal damage.

**Heal:** Nonlethal damage heals naturally at a rate of 1 point per hour.

### Surprise Opening

Target suffers maximum damage and you may make one additional free attack against the target at your current attack bonus -5.

**Save:** DC 20 Reflex negates; deals bonus damage instead.

### Terrible Bruise

Target suffers maximum damage and 1d6 nonlethal damage.

**Heal:** Nonlethal damage heals naturally at a rate of 1 point per hour.

**Save:** None.

### Thunder Strike

Target suffers maximum damage and is deafened for 1 round.

**Save:** DC 20 Fortitude negates; deals bonus damage instead.

**Heal:** A DC 20 Heal check removes the deafened condition.

### Tiring Blow

Target suffers maximum damage and becomes fatigued.

**Save:** DC 20 Fortitude negates; deals bonus damage instead.

**Heal:** Rest.

### To Your Thinky Bits

Target suffers maximum damage and 1 Int damage.

**Save:** Fortitude 20 negates; deals bonus damage instead.

**Heal:** Rest or restorative magic is needed to restore ability damage.

### What's Going On?

Target suffers maximum plus bonus damage and 1d2 hours of target's memory is erased.

**Save:** DC 20 Fortitude save negates; deals additional bonus damage instead.

**Heal:** A DC 20 Heal check restores target's memory (no retry).

### Where am I?

Target suffers maximum damage and is dazed for 1 round.

**Save:** DC 20 Fortitude negates; deals bonus damage instead.



# MODERATE BLUDGEONING

## 2 For 1

Target suffers maximum damage and you deal normal damage to one adjacent target.

**Save:** Adjacent target may make a DC 25 Reflex save to negate.

**Special:** If there are no adjacent targets, deal bonus damage to original target.

## And Stay Down!

Target suffers maximum plus bonus damage and is knocked prone.

**Save:** DC 25 Fortitude negates; deals additional bonus damage instead.

**Recover:** A move-equivalent action is required to stand from prone. This provokes attacks of opportunity from threatening opponents.

## Armor Dent

Target suffers maximum plus bonus damage and attack also deals damage to target's armor (hardness applies).

**Save:** DC 25 Reflex negates; deals additional bonus damage to the target instead.

**Special:** If target does not wear armor, damage is dealt to shield or deal additional bonus damage to target instead.

## Back Breaker

Target suffers maximum plus bonus damage and 1d6 Dex damage.

**Save:** DC 25 Fortitude negates; deals additional bonus damage instead.

**Heal:** Rest or restoration magic.

## Bell Ringer

d100	Critical Effect
01-02	2 For 1
03-04	And Stay Down!
05-06	Armor Dent
07-08	Back Breaker
09-10	Bell Ringer
11-12	Bone Masher
13-14	Box the Ears
15-16	Brained
17-18	Breathless
19-20	Broken Leg
21-22	Broken Ribs
23-24	Collapsed Lung
25-26	Concussion
27-28	Cracked Knee
29-30	Cracked Rib
31-32	Crumpling Blow
33-34	Crunch
35-36	Crushed Intestines
37-38	Crushed Trachea
39-40	Earth Rumble
41-42	Feeble Parry
43-44	I See Stars
45-46	Knockback
47-48	Lights Out
49-50	Low Blow
51-52	Mace to da Face
53-54	Momentum
55-56	My Teef!
57-58	Nighty Night
59-60	Numbing Blow
61-62	Off Balance
63-64	Pimp Slap
65-66	Rattled
67-68	Roundhouse
69-70	Ruptured Organ
71-72	Shattered Hand
73-74	Shattered Nose
75-76	Shield Smack
77-78	Skull Crack
79-80	Solid Blow
81-82	Split Open
83-84	Spun Around
85-86	Staggering Blow
87-88	Surprise Opening
89-90	Terrible Bruise
91-92	Thunder Strike
93-94	Tiring Blow
95-96	To Your Thinky Bits
97-98	What's Going On?
99-100	Where Am I?



Target suffers maximum damage and 1d2 Int damage and is also sickened for 1d3 rounds.

**Save:** DC 25 Fortitude negates; deals bonus damage instead.

**Heal:** A DC 25 Heal check removes the sickened condition. Rest or restoration magic is needed to heal ability damage.

### Bone Masher

Target suffers maximum plus bonus damage and either 1d3 Dex damage and half speed (leg) or 1d3 Str damage (arm). Limb is useless until healed.

**Save:** DC 25 Fortitude negates limb damage; deals additional bonus damage instead.

**Heal:** A DC 25 Heal check allows limb use and removes movement penalties. Rest or restoration magic is needed to heal ability damage.

d20	Bone Masher Injury
1-5	Left Leg
6-10	Left Arm
11-15	Right Leg
16-20	Right Arm

### Box the Ears

Target suffers maximum damage and is deafened for 1d4 rounds.

**Save:** DC 25 Fortitude negates; deals bonus damage instead.

**Heal:** A cure blindness/deafness spell or a DC 25 Heal check removes the deafened condition.

### Brained

Target suffers maximum damage and is staggered for 1d3 rounds.

**Save:** A DC 25 Fortitude negates; deals bonus damage instead.

**Heal:** A full-round action used to recover can remove the staggered condition.

### Breathless

**Target** suffers maximum damage and is fatigued for 1d2 rounds.

**Save:** DC 25 Fortitude negates; deals bonus damage instead.

**Heal:** A DC 25 Heal check removes fatigue, as does rest.

### Broken Leg

Target suffers maximum plus bonus damage and 1 Con and Dex damage. Target's speeds are reduced by half until healed.

**Save:** DC 25 Fortitude negates; deals additional bonus damage instead.

**Heal:** A DC 25 Heal check removes the movement penalty, but rest or restorative magic is needed to heal ability damage.

### Broken Ribs

Target suffers maximum plus bonus damage and cannot heal naturally for 1d2 days.

**Save:** DC 25 Fortitude negates; deals additional bonus damage instead.

**Heal:** Curative magic.

### Collapsed Lung

Target suffers maximum damage and is staggered for 1d3 minutes.

**Save:** DC 25 Fortitude negates; deals bonus damage instead.

**Heal:** A DC 25 Heal check removes the staggered condition.

### Concussion

Target suffers maximum plus bonus damage and 1 Int and Wis damage.

**Save:** DC 25 Fortitude negates; deals additional bonus damage instead.

**Heal:** Rest or restorative magic.

### Cracked Knee

Target suffers maximum damage and 1d2 Dex damage. Target's base land speed reduced to 10 feet until healed.

**Save:** DC 25 Fortitude negates; deals bonus damage instead.

**Heal:** A DC 25 Heal check removes the movement penalty, but rest or restorative magic is needed to heal ability damage.

### Cracked Rib

Target suffers maximum damage, 1d2 Con damage and is fatigued.

**Save:** DC 25 Fortitude negates; deals bonus damage instead.

**Heal:** Rest and restorative magic.

### Crumpling Blow

Target suffers maximum damage and is knocked prone.

**Save:** DC 25 Fortitude negates; deals bonus damage instead.

**Recover:** Target must expend a move-equivalent action to stand from prone. This provokes an attack of opportunity from all threatening opponents.

### Crunch

Target suffers maximum damage and is sickened for 1d2 rounds.

**Save:** DC 25 Fortitude negates; deals bonus damage instead.

**Heal:** A DC 25 Heal check removes the sickened condition.

### Crushed Intestines

Target suffers maximum damage and 1 Con bleed.

**Save:** DC 25 Fortitude negates; deals bonus damage instead.

**Heal:** A DC 25 Heal check stops the Con bleed, while rest or restorative magic is needed to heal ability damage.

### Crushed Trachea

Target suffers maximum damage and cannot breathe or speak for 1d3 minutes.

**Save:** DC 25 Fortitude negates; deals bonus damage instead.

**Heal:** A DC 25 Heal check ends the condition.

### Earth Rumble

Target suffers maximum damage and target plus all adjacent enemies are knocked prone.

**Save:** DC 25 Reflex negates; deals bonus damage instead.

**Recover:** Standing from prone is a move-equivalent action that provokes attacks of opportunity from all threatening opponents.

### Feeble Parry

Target suffers maximum damage and is disarmed of 1 held item (attacker's choice). Object is thrown 1d6 squares in a random direction.

**Save:** DC 25 Reflex negates; deals bonus damage instead.

**Recover:** Picking up a dropped object is a move-equivalent action that provokes attacks of opportunity from threatening opponents.

### I See Stars

Target suffers maximum plus bonus damage and a 25% miss chance for 1d3 rounds.

**Save:** DC 25 Fortitude negates; deals additional bonus damage instead.

**Heal:** A DC 25 Heal check negates the miss chance.

### Knockback

Target suffers maximum plus bonus damage and is pushed 1d3 squares directly away.

**Save:** DC 25 Fortitude negates; deals additional bonus damage instead.



### Lights Out

Target suffers maximum damage and is blinded for 1d2 rounds.

**Save:** DC 25 Fortitude negates; deals bonus damage instead.

**Heal:** A DC 25 Heal check removes the blinded condition.

### Low Blow

Target suffers maximum plus bonus damage and is sickened for 1d2 rounds.

**Save:** DC 25 Fortitude negates; deals bonus damage instead.

**Heal:** A DC 25 Heal check negates the sickened condition.

### Mace to da Face

Target suffers maximum damage and is dazed and blinded for 1 round.

**Save:** DC 25 Fortitude negates; deals bonus damage instead.

**Heal:** A DC 25 Heal check removes the either the dazed or blinded condition.

### Momentum

You deal maximum damage and gain a +2 circumstance bonus on all your attack rolls until the end of your next turn.

### My Teef!

Target suffers maximum damage and 1 Con damage. Target's bite attacks are at a -2 penalty, and target suffers a 25% spell failure chance for verbal spells.

**Save:** DC 25 Fortitude negates; deals bonus damage instead.

**Heal:** A DC 25 Heal check repairs teeth, removing bite penalty and removing the spell failure chance. The ability damage can only be healed by rest or restorative magic.

### Nighty Night

Target suffers maximum damage, falls prone and is unconscious for 1d2 rounds.

**Save:** DC 25 Fortitude negates; deals bonus damage instead.

**Heal:** A DC 25 Heal check allows the target to regain consciousness.

**Recover:** A move equivalent action is required to stand from prone. This provokes attacks of opportunity from threatening opponents.

### Numbing Blow

Target suffers maximum damage, 1d2 Dex damage, and is disarmed (1 item). Object is dropped at target's feet.

**Save:** DC 25 Reflex negates; deals bonus damage instead.

**Heal:** The ability damage can only be healed by rest or restorative magic.

**Recover:** Picking up an item is a move-equivalent action that provokes attacks of opportunity from threatening opponents.

### Off Balance

Target suffers maximum damage, becomes flat-footed, and provokes attacks of opportunity from all threatening opponents.

**Save:** DC 25 Reflex negates; deals additional bonus damage instead.

### Pimp Slap

Target suffers maximum damage and target is dazed for 1d3 rounds.

**Save:** DC 25 Fortitude negates; deals bonus damage instead.

**Heal:** A DC 25 Heal check negates the dazed condition.

### Rattled

Target suffers maximum damage and is confused for 1 round.

**Save:** DC 25 Willpower negates; deals bonus damage instead.

**Heal:** A DC 25 Heal check ends the confused condition.

### Roundhouse

Target suffers maximum damage and you gain a free attack against a threatened adjacent foe at your current attack bonus. If not additional target exists, deal bonus damage.

### Ruptured Organ

Target suffers maximum damage and 1d4 bleed. This bleed can only be cured with magic.

**Save:** DC 25 Fortitude halves bleed (each round).

**Heal:** A DC 25 Heal check halves the bleed effect.

### Shattered Hand

Target suffers maximum damage and 1 Con and Str damage. All attacks and skill checks using that hand suffer a -2 penalty.

**Save:** A DC 25 Fortitude negates; deals bonus damage instead.

**Heal:** A DC 25 Heal check removes penalties, but rest or restorative magic is needed to heal ability damage.

### Shattered Nose

Target suffers maximum damage, 1 Cha damage, and 1d2 bleed.

**Save:** DC 25 Fortitude negates; deals bonus damage instead.

**Heal:** A DC 25 Heal check heals the bleed effect, but rest or restorative magic is needed to heal ability damage.

### Shield Smack

Target suffers maximum damage and target's shield or off-hand weapon is disarmed.

**Save:** A DC 25 Reflex save negates; deals bonus damage instead.

**Special:** If target is not using a shield, deals additional bonus damage instead.

### Skull Crack

Target suffers maximum damage and 1d4 Int damage.

**Save:** DC 25 Fortitude negates; deals bonus damage instead.

Heal: Rest or restoration magic.

### Solid Blow

You deal maximum damage and double bonus damage.

**Save:** None

### Split Open

Target suffers double maximum damage and 1d4 bleed.

**Save:** A DC 25 Fortitude negates; deals bonus damage instead.

**Heal:** A DC 15 Heal check halves the bleed effect, while a DC 25 Heal check ends it.

### Spun Around

Target suffers maximum damage and is flat-footed for 1d2 rounds.

**Save:** A DC 25 Reflex negates; deals bonus damage instead.

### Staggering Blow

Target suffers maximum plus bonus damage and is dealt an equal amount of nonlethal damage.

**Save:** DC 25 Fortitude negates; deals additional bonus damage instead.



### Surprise Opening

Target suffers maximum damage and you may make one additional free attack against the target at your current attack bonus -5.

**Save:** DC 25 Reflex negates; deals bonus damage instead.

### Terrible Bruise

Target suffers maximum damage and 1d6 nonlethal damage.

**Save:** None.

**Heal:** Nonlethal damage heals naturally at a rate of 1 point per hour.

### Thunder Strike

Target suffers maximum damage and is deafened for 1d2 rounds.

**Save:** DC 25 Fortitude negates; deals bonus damage instead.

**Heal:** A DC 25 Heal check removes the deafened condition.

### Tiring Blow

Target suffers maximum plus bonus damage and becomes fatigued.

**Save:** DC 25 Fortitude negates; deals additional bonus damage instead.

**Heal:** Rest.

### To Your Thinky Bits

Target suffers maximum plus bonus damage and 1 Int damage.

**Save:** Fortitude 25 negates, (save each round).

**Heal:** Rest or restorative magic is needed to restore ability damage.

### What's Going On?

Target suffers maximum plus bonus damage and 1d4 hours of target's memory is erased.

**Save:** DC 25 Fortitude save negates; deals additional bonus damage instead.

**Heal:** A DC 25 Heal check restores target's memory (no retry).

### Where am I?

Target suffers maximum plus bonus damage and is stunned for 1 round.

**Save:** DC 25 Fortitude negates; deals additional bonus damage instead.



# SEVERE BLUDGEONING

## 2 For 1

Target suffers maximum plus bonus damage and you deal normal damage to one adjacent target.

**Save:** Adjacent target may make a DC 30 Reflex save to negate.

**Special:** If there are no adjacent targets, deal additional bonus damage to original target.

## And Stay Down!

Target suffers maximum plus bonus damage and is knocked unconscious and prone for 1 round.

**Save:** A DC 30 Fortitude negates; deals additional bonus damage instead.

**Recover:** A move-equivalent action is required to stand from prone. This provokes attacks of opportunity from threatening opponents.

## Armor Dent

Target suffers maximum plus double bonus damage and attack also deals damage to target's armor (hardness applies).

**Save:** DC 30 Reflex negates; deals additional bonus damage to the target instead.

**Special:** If target does not wear armor, damage is dealt to shield or deal additional bonus damage to target instead.

## Back Breaker

Target suffers maximum plus bonus damage and 2d4 Dex damage.

**Save:** DC 30 Fortitude negates; deals additional bonus damage instead.

**Heal:** Rest or restoration magic.

d100	Critical Effect
01-02	2 For 1
03-04	And Stay Down!
05-06	Armor Dent
07-08	Back Breaker
09-10	Bell Ringer
11-12	Bone Masher
13-14	Box the Ears
15-16	Brained
17-18	Breathless
19-20	Broken Leg
21-22	Broken Ribs
23-24	Collapsed Lung
25-26	Concussion
27-28	Cracked Knee
29-30	Cracked Rib
31-32	Crumpling Blow
33-34	Crunch
35-36	Crushed Intestines
37-38	Crushed Trachea
39-40	Earth Rumble
41-42	Feeble Parry
43-44	I See Stars
45-46	Knockback
47-48	Lights Out
49-50	Low Blow
51-52	Mace to Da Face
53-54	Momentum
55-56	My Teef!
57-58	Nighty Night
59-60	Numbing Blow
61-62	Off Balance
63-64	Pimp Slap
65-66	Rattled
67-68	Roundhouse
69-70	Ruptured Organ
71-72	Shattered Hand
73-74	Shattered Nose
75-76	Shield Smack
77-78	Skull Crack
79-80	Solid Blow
81-82	Split Open
83-84	Spun Around
85-86	Staggering Blow
87-88	Surprise Opening
89-90	Terrible Bruise
91-92	Thunder Strike
93-94	Tiring Blow
95-96	To Your Thinky Bits
97-98	What's Going On?
99-100	Where Am I?



### Bell Ringer

Target suffers maximum plus bonus damage, 1 Int damage, and is nauseated for 1d3 rounds.

**Save:** DC 30 Fortitude negates; deals additional bonus damage instead.

**Heal:** A DC 30 Heal check removes the nauseated condition. Rest or restoration magic is needed to heal ability damage.

### Bone Masher

Target suffers maximum plus bonus damage and either 1d4 Dex damage and half speed (leg) or 1d4 Str damage (arm). Limb is useless until healed.

**Save:** DC 30 Fortitude negates limb damage; deals additional bonus damage instead.

**Heal:** A DC 30 Heal check allows limb use and removes movement penalties. Rest or restoration magic is needed to heal ability damage.

d30	Bone Masher Injury
1-5	Left Leg
6-10	Left Arm
11-15	Right Leg
16-20	Right Arm

### Box the Ears

Target suffers maximum plus bonus damage and is deafened for 1d6 rounds.

**Save:** DC 30 Fortitude negates; deals additional bonus damage instead.

**Heal:** A cure blindness/deafness spell or a DC 30 Heal check removes the deafened condition.

### Brained

Target suffers maximum plus bonus damage and is staggered for 1d3 rounds.

**Save:** A DC 30 Fortitude negates; deals additional bonus damage instead.

**Heal:** A DC 30 Heal check removes the staggered condition.

### Breathless

Target suffers maximum plus bonus damage and is exhausted for 1d3 rounds.

**Save:** DC 30 Fortitude negates; deals additional bonus damage instead.

**Heal:** A DC 30 Heal check reduces exhaustion to fatigue. A second Heal check removes fatigue, as does rest.

### Broken Leg

Target suffers maximum plus bonus damage and 1d2 Con and Dex damage. Target's speeds are reduced by half until healed.

**Save:** DC 30 Fortitude negates; deals additional bonus damage instead.

**Heal:** A DC 30 Heal check removes the movement penalty, but rest or restorative magic is needed to heal ability damage.

### Broken Ribs

Target suffers maximum plus bonus damage and cannot heal naturally for 1d3 days.

**Save:** DC 30 Fortitude negates; deals additional bonus damage instead.

**Heal:** Curative magic.

### Collapsed Lung

Target suffers maximum plus bonus damage and is staggered for 1d4 minutes.

**Save:** DC 30 Fortitude negates; deals additional bonus damage instead.

**Heal:** A DC 30 Heal check removes the staggered condition.

### Concussion

Target suffers maximum plus bonus damage and 1d2 Int and Wis damage.

**Save:** DC 30 Fortitude negates; deals additional bonus damage instead.

**Heal:** Rest or restorative magic.

### Cracked Knee

Target suffers maximum plus bonus damage and 1d3 Dex damage. Target's base land speed reduced to 5 feet until healed.

**Save:** DC 30 Fortitude negates; deals additional bonus damage instead.

**Heal:** A DC 30 Heal check removes the movement penalty, but rest or restorative magic is needed to heal ability damage.

### Cracked Rib

Target suffers maximum plus bonus damage, 1d3 Con damage, and becomes fatigued.

**Save:** DC 30 Fortitude negates; deals additional bonus damage instead.

**Heal:** Rest and restorative magic.

### Crumpling Blow

Target suffers maximum plus bonus damage and is knocked prone.

**Save:** DC 30 Fortitude negates; deals additional bonus damage instead.

**Recover:** Target must expend a move-equivalent action to stand from prone. This provokes an attack of opportunity from all threatening opponents.

### Crunch

Target suffers maximum plus bonus damage and is sickened for 1d3 rounds.

**Save:** DC 30 Fortitude negates; deals additional bonus damage instead.

**Heal:** A DC 30 Heal check removes the sickened condition.

### Crushed Intestines

Target suffers maximum plus bonus damage and 1d2 Con bleed.

**Save:** DC 30 Fortitude negates; deals additional bonus damage instead.

**Heal:** A DC 30 Heal check ends the Con bleed, while rest or restorative magic is needed to heal ability damage.

### Crushed Trachea

Target suffers maximum plus bonus damage and cannot breathe or speak.

**Save:** DC 30 Fortitude negates; deals additional bonus damage instead.

**Heal:** A DC 30 Heal check ends the condition.

### Earth Rumble

Target suffers maximum plus bonus damage plus all adjacent enemies are tripped.

**Save:** DC 30 Reflex negates; deals additional bonus damage instead.

**Recover:** Standing from prone is a move-equivalent action that provokes attacks of opportunity from all threatening opponents.

### Feeble Parry

Target suffers maximum damage, 1 Dex damage, and is disarmed of 1 held item (attacker's choice). Object is thrown 1d6 squares in a random direction.

**Save:** DC 30 Reflex negates; deals bonus damage instead.

**Recover:** Picking up a dropped object is a move-equivalent action that provokes attacks of opportunity from threatening opponents.

### I See Stars

Target suffers maximum plus bonus damage and a 30% miss chance for 1d2 rounds.

**Save:** DC 30 Fortitude negates; deals additional bonus damage instead.

**Heal:** A DC 30 Heal check negates the miss chance.

### Knockback

Target suffers maximum plus bonus damage and is pushed 1d6 squares directly away.

**Save:** DC 30 Fortitude negates; deals additional bonus damage instead.



### Lights Out

Target suffers maximum damage and is blinded for 1d2 rounds.

**Save:** DC 30 Fortitude negates; deals bonus damage instead.

**Heal:** A DC 30 Heal check removes the blinded condition.

### Low Blow

Target suffers maximum plus bonus damage and is sickened for 1d3 rounds.

**Save:** DC 30 Fortitude negates; deals additional bonus damage instead.

**Heal:** A DC 30 Heal check negates the sickened condition.

### Mace to da Face

Target suffers maximum damage and is dazed and blinded for 1 round.

**Save:** DC 30 Fortitude negates; deals bonus damage instead.

**Heal:** A DC 30 Heal check removes the either the dazed or blinded condition.

### Momentum

You deal maximum plus bonus damage and gain a +3 circumstance bonus on all your attack rolls until the end of your next turn.

### My Teef!

Target suffers maximum plus bonus damage and 1 Con damage. Target's bite attacks are at a -2 penalty, and target suffers a 30% spell failure chance for verbal spells.

**Save:** DC 30 Fortitude negates; deals additional bonus damage instead.

**Heal:** A DC 30 Heal check repairs teeth, removing bite penalty and removing the spell failure chance. The ability damage can only be healed by rest or restorative magic.

### Nighty Night

Target suffers maximum plus bonus damage, falls prone and is unconscious for 1d3 rounds.

**Save:** DC 30 Fortitude negates; deals additional bonus damage instead.

**Heal:** A DC 30 Heal check allows the target to regain consciousness.

**Recover:** A move equivalent action is required to stand from prone. This provokes attacks of opportunity from threatening opponents.

### Numbing Blow

Target suffers maximum plus bonus damage, 1d3 Dex damage, and target is disarmed (1 item). Object is thrown 1d6 squares in a random direction.

**Save:** DC 30 Reflex negates; deals additional bonus damage instead.

**Recover:** Picking up an item is a move-equivalent action that provokes attacks of opportunity from threatening opponents.

### Off Balance

Target suffers maximum plus bonus damage, is flat-footed, and provokes attacks of opportunity from all threatening opponents.

**Save:** DC 30 Reflex negates; deals additional bonus damage instead.

### Pimp Slap

Target suffers maximum plus bonus damage and is dazed for 1d3 rounds.

**Save:** DC 30 Fortitude negates; deals additional bonus damage instead.

### Rattled

Target suffers maximum plus bonus damage and is confused for 1d2 rounds.

**Save:** DC 30 Willpower negates; deals additional bonus damage instead.

**Heal:** A DC 30 Heal check ends the confused condition.

### Roundhouse

Target suffers maximum plus bonus damage and you gain a free attack against all adjacent threatened foes at your highest attack bonus.

### Ruptured Organ

Target suffers maximum plus bonus damage and 1d6 bleed. This bleed can only be cured with magic.

**Save:** DC 30 Fortitude halves bleed (each round).

**Heal:** A DC 30 Heal check halves the bleed effect.

### Shattered Hand

Target suffers maximum plus bonus damage and 1d2 Con and Str damage. All attacks and skill checks using that hand suffer a -2 penalty.

**Save:** A DC 30 Fortitude negates; deals additional bonus damage instead.

**Heal:** A DC 30 Heal check removes penalties, but rest or restorative magic is needed to heal ability damage.

### Shattered Nose

Target suffers maximum plus bonus damage, 1d2 Cha damage, and 1 bleed.

**Save:** DC 30 Fortitude negates; deals additional bonus damage instead.

**Heal:** A DC 30 Heal check heals the bleed effect, but rest or restorative magic is needed to heal ability damage.

### Shield Smack

Target suffers maximum plus bonus damage and target's shield or off-hand weapon is disarmed.

**Save:** A DC 30 Reflex save negates; deals additional bonus damage instead.

**Recover:** Picking up an item is a move-equivalent action that provokes attacks of opportunity from threatening opponents.

### Skull Crushed

Target's skull is crushed and immediately dies.

**Save:** DC 30 Fortitude negates death; deals maximum damage plus 2d4 Int drain and bonus damage instead.

**Heal:** Restoration magic is needed to regain ability drain.

### Solid Blow

You deal maximum plus triple bonus damage.

**Save:** None.

### Split Open

Target suffers maximum plus bonus damage and 1d6 bleed.

**Save:** A DC 30 Fortitude negates; deals additional bonus damage instead.

**Heal:** A DC 15 Heal check halves the bleed effect, while a DC 30 Heal check ends it.

### Spun Around

Target suffers maximum plus bonus damage and is flat-footed for 1d3 rounds.

**Save:** A DC 30 Reflex negates; deals additional bonus damage instead.

### Staggering Blow

Target suffers maximum plus double bonus damage and is dealt an equal amount of nonlethal damage.

**Save:** DC 30 Fortitude negates; deals additional bonus damage instead.

### Surprise Opening

Target suffers maximum damage and you may make one additional free attack against the target at your highest base attack bonus.

**Save:** DC 30 Reflex negates; deals bonus damage instead.



### Terrible Bruise

Target suffers maximum plus bonus damage, 1 Con damage, and 2d6 nonlethal damage.

**Save:** DC 30 Fortitude negates; deals additional bonus damage instead.

**Heal:** Nonlethal damage heals naturally at a rate of 1 point per hour, but rest or restorative magic is needed to heal ability damage.

### Thunder Strike

Target suffers maximum plus bonus damage and is deafened for 1d3 rounds.

**Save:** DC 30 Fortitude negates; deals additional bonus damage instead.

**Heal:** A DC 30 Heal check removes the deafened condition.

### Tiring Blow

Target suffers maximum plus bonus damage and becomes exhausted.

**Save:** DC 30 Fortitude negates; deals additional bonus damage instead.

**Heal:** Rest.

### To Your Thinky Bits

Target suffers maximum plus bonus damage and 1 Int Bleed.

**Save:** Fortitude 30 negates, (save each round).

**Heal:** A DC 30 Heal check will end the Int bleed. Rest or restorative magic is needed to restore ability damage.

### What's Going On?

Target suffers maximum plus bonus damage and 1d8 hours of target's memory is erased.

**Save:** DC 30 Fortitude save negates; deals additional bonus damage instead.

**Heal:** A DC 30 Heal check restores target's memory (no retry).

### Where am I?

Target suffers maximum plus bonus damage and is stunned for 1d2 rounds.

**Save:** DC 30 Fortitude negates; deals additional bonus damage instead.



# LIGHT PIERCING

## Achilles' Heel

Target suffers maximum damage and 1d2 Dex damage. Target's speeds are reduced by half until healed.

**Save:** A DC 20 Fortitude negates; deals bonus damage instead.

**Heal:** A DC 20 Heal check ends the movement penalty.

## Bicep Wound

Target suffers maximum plus bonus damage and 1d2 Str damage.

**Save:** A DC 20 Fortitude negates; deals additional bonus damage instead.

**Heal:** Rest or restoration magic.

## Bleeder

Target suffers maximum damage and 1d3 bleed.

**Save:** A DC 20 Fortitude negates; deals bonus damage instead.

**Heal:** A DC 20 ends the bleed condition.

## Blown Back

Target suffers maximum damage and is knocked prone.

**Save:** A DC 20 Reflex negates; deals bonus damage instead.

**Recover:** Standing from prone is a move-equivalent action that provokes attacks of opportunity from threatening foes.

## Calf Hole

Target suffers maximum damage and 1d2 Dex damage.

**Save:** A DC 20 Reflex negates; deals bonus damage instead.

**Heal:** Rest or restorative magic.

d100	Critical Effect
01-02	Achilles' Heel
03-04	Bicep Wound
05-06	Bleeder
07-08	Blown Back
09-10	Calf Hole
11-12	Cheek Pierced
13-14	Chipped Bone
15-16	Clean Through
17-18	Deep Hurting
19-20	Deep Wound
21-22	Elbow Pierced
23-24	Eye Patch For You
25-26	Forearm Piercing
27-28	Guarded Strike
29-30	Grazing Hit
31-32	Hand Wound
33-34	Heart Shot
35-36	In A Row
37-38	Kidney Piercing
39-40	Left Reeling
41-42	Leg Wound
43-44	Lodged In The Bone
45-46	Momentum
47-48	Muscle Severed
49-50	Nailed In Place
51-52	Nerve Cluster
53-54	Nicked An Artery
55-56	Organ Scramble
57-58	Overreaction
59-60	Painful Poke
61-62	Penetrating Wound
63-64	Perfect Strike
65-66	Pierced
67-68	Pierced Appendix
69-70	Pincushion
71-72	Pinhole
73-74	Pinned Arm
75-76	Punctured Lung
77-78	Ragged Wound
79-80	Right In The Ear
81-82	Shoulder Wound
83-84	Spinal Tap
85-86	Spun Around
87-88	Stinger
89-90	Sucking Chest Wound
91-92	Surprise Opening
93-94	Tenacious Wound
95-96	Tongue Piercing
97-98	Ventilated
99-100	Vulnerable Spot



### Cheek Pierced

Target suffers maximum damage and 1 bleed. Target also suffers an additional 30% spell failure chance for verbal spells until healed.

**Save:** A DC 20 Fortitude negates; deals bonus damage instead.

**Heal:** A DC 20 Heal check ends the bleed effect and removes the spell failure chance.

### Chipped Bone

Target suffers maximum damage and 1 Dex damage.

**Save:** A DC 20 Fortitude negates; deals bonus damage instead.

**Heal:** Rest or restorative magic.

### Clean Through

Target suffers maximum damage, 1d3 bleed, and 1 Con damage.

**Save:** A DC 20 Fortitude negates Con damage and halves bleed effect; deals bonus damage instead.

**Heal:** A DC 20 Heal check removes the bleed effect. Rest or restoration magic is needed to heal ability damage.

### Deep Hurting

Target suffers maximum damage and is fatigued.

**Save:** A DC 20 Fortitude negates; deals bonus damage instead.

**Heal:** Rest or a DC 20 Heal check ends the fatigued condition.

### Deep Wound

Target suffers maximum damage and is nauseated for 1 round.

**Save:** A DC 20 Fortitude negates; deals bonus damage instead.

**Heal:** A DC 20 Heal check ends the nauseated condition.

### Elbow Pierced

Target suffers maximum damage and drops whatever is being held in hand (1 item).

**Save:** A DC 20 Reflex negates; deals bonus damage instead.

**Recover:** Retrieving a dropped item is a move-equivalent action that provokes attacks of opportunity from threatening foes.

**Special:** If target is not holding any items, deal additional bonus damage instead.

### Eye Patch for You

Target suffers maximum plus bonus damage and 1 Con drain. Target also suffers a -2 penalty on Perception checks and ranged attacks until healed.

**Save:** A DC 20 Reflex negates; deals additional bonus damage instead.

**Heal:** A DC 20 Heal check removes the Perception and attack penalties.

### Forearm Piercing

Target suffers maximum damage and is disarmed (1 item).

**Save:** A DC 20 Reflex negates; deals bonus damage instead.

**Recover:** Retrieving a dropped item is a move-equivalent action that provokes attacks of opportunity from threatening foes.

**Special:** If target is not holding any items, deal additional bonus damage instead.

### Guarded Strike

You deal maximum plus bonus damage and gain a +2 bonus to your AC until the end of your next turn.

### Grazing Hit

Target suffers maximum damage and is stunned for 1 round.

**Save:** A DC 20 Fortitude negates; deals bonus damage.

**Heal:** A DC 20 Heal check ends the stunned condition.



### Hand Wound

Target suffers maximum damage and 1d2 Dex damage. Target suffers a -2 penalty on all rolls using that hand until healed.

**Save:** A DC 20 Reflex negates; deals bonus damage instead.

**Heal:** A DC 20 Heal check is needed to end the wound penalty. Rest or restorative magic is needed to heal ability damage.

### Heart Shot

Target suffers maximum damage and 1 Con bleed.

**Save:** A DC 20 Fortitude negates; deals bonus damage instead.

**Heal:** A DC 20 Heal check ends the Con bleed. Rest or restorative magic is needed to heal ability damage.

### In a Row

You deal maximum plus bonus damage to your target and bonus damage to an adjacent target you also threaten. If no adjacent targets are available, deal the additional bonus damage to the original target instead.

**Save:** A DC 20 Reflex negates (secondary target only); deals additional damage instead.

### Kidney Piercing

Target suffers maximum damage and is sickened for 1d6 rounds.

**Save:** A DC 20 Fortitude negates; deals damage instead.

**Heal:** A DC 20 Heal check ends the sickened condition.

### Left Reeling

Target suffers maximum damage and a -2 penalty to AC for 1d2 rounds.

**Save:** A DC 20 Will negates; deals bonus damage instead.

**Heal:** A DC 20 Heal check ends the AC penalty.

### Leg Wound

Target suffers maximum damage and target's land speed is halved for 1d4 rounds.

**Save:** A DC 20 Fortitude negates; deals bonus damage instead.

**Heal:** A DC 20 Heal check removes the speed penalty.

### Lodged in the Bone

Target suffers maximum damage and 1 bleed.

**Save:** A DC 20 Fortitude negates; deals bonus damage instead.

**Heal:** Requires a DC 15 Strength check (causing 1d6 damage) or DC 20 Heal check to remove.

### Momentum

You deal maximum damage and gain a +2 bonus to all your attack rolls until the end of your next turn.





### Muscle Severed

Target suffers maximum damage, 1d2 Dex damage, and 1d2 Str damage.

**Save:** A DC 20 Fortitude negates; deals bonus damage instead.

**Heal:** Rest or restorative magic.

### Nailed in Place

Target suffers maximum damage and cannot move.

**Save:** A DC 20 Reflex negates; deals bonus damage instead.

**Recover:** Target must succeed at a DC 15 Strength check to free themselves.

**Special:** If not dealt by a ranged attack, the attacker's melee weapon is stuck in the target's square. The attacker may also attempt to remove the weapon as a standard action.

### Nerve Cluster

Target suffers maximum damage and is stunned for 1d3 rounds.

**Save:** A DC 20 Fortitude save negates; deals bonus damage instead.

**Heal:** A DC 20 Heal check ends the stunned condition.

**Special:** The player may also make a DC 15 Fortitude save each round to be staggered instead for that round.

### Nicked an Artery

Target suffers maximum damage and 1d6 bleed.

**Save:** A DC 20 Fortitude halves the bleed effect.

**Heal:** A DC 20 Heal check ends the bleed effect.

### Organ Scramble

Target suffers maximum damage and 1d3 Con damage.

**Save:** A DC 20 Fortitude negates; deals bonus damage instead.

**Heal:** Rest or restorative magic is needed to heal ability damage.

### Overreaction

Target suffers maximum damage and provokes attacks of opportunity from all threatening opponents.

**Save:** A DC 20 Reflex negates; deals bonus damage instead.

### Painful Poke

Target suffers maximum damage and can take only one move or standard action next round.

**Save:** A DC 20 Fortitude negates; deals bonus damage instead.

### Penetrating Wound

Target suffers maximum plus bonus damage and this attack ignores all DR.

**Save:** A DC 20 Reflex negates; deals additional bonus damage instead.

**Special:** If target does not have DR, deal additional bonus damage instead.

### Perfect Strike

Target suffers maximum plus bonus damage!

**Save:** None.

### Pierced

Target suffers maximum damage and is dazed for 1 round.

**Save:** DC 20 Fortitude negates; deals bonus damage instead.

**Heal:** A DC 20 Heal check ends the dazed condition.

### Pierced Appendix

Target suffers maximum damage and is both sickened and poisoned (treat as greenblood oil).

**Save:** A DC 20 Fortitude negates; deals bonus damage instead.

**Heal:** A DC 20 Heal check removes the sickened condition. Target must succeed at a Fortitude save to overcome the poison.

### Pincushion

Target suffers maximum plus bonus damage and 1d4 bleed.

**Save:** A DC 20 Fortitude negates; deals bonus damage instead.

**Heal:** A DC 20 Heal check ends the bleed effect.

### Pinhole

Target suffers maximum damage and 1 bleed. Target takes 1 additional bleed (cumulative) each round until healed.

**Save:** DC 20 Fortitude negates bleed effect (save each round).

**Heal:** Curative magic or a Heal check DC 20 ends the bleed effect.

### Pinned Arm

Target suffers maximum plus bonus damage and one arm becomes immobile.

**Save:** A DC 20 Reflex negates; deals additional bonus damage instead.

**Heal:** A DC 20 Heal check or DC 15 Strength check removes the weapon or projectile, allowing mobility.

**Special:** If not dealt by a ranged attack, the attacker's melee weapon is stuck in the target's arm. The attacker may also attempt to remove the weapon as a standard action.

### Punctured Lung

Target suffers maximum plus bonus damage and begins to drown 4 rounds later.

**Save:** A DC 20 Fortitude negates; deals bonus damage instead.

**Heal:** A DC 20 Heal check ends the drowning condition.

### Ragged Wound

Target suffers maximum damage and 1d4 bleed.

**Save:** DC 20 Fortitude halves bleed effect (each round).

**Heal:** A DC 20 Heal check ends the bleed effect.

### Right in the Ear

Target suffers maximum damage, 1 Int damage, and 1 bleed.

**Save:** A DC 20 Reflex negates; deals bonus damage instead.

**Heal:** A DC 20 Heal check ends the bleed effect. Rest or restorative magic is needed to heal ability damage.

### Shoulder Wound

Target suffers maximum damage, 1d2 Str damage, and 1d2 Dex damage.

**Save:** A DC 20 Fortitude negates; deals bonus damage instead.

**Heal:** Rest or restorative magic is needed to heal ability damage.

### Spinal Tap

Target suffers maximum damage and a -2 penalty on attack rolls, skill checks, and ability checks for 1d4 rounds.

**Save:** A DC 20 Fortitude negates; deals bonus damage instead.

**Heal:** A DC 20 Heal check removes the attack, skill, and ability penalties.

### Spun Around

Target suffers maximum plus bonus damage and is flat-footed for 1 round.

**Save:** A DC 20 Reflex negates; deals additional bonus damage instead.

**Recover:** A DC 20 Acrobatics check ends the flat-footed condition.



### Stinger

Target suffers maximum damage and is sickened for 1d3 rounds.

**Save:** A DC 20 Fortitude negates; deals bonus damage instead.

**Heal:** A DC 20 Heal check ends the sickened condition.

### Sucking Chest Wound

Target suffers maximum damage and is exhausted.

**Save:** A DC 20 Fortitude negates; deals bonus damage instead.

**Heal:** A DC 20 Heal check reduces the exhausted condition to being fatigued.

### Surprise Opening

Target suffers maximum damage and you gain one free attack against the target at a -5 attack penalty.

### Tenacious Wound

Target suffers maximum damage and 1 Con damage. Target does not heal this damage naturally.

**Save:** A DC 20 Fortitude negates; deals bonus damage instead.

**Heal:** Target must receive restorative magic or pass a DC 20 Fortitude save each day to recover a point of Con after resting.

### Tongue Piercing

Target suffers maximum damage and 1 Con damage. Target gains 20% spell failure chance for verbal spells until healed.

**Save:** A DC 20 Reflex negates; deals bonus damage instead.

**Heal:** A DC 20 Heal check removes the spell failure chance. Rest or restorative magic is needed to heal ability damage.

### Ventilated

Target suffers maximum damage and 1 point of bleed.

**Save:** A DC 20 Fortitude negates; deals bonus damage instead.

**Heal:** Curative magic or a DC 20 Heal check ends the bleed effect.

### Vulnerable Spot

Target suffers maximum damage and takes 1d2 random ability damage.

**Save:** A DC 20 Fortitude negates; deals bonus damage instead.

**Heal:** Rest or restorative magic is needed to heal ability damage.

d6	Ability Damage Type
1	STR
2	DEX
3	CON
4	INT
5	WIS
6	CHA



# MODERATE PIERCING

## Achilles' Heel

Target suffers maximum damage and 1d3 Dex damage. Target's speeds are reduced by half until healed.

**Save:** A DC 25 Fortitude negates; deals bonus damage instead.

**Heal:** A DC 25 Heal check is needed to end the movement penalty.

## Bicep Wound

Target suffers maximum damage and 1d3 Str damage.

**Save:** A DC 25 Fortitude negates; deals bonus damage instead.

**Heal:** Rest or restoration magic.

## Bleeder

Target suffers maximum damage and 1d4 bleed.

**Save:** A DC 25 Fortitude negates; deals bonus damage instead.

**Heal:** A DC 25 ends the bleed condition.

## Blown Back

Target suffers maximum damage and is knocked prone.

**Save:** A DC 25 Reflex negates; deals bonus damage instead.

**Recover:** Standing from prone is a move-equivalent action that provokes attacks of opportunity from threatening foes.

## Calf Hole

Target suffers maximum damage and 1d3 Dex damage.

**Save:** A DC 25 Reflex negates; deals bonus damage instead.

**Heal:** Rest or restorative magic.

d100	Critical Effect
01-02	Achilles' Heel
03-04	Bicep Wound
05-06	Bleeder
07-08	Blown Back
09-10	Calf Hole
11-12	Cheek Pierced
13-14	Chipped Bone
15-16	Clean Through
17-18	Deep Hurting
19-20	Deep Wound
21-22	Elbow Pierced
23-24	Eye Patch For You
25-26	Forearm Piercing
27-28	Guarded Strike
29-30	Grazing Hit
31-32	Hand Wound
33-34	Heart Shot
35-36	In A Row
37-38	Kidney Piercing
39-40	Left Reeling
41-42	Leg Wound
43-44	Lodged In The Bone
45-46	Momentum
47-48	Muscle Severed
49-50	Nailed In Place
51-52	Nerve Cluster
53-54	Nicked An Artery
55-56	Organ Scramble
57-58	Overreaction
59-60	Painful Poke
61-62	Penetrating Wound
63-64	Perfect Strike
65-66	Pierced
67-68	Pierced Appendix
69-70	Pincushion
71-72	Pinhole
73-74	Pinned Arm
75-76	Punctured Lung
77-78	Ragged Wound
79-80	Right In The Ear
81-82	Shoulder Wound
83-84	Spinal Tap
85-86	Spun Around
87-88	Stinger
89-90	Sucking Chest Wound
91-92	Surprise Opening
93-94	Tenacious Wound
95-96	Tongue Piercing
97-98	Ventilated
99-100	Vulnerable Spot



### Cheek Pierced

Target suffers maximum damage and 1d2 bleed. Target also suffers a 40% spell

failure chance for verbal spells until healed.

**Save:** A DC 25 Fortitude negates; deals bonus damage instead.

**Heal:** A DC 25 Heal check ends the bleed effect and removes the spell failure chance.

### Chipped Bone

Target suffers maximum plus bonus damage and 1d2 Dex damage.

**Save:** A DC 25 Fortitude negates; deals additional bonus damage instead.

**Heal:** Rest or restorative magic.

### Clean Through

Target suffers maximum damage, 1d4 bleed and 1 Con drain.

**Save:** A DC 25 Fortitude negates Con drain and halves bleed effect; deals bonus damage instead.

**Heal:** A DC 25 Heal check removes the bleed effect. Restorative magic is needed to heal ability drain.

### Deep Hurting

Target suffers maximum damage and is fatigued.

**Save:** A DC 25 Fortitude negates; deals bonus damage instead.

**Heal:** Rest or a DC 25 Heal check ends the fatigued condition.

### Deep Wound

Target suffers maximum plus bonus damage and is nauseated for 1 round.

**Save:** A DC 25 Fortitude negates; deals additional bonus damage instead.

**Heal:** A DC 25 Heal check ends the nauseated condition.

### Elbow Pierced

Target suffers maximum damage and drops whatever is being held in hand (1 item).

**Save:** A DC 25 Reflex negates; deals bonus damage instead.

**Recover:** Retrieving a dropped item is a move-equivalent action that provokes attacks of opportunity from threatening foes.

**Special:** If target is not holding any items, deal additional bonus damage instead.

### Eye Patch for You

Target suffers maximum plus bonus damage and 1d2 Con drain. Target also suffers a -4 penalty on Perception checks and ranged attacks until healed.

**Save:** A DC 25 Reflex negates; deals additional bonus damage instead.

**Heal:** A DC 25 Heal check removes the Perception and attack penalties.



### Forearm Piercing

Target suffers maximum damage and is disarmed (1 item).

**Save:** A DC 25 Reflex negates; deals bonus damage instead.

**Recover:** Retrieving a dropped item is a move-equivalent action that provokes attacks of opportunity from threatening foes.

**Special:** If target is not holding any items, deal additional bonus damage instead.

### Grazing Hit

Target suffers maximum damage and is stunned for 1 round.

**Save:** A DC 25 Fortitude negates; deals bonus damage instead.

### Guarded Strike

You deal maximum damage and gain a +4 bonus to your AC until the end of your next turn.

### Hand Wound

Target suffers maximum damage and 1d2 Dex damage. Target suffers a -4 penalty on all rolls using that hand until healed.

**Save:** A DC 25 Reflex negates; deals bonus damage instead.

**Heal:** A DC 25 Heal check is needed to end the wound penalty. Rest or restorative magic is needed to heal ability damage.

### Heart Shot

Target suffers maximum plus bonus damage and 1 Con bleed.

**Save:** A DC 25 Fortitude negates; deals additional bonus damage instead.

**Heal:** A DC 25 Heal check ends the Con bleed. Rest or restorative magic is needed to heal ability damage.

### In a Row

You deal maximum plus bonus damage to your target and double bonus damage to an adjacent target you also threaten.

**Save:** A DC 25 Reflex negates (secondary target only); deals additional bonus damage to original target instead.

**Special:** If no adjacent targets are available, deal the additional bonus damage to the original target instead.

### Kidney Piercing

Target suffers maximum plus bonus damage and is sickened for 2d4 rounds.

**Save:** A DC 25 Fortitude negates; deals additional bonus damage instead.

**Heal:** A DC 25 Heal check ends the sickened condition.

### Left Reeling

Target suffers maximum plus bonus damage and a -2 penalty to AC for 1d3 rounds.

**Save:** A DC 25 Will negates; deals additional bonus damage instead.

**Recover:** A DC 25 Heal check ends the AC penalty.

### Leg Wound

Target suffers maximum plus bonus damage and target's land speed is halved for 1d6 rounds.

**Save:** A DC 25 Fortitude negates; deals additional bonus damage instead.

**Heal:** A DC 25 Heal check removes the speed penalty.

### Lodged in the Bone

Target suffers maximum damage and 2 bleed.

**Save:** A DC 25 Fortitude negates; deals bonus damage instead.

**Heal:** Requires a DC 20 Strength check (causing 1d6 damage) or DC 25 Heal check to remove.



## Momentum

You deal maximum plus bonus damage and gain a +3 bonus to all your attack rolls until the end of your next turn.

## Muscle Severed

Target suffers maximum damage, 1d3 Dex damage, and 1d3 Str damage.

**Save:** A DC 25 Fortitude negates; deals bonus damage instead.

**Heal:** Rest or restorative magic.

## Nailed in Place

Target suffers maximum plus bonus damage and cannot move.

**Save:** A DC 25 Reflex negates; deals additional bonus damage instead.

**Recover:** Target must succeed at a DC 15 Strength check to free themselves.

**Special:** If not dealt by a ranged attack, the attacker's melee weapon is stuck in the target's square. The attacker may also attempt to remove the weapon as a standard action.

## Nerve Cluster

Target suffers maximum damage and is stunned for 1d4 rounds.

**Save:** A DC 25 Fortitude negates; deals bonus damage instead.

**Heal:** A DC 25 Heal check ends the stunned condition.

**Special:** The player may also make a DC 20 Fortitude save each round to be staggered instead for that round.

## Nicked an Artery

Target suffers maximum damage and 2d4 bleed.

**Save:** A DC 25 Fortitude halves bleed effect.

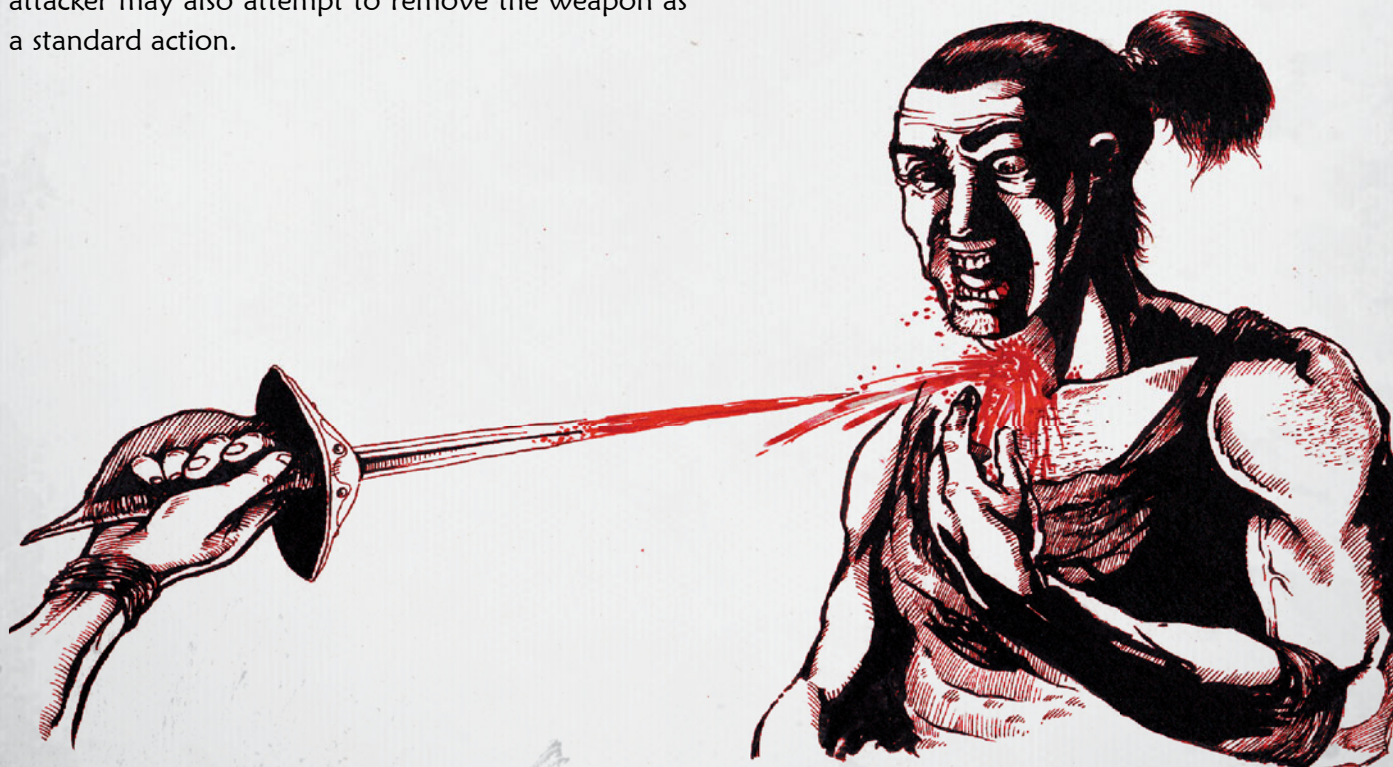
**Heal:** A DC 25 Heal check ends the bleed effect.

## Organ Scramble

Target suffers maximum damage and 1d4 Con damage.

**Save:** A DC 25 Fortitude negates; deals bonus damage instead.

**Heal:** Rest or restorative magic is needed to heal ability damage.





### Overreaction

Target suffers maximum damage and provokes attacks of opportunity from all threatening opponents.

**Save:** A DC 25 Reflex negates; deals bonus damage instead.

### Painful Poke

Target suffers maximum plus bonus damage and can take only one move or standard action next round.

**Save:** A DC 25 Fortitude negates; deals bonus damage instead.

### Penetrating Wound

Target suffers maximum plus bonus damage and this attack ignores all DR.

**Save:** A DC 25 Reflex negates; deals additional bonus damage instead.

**Special:** If target does not have DR, this attack deals additional bonus damage.

### Perfect Strike

Target suffers maximum plus double bonus damage!

**Save:** None.

### Pierced

Target suffers maximum plus bonus damage and is dazed for 1d2 rounds.

**Save:** DC 25 Fortitude negates; deals additional bonus damage instead.

**Heal:** A DC 25 Heal check ends the dazed condition.

### Pierced Appendix

Target suffers maximum plus bonus damage and is both sickened and poisoned (treat as greenblood oil).

**Save:** A DC 25 Fortitude negates; deals additional bonus damage instead.

**Heal:** A DC 25 Heal check removes the sickened condition. Target must succeed at a Fortitude save to overcome the poison.

### Pincushion

Target suffers maximum plus bonus damage and 1d6 bleed.

**Save:** A DC 25 Fortitude negates; deals additional bonus damage instead.

**Heal:** A DC 25 Heal check ends the bleed effect.

### Pinhole

Target suffers maximum damage and 1 bleed. Target takes 1 additional bleed (cumulative) each round until healed.

**Save:** DC 25 Fortitude negates bleed effect (save each round).

**Heal:** Curative magic or a Heal check DC 25 ends the bleed effect.

### Pinned Arm

Target suffers maximum damage and one arm becomes immobile.

**Save:** A DC 25 Reflex negates; deals bonus damage instead.

**Heal:** A DC 25 Heal check or DC 20 Strength check removes the weapon or projectile, allowing mobility.

**Special:** If not dealt by a ranged attack, the attacker's melee weapon is stuck in the target's arm. The attacker may also attempt to remove the weapon as a standard action.

### Punctured Lung

Target suffers maximum damage and begins to drown 3 rounds later.

**Save:** A DC 25 Fortitude negates; deals bonus damage instead.

**Heal:** A DC 25 Heal check ends the drowning condition.



### Ragged Wound

Target suffers maximum damage and 1d6 bleed.

**Save:** DC 25 Fortitude halves bleed effect (each round).

**Heal:** A DC 25 Heal check ends the bleed effect.

### Right in the Ear

Target suffers maximum plus bonus damage, 1 Int damage, and 1 bleed.

**Save:** A DC 25 Reflex negates; deals additional bonus damage instead.

**Heal:** A DC 25 Heal check ends the bleed effect. Rest or restorative magic is needed to heal ability damage.

### Shoulder Wound

Target suffers maximum plus bonus damage and 1d4 Str and Dex damage.

**Save:** A DC 25 Fortitude negates; deals additional bonus damage instead.

B: Rest or restorative magic is needed to heal ability damage.

### Spinal Tap

Target suffers maximum damage and a -4 penalty on attack rolls, skill checks, and ability checks for 1d4 rounds.

**Save:** A DC 25 Fortitude negates; deals bonus damage instead.

**Heal:** A DC 25 Heal check removes the attack, skill and ability penalties.

### Spun Around

Target suffers maximum damage and is flat-footed for 1d2 rounds.

**Save:** A DC 25 Reflex negates; deals bonus damage instead.

**Recover:** A DC 25 Acrobatics check ends the flat-footed condition.

### Stinger

Target suffers maximum damage and is sickened for 1d4 rounds.

**Save:** A DC 25 Fortitude negates; deals bonus damage instead.

**Heal:** A DC 25 Heal check ends the sickened condition.

### Sucking Chest Wound

Target suffers maximum damage and is exhausted.

**Save:** A DC 25 Fortitude negates; deals bonus damage instead.

**Heal:** A DC 25 Heal check reduces the exhausted condition to being fatigued.

### Surprise Opening

Target suffers maximum damage and you gain one free attack against the target at your current attack bonus.

### Tenacious Wound

Target suffers maximum damage and 1d2 Con damage. Target does not heal this damage naturally.

**Save:** A DC 25 Fortitude negates; deals bonus damage instead.

**Heal:** Target must receive restorative magic or pass a DC 25 Fortitude save each day to recover a point of Con back after resting.

### Tongue Piercing

Target suffers maximum damage and 1 Con damage. Target gains 35% spell failure chance for verbal spells until healed.

**Save:** A DC 25 Reflex negates; deals bonus damage instead.

**Heal:** A DC 25 Heal check removes the spell failure chance. Rest or restorative magic is needed to heal ability damage.

## Ventilated

Target suffers maximum damage and 1d3 bleed.

**Save:** A DC 25 Fortitude negates; deals bonus damage instead.

**Heal:** Curative magic or a DC 25 Heal check will end the bleed effect.

## Vulnerable Spot

Target suffers maximum plus bonus damage and takes 1d3 random ability damage.

**Save:** A DC 25 Fortitude negates; deals additional bonus damage instead.

**Heal:** Rest or restorative magic is needed to heal ability damage.

d6	Ability Damage Type
----	---------------------

- |   |     |
|---|-----|
| 1 | STR |
| 2 | DEX |
| 3 | CON |
| 4 | INT |
| 5 | WIS |
| 6 | CHA |





# SEVERE PIERCING

## Achilles' Heel

Target suffers maximum plus bonus damage and 1d4 Dex damage. Target's speeds are reduced by half until healed.

**Save:** A DC 30 Fortitude negates; deals additional bonus damage instead.

**Heal:** A DC 30 Heal check is needed to end the movement penalty.

## Bicep Wound

Target suffers maximum plus bonus damage and 1d4 Str damage.

**Save:** A DC 30 Fortitude negates; deals additional bonus damage instead.

**Heal:** Rest or restoration magic.

## Bleeder

Target suffers maximum plus bonus damage and 1d6 bleed.

**Save:** A DC 30 Fortitude negates; deals additional bonus damage instead.

**Heal:** A DC 30 ends the bleed condition.

## Blown Back

Target suffers maximum plus bonus damage and is knocked prone.

**Save:** A DC 30 Reflex negates; deals additional bonus damage instead.

**Recover:** Standing from prone is a move-equivalent action that provokes attacks of opportunity from threatening foes.

## Calf Hole

Target suffers maximum plus bonus damage and 1d4 Dex damage.

**Save:** A DC 30 Reflex negates; deals additional bonus damage instead.

**Heal:** Rest or restorative magic.

d100	Critical Effect
01-02	Achilles' Heel
03-04	Bicep Wound
05-06	Bleeder
07-08	Blown Back
09-10	Calf Hole
11-12	Cheek Pierced
13-14	Chipped Bone
15-16	Clean Through
17-18	Deep Hurting
19-20	Deep Wound
21-22	Elbow Pierced
23-24	Eye Patch For You
25-26	Forearm Piercing
27-28	Guarded Strike
29-30	Grazing Hit
31-32	Hand Wound
33-34	Heart Shot
35-36	In A Row
37-38	Kidney Piercing
39-40	Left Reeling
41-42	Leg Wound
43-44	Lodged In The Bone
45-46	Momentum
47-48	Muscle Severed
49-50	Nailed In Place
51-52	Nerve Cluster
53-54	Nicked An Artery
55-56	Organ Scramble
57-58	Overreaction
59-60	Painful Poke
61-62	Penetrating Wound
63-64	Perfect Strike
65-66	Pierced
67-68	Pierced Appendix
69-70	Pincushion
71-72	Pinhole
73-74	Pinned Arm
75-76	Punctured Lung
77-78	Ragged Wound
79-80	Right In The Ear
81-82	Shoulder Wound
83-84	Spinal Tap
85-86	Spun Around
87-88	Stinger
89-90	Sucking Chest Wound
91-92	Surprise Opening
93-94	Tenacious Wound
95-96	Tongue Piercing
97-98	Ventilated
99-100	Vulnerable Spot



### Cheek Pierced

Target suffers maximum damage and 1d4 bleed. Target also suffers an additional 50% spell failure chance for verbal spells until healed.

**Save:** A DC 30 Fortitude negates; deals bonus damage instead.

**Heal:** A DC 30 Heal check ends the bleed effect and removes the spell failure chance.

### Chipped Bone

Target suffers maximum plus bonus damage and 2 Dex damage.

**Save:** A DC 30 Fortitude negates; deals additional bonus damage instead.

**Heal:** Rest or restorative magic.

### Clean Through

Target suffers maximum plus bonus damage, 1d6 bleed and 1 Con drain.

**Save:** A DC 30 Fortitude negates Con drain and halves bleed effect; deals additional bonus damage instead.

**Heal:** A DC 30 Heal check removes the bleed effect. Restorative magic is needed to heal ability drain.

### Deep Hurting

Target suffers maximum plus bonus damage and is fatigued.

**Save:** A DC 30 Fortitude negates; deals additional bonus damage instead.

**Heal:** Rest or a DC 30 Heal check ends the fatigued condition.

### Deep Wound

Target suffers maximum plus bonus damage and is nauseated for 1d2 rounds.

**Save:** A DC 30 Fortitude negates; deals additional bonus damage instead.

**Heal:** A DC 30 Heal check ends the nauseated condition.





### Elbow Pierced

Target suffers maximum plus bonus damage and drops whatever is being held in hand (1 item).

**Save:** A DC 30 Reflex negates; deals additional bonus damage instead.

**Recover:** Retrieving a dropped item is a move-equivalent action that provokes attacks of opportunity from threatening foes.

**Special:** If target is not holding any items, deal additional bonus damage instead.

### Eye Patch for You

Target suffers maximum plus double bonus damage and 1d2 Con drain. Target also suffers a -4 penalty on Perception checks and ranged attacks until healed.

**Save:** A DC 30 Reflex negates; deals additional bonus damage instead.

**Heal:** A DC 30 Heal check removes the Perception and attack penalties.

### Forearm Piercing

Target suffers maximum plus bonus damage and is disarmed (1 item).

**Save:** A DC 30 Reflex negates; deals additional bonus damage instead.

**Recover:** Retrieving a dropped item is a move-equivalent action that provokes attacks of opportunity from threatening foes.

**Special:** If target is not holding any items, deal additional bonus damage instead.

### Grazing Hit

Target suffers maximum plus bonus damage and is stunned for 1 round.

**Save:** A DC 30 Fortitude negates; deals additional bonus damage.

### Guarded Strike

You deal maximum plus bonus damage and gain a +4 bonus to your AC until the end of your next turn.

### Hand Wound

Target suffers maximum plus bonus damage and 1d2 Dex damage. Target suffers a -4 penalty on all rolls using that hand until healed.

**Save:** A DC 30 Reflex negates; deals additional bonus damage instead.

**Heal:** A DC 30 Heal check is needed to end the wound penalty. Rest or restorative magic is needed to heal ability damage.

### Heart Shot

Target's heart ruptured and immediately dies.

**Save:** A DC 30 Fortitude negates death; deals 2d4 Con drain and bonus damage instead.

**Heal:** Restorative magic is needed to heal ability drain.

### In a Row

You deal maximum plus bonus damage to your target and triple bonus damage to an adjacent target you also threaten. If no adjacent targets are available, deal the additional bonus damage to the original target instead.

**Save:** A DC 30 Reflex negates (secondary target); deals additional bonus damage to original target instead.

### Kidney Piercing

Target suffers maximum plus bonus damage and is sickened for 2d6 rounds.

**Save:** A DC 30 Fortitude negates; deals additional damage instead.

**Heal:** A DC 30 Heal check ends the sickened condition.

### Leg Wound

Target suffers maximum plus bonus damage and target's land speed is halved for 1d8 rounds.

**Save:** A DC 30 Fortitude negates; deals additional bonus damage instead.

**Heal:** A DC 30 Heal check removes the speed penalty.

### Left Reeling

Target suffers maximum plus bonus damage and a -2 penalty to AC for 1d4 rounds.

**Save:** A DC 30 Will negates; deals additional bonus damage instead.

**Recover:** A DC 30 Heal check ends the AC penalty.

### Lodged in the Bone

Target suffers maximum plus bonus damage and 2 bleed.

**Save:** A DC 30 Fortitude negates; deals additional bonus damage instead.

**Heal:** Requires a DC 20 Strength check (causing 1d6 damage) or DC 30 Heal check to remove.

### Momentum

You deal maximum plus bonus damage and gain a +4 bonus to all your attack rolls until the end of your next turn.

### Muscle Severed

Target suffers maximum plus bonus damage, 1d4 Dex damage, and 1d4 Str damage.

**Save:** A DC 30 Fortitude negates; deals additional bonus damage instead.

**Heal:** Rest or restorative magic.

### Nailed in Place

Target suffers maximum plus bonus damage and cannot move.

**Save:** A DC 30 Reflex negates; deals additional bonus damage instead.

**Recover:** Target must succeed at a DC 20 Strength check to free themselves.

**Special:** If not dealt by a ranged attack, the attacker's melee weapon is stuck in the target's square. The attacker may also attempt to remove the weapon as a standard action.

### Nerve Cluster

Target suffers maximum damage and is stunned for 1d6 rounds.

**Save:** A DC 30 Fortitude save negates; deals bonus damage instead.

**Heal:** A DC 30 Heal check ends the stunned condition.

**Special:** The player may also make a DC 25 Fortitude save each round to be staggered instead for that round.

### Nicked an Artery

Target suffers maximum damage and 2d6 bleed.

**Save:** A DC 30 Fortitude halves bleed effect.

**Heal:** A DC 30 Heal check ends the bleed effect.

### Organ Scramble

Target suffers maximum plus bonus damage and 1d6 Con damage.

**Save:** A DC 30 Fortitude negates; deals additional bonus damage instead.

**Heal:** Rest or restorative magic is needed to heal ability damage.

### Overreaction

Target suffers maximum damage and provokes attacks of opportunity from all threatening opponents.

**Save:** A DC 30 Reflex negates; deals bonus damage instead.

### Painful Poke

Target suffers maximum plus bonus damage and can take only one move or standard action next round.

**Save:** A DC 30 Fortitude negates; deals additional bonus damage instead.

### Penetrating Wound

Target suffers maximum plus bonus damage and this attack ignores all DR.

**Save:** A DC 30 Reflex negates; deals additional bonus damage instead.

**Special:** If target does not have DR, this deals additional bonus damage.



### Perfect Strike

Target suffers maximum plus triple bonus damage!

### Pierced

Target suffers maximum plus bonus damage and is dazed for 1d3 rounds.

**Save:** DC 30 Fortitude negates; deals additional bonus damage instead.

**Heal:** A DC 30 Heal check ends the dazed condition.

### Pierced Appendix

Target suffers maximum plus bonus damage and is both sickened and poisoned (treat as greenblood oil).

**Save:** A DC 30 Fortitude negates; deals additional bonus damage instead.

**Heal:** A DC 30 Heal check removes the sickened condition. Target must succeed at a Fortitude save to overcome the poison.

### Pincushion

Target suffers maximum plus bonus damage and 1d8 bleed.

**Save:** A DC 30 Fortitude negates; deals additional bonus damage instead.

**Heal:** A DC 30 Heal check ends the bleed effect.

### Pinhole

Target suffers maximum plus bonus damage and 1 bleed. Target takes 1 additional bleed (cumulative) each round until healed.

**Save:** DC 30 Fortitude negates bleed effect (save each round).

**Heal:** Curative magic or a Heal check DC 30 ends the bleed effect.

### Pinned Arm

Target suffers maximum plus bonus damage and one arm becomes immobile.

**Save:** A DC 30 Reflex negates; deals additional bonus damage instead.

**Heal:** A DC 30 Heal check or DC 20 Strength check removes the weapon or projectile, allowing mobility.

**Special:** If not dealt by a ranged attack, the attacker's melee weapon is stuck in the target's arm. The attacker may also attempt to remove the weapon as a standard action.

### Punctured Lung

Target suffers maximum plus bonus damage and begins to drown 2 rounds later.

**Save:** A DC 30 Fortitude negates; deals additional bonus damage instead.

**Heal:** A DC 30 Heal check ends the drowning condition.

### Ragged Wound

Target suffers maximum plus bonus damage and 1d8 bleed.

**Save:** DC 30 Fortitude halves bleed effect (each round).

**Heal:** A DC 30 Heal check ends the bleed effect.

### Right in the Ear

Target suffers maximum plus bonus damage, 1d2 Int damage, and 1 bleed.

**Save:** A DC 30 Reflex negates; deals additional bonus damage instead.

**Heal:** A DC 30 Heal check ends the bleed effect. Rest or restorative magic is needed to heal ability damage.

### Shoulder Wound

Target suffers maximum plus bonus damage and 1d4 Str and Dex damage.

**Save:** A DC 30 Fortitude negates; deals additional bonus damage instead.

**Heal:** Rest or restorative magic is needed to heal ability damage.

### Spinal Tap

Target suffers maximum plus bonus damage and a -4 penalty on attack rolls, skill checks, and ability checks for 1d4 rounds.

**Save:** A DC 30 Fortitude negates; deals additional bonus damage instead.

**Heal:** A DC 30 Heal check removes the attack, skill, and ability penalties.

### Spun Around

Target suffers maximum plus bonus damage and is flat-footed for 1d3 rounds.

**Save:** A DC 30 Reflex negates; deals additional bonus damage instead.

**Recover:** A DC 30 Acrobatics check ends the flat-footed condition.

### Stinger

Target suffers maximum plus bonus damage and is sickened for 1d6 rounds.

**Save:** A DC 30 Fortitude negates; deals additional bonus damage instead.

**Heal:** A DC 30 Heal check ends the sickened condition.

### Sucking Chest Wound

Target suffers maximum plus bonus damage and is exhausted.

**Save:** A DC 30 Fortitude negates; deals additional bonus damage instead.

**Heal:** A DC 30 Heal check reduces the exhausted condition to being fatigued.

### Surprise Opening

Target suffers maximum plus bonus damage and you gain one free attack against the target at your highest attack bonus.

### Tenacious Wound

Target suffers maximum plus bonus damage and 1d3 Con damage. Target does not heal this damage natu-

rally.

**Save:** A DC 30 Fortitude negates; deals additional bonus damage instead.

**Heal:** Target must receive restorative magic or pass a DC 30 Fortitude save each day to recover a point of Con after resting.

### Tongue Piercing

Target suffers maximum plus bonus damage and 1 Con damage. Target gains 50% spell failure chance for verbal spells until healed.

**Save:** A DC 30 Reflex negates; deals additional bonus damage instead.

**Heal:** A DC 30 Heal check removes the spell failure chance. Rest or restorative magic is needed to heal ability damage.

### Ventilated

Target suffers maximum plus bonus damage and 1d6 bleed.

**Save:** A DC 30 Fortitude negates; deals additional bonus damage instead.

**Heal:** A DC 25 Heal check will halve the bleed effect (minimum of 1); curative magic or a DC 30 Heal check will end the bleed effect.

### Vulnerable Spot

Target suffers maximum plus bonus damage and takes 1d4 random ability damage.

**Save:** A DC 30 Fortitude negates; deals additional bonus damage instead.

**Heal:** Rest or restorative magic is needed to heal ability damage.

d6	Ability Damage Type
1	STR
2	DEX
3	CON
4	INT
5	WIS
6	CHA



# LIGHT SLASHING

## Across the Eyes

Target suffers maximum damage and is blinded for 1d4 minutes.

**Save:** A DC 20 Reflex save negates; deals bonus damage instead.

**Heal:** A Heal check DC 10 repairs sight somewhat, but the recipient treats all targets as though they have concealment. A DC 20 heal check will fully repair eyesight to normal levels.

## Armor Damage

Target suffers maximum damage and its armor also suffers the broken condition.

**Save:** A DC 20 Reflex negates armor damage; deals bonus damage to target instead.

**Repair:** A Craft (Armor) check DC 20 will repair the armor damage.

## Bad Parry

Target suffers maximum damage and is disarmed (1 item).

**Save:** A DC 20 Reflex negates the disarm; deals bonus damage instead.

**Recover:** Target must expend a move-equivalent action to retrieve its item. This provokes attacks of opportunity from all threatening opponents. If target is not holding any items, deal additional bonus damage instead.

## Badly Hacked Ear

Target suffers maximum damage and 1 Cha damage. Target also suffers a -2 penalty on Perception checks until healed.

**Save:** A DC 20 Reflex negates; deals bonus damage instead.

**Heal:** A DC 10 Heal check halves the Perception check penalties, while a DC 20 removes them

D100	Critical Effect
01-02	Across the Eyes
03-04	Armor Damage
05-06	Bad Parry
07-08	Badly Hacked Ear
09-10	Bewildering Display
11-12	Broad Swipe
13-14	Broken Jaw
15-16	Brow Cut
17-18	Brow to Chin
19-20	Cracked Spine
21-22	Cut Straps
23-24	Delayed Wound
25-26	Disembowel
27-28	Fingertipped
29-30	Flat Blade Thwack
31-32	Flay
33-34	Gory Wound
35-36	Gut Slash
37-38	Hack and Slash
39-40	Hacked Digits
41-42	Hacked Hand
43-44	Hamstring
45-46	Humiliating Cut
47-48	Knockback
49-50	Lean Into the Blow
51-52	Leg Swipe
53-54	Lip Cut
55-56	Long Bloody Gash
57-58	Momentum
59-60	Muscle Wound
61-62	Neck Cut
63-64	Nerve Slice
65-66	Overhand Chop
67-68	Pain and Simple
69-70	Paper Cut
71-72	Parrying Strike
73-74	Rupture Abdominal Cavity
75-76	Sapping Slash
77-78	Severed Tendon
79-80	Spun Around
81-82	Stand Aside
83-84	Surprise Opening
85-86	Swing Through
87-88	Tangled
89-90	Terrible Gash
91-92	Throat Slash
93-94	Ugly Wound
95-96	We've Got A Bleeder!
97-98	Weapon Strike
99-100	Wide Open

### Bewildering Display

Target suffers maximum plus bonus damage and a -2 penalty to AC for 1d2 rounds.

**Save:** A DC 20 Will negates; deals additional bonus damage instead.

**Heal:** A DC 10 Heal check halves the AC penalty. A DC 20 Heal check fully removes the penalty.

### Broad Swipe

Target suffers maximum damage and 1d6 bleed.

**Save:** A DC 20 Fortitude halves the bleed effect.

**Heal:** A DC 10 Heal check halves the bleed effect; a DC 20 Heal check removes the bleed effect.

### Broken Jaw

Target suffers maximum damage and 1 Con damage. Target has a 25% chance of spell failure with verbal components until healed.

**Save:** A DC 20 Fortitude negates; deals bonus damage instead.

**Heal:** Rest or curative magic.

### Brow Cut

Target suffers maximum damage and 1d2 bleed. Target blinded while bleeding.

**Save:** A DC 20 Reflex negates blindness and halves bleed effect; deals bonus damage instead.

**Heal:** A DC 10 Heal check removes either blindness or bleed; a DC 20 Heal check removes both.

### Brow to Chin

Target suffers maximum damage and 1 Con and Cha damage. Target also suffers a -2 Penalty to Perception checks and ranged attacks until healed.

**Save:** A DC 20 Reflex negates; deals bonus damage instead.

**Heal:** A DC 20 Heal check removes the penalties to Perception and ranged attacks.

### Cracked Spine

Target suffers maximum plus bonus damage and 1d6 Dex damage.

**Save:** A DC 20 Fortitude halves Dex damage.

**Heal:** Rest or restorative magic.

### Cut Straps

Target suffers maximum damage, its movement is reduced by 10', and the target's armor check penalty is doubled until fixed.

**Save:** A DC 20 Reflex avoids movement and armor check penalties; deals bonus damage instead.

**Repair:** A Craft (Armor) DC 20 repairs armor and removes penalties.

### Delayed Wound

Target suffers maximum damage and gains bleed damage equal to the damage dealt.

**Save:** A DC 20 Fortitude halves the bleed effect.

**Heal:** A DC 10 Heal check halves bleed effect (again); a DC 20 Heal check removes bleed effect.

### Disembowel

Target suffers maximum plus bonus damage, 1d2 Con damage, and 1d3 bleed.

**Save:** A DC 20 Fortitude halves the Con damage and bleed (both min 1).

**Heal:** A DC 10 Heal check halves the bleed effect (again); a DC 20 Heal check negates the bleed effect. Rest or restorative magic is needed to heal ability damage.

### Fingertipped

Target suffers maximum damage and 1 Dex damage. Target cannot use hand until healed.

**Save:** A DC 20 Reflex save negates; deals bonus damage instead.

**Heal:** A DC 10 Heal check allows usage of hand, albeit with a -4 penalty to all rolls. A DC 20 Heal check repairs the hand's use (but not the ability damage).



### d10 Fingertipped Injury

1-5 Left Hand

6-10 Right Hand

### Flat Blade Thwack

Target suffers maximum damage plus double bonus damage but all damage is non-lethal.

**Save:** A DC 20 Fortitude save halves additional bonus damage.

**Heal:** Rest or curative magic.

### Flay

Target suffers maximum damage plus 1d3 Str damage.

**Save:** A DC 20 Fortitude negates Str damage; deals bonus damage instead.

**Heal:** Rest or restorative magic.

### Gory Wound

Target suffers maximum damage and is sickened for 1d4 rounds.

**Save:** A DC 20 Fortitude save negates; deals bonus damage instead.

**Heal:** A DC 20 Heal check ends the sickened condition.

### Gut Slash

Target suffers maximum plus bonus damage and 1d4 bleed. Target cannot swallow whole until healed.

**Save:** A DC 20 Fortitude halves the bleed effect (min 1).

**Heal:** A DC 10 Heal check halves the bleed effect (again); a DC 20 Heal check removes the bleed effect.

### Hack and Slash

Target suffers maximum damage and all of your critical threats against that target gain a +3 bonus to Severity Checks for the next three rounds.

### Hacked Digits

Target suffers maximum damage, and takes 1 Con and Str damage.

**Save:** A DC 20 Reflex negates; deals bonus damage instead.

**Heal:** Rest or Restoration spell.

### Hacked Hand

Target suffers maximum damage, loses hand and takes 1d2 Con and Str damage.

**Save:** A DC 20 Fortitude negates hand loss and ability drain becomes ability damage).

**Heal:** Regenerate spell.

### d10 Hacked Hand Injury

1-5 Left Hand

6-10 Right Hand

### Hamstring

Target suffers maximum damage, 1d2 Dex damage and is knocked prone.

**Save:** A DC 20 Reflex save negates; deals bonus damage instead.

**Recover:** Target must spend a move-equivalent action to stand up. This provokes an attack of opportunity.

### Humiliating Cut

Target suffers maximum damage and humiliation and may only attack you.

**Save:** A DC 20 Will negates; deals bonus damage instead.

**Recover:** Target may continue to make Willpower saves each round until save is successful, ending the taunt effect.

### Knockback

Target suffers maximum plus bonus damage and is pushed 1d6 squares directly away.

**Save:** A DC 20 Reflex negates being pushed; deals additional bonus damage instead.

**Recover:** Standard movement.

### Lean into the Blow

Target suffers maximum plus double bonus damage but you drop your weapon.

**Save:** A DC 20 Reflex (by attacker) negates dropping your weapon.

**Recover:** To pick up a dropped weapon, you must move to its location and expend a move-equivalent action. This provokes attacks of opportunity from all threatening opponents.

### Leg Swipe

Target suffers maximum plus bonus damage and target is knocked prone.

**Save:** A DC 20 Reflex negates being knocked prone; deals additional bonus damage instead.

**Recover:** A prone target must expend a move-equivalent action to stand up. This provokes attacks of opportunity from all threatening opponents.

### Lip Cut

Target suffers maximum damage and 1 bleed. Target also suffers a 10% spell failure chance for verbal spells until healed.

**Save:** A DC 20 Reflex negates; deals bonus damage instead.

**Heal:** A DC 15 Heal check removes the bleed effect; a DC 20 Heal check repairs the cut lip and removes the spell failure chance.

### Long Bloody Gash

Target suffers maximum damage and 2 bleed.

**Save:** DC 20 Fortitude halves bleed effect.

**Heal:** A successful Heal check DC 10 reduces the bleeding by half (again); a DC 20 Heal check removes the bleed effect.

### Momentum

Target suffers maximum damage and you gain a +2 on all your attack rolls until the end of your next turn.

### Muscle Wound

Target suffers maximum damage and 1d2 Str damage.

**Save:** A DC 20 Fortitude negates; deals bonus damage instead.

**Heal:** Rest or restoration spell.

### Neck Cut

Target suffers maximum plus bonus damage and 1d4 bleed.

**Save:** A DC 20 Fortitude negates bleed.

**Heal:** A DC 10 Heal check halves bleed effect; a DC 20 Heal check removes bleed effect.

### Nerve Slice

Target suffers maximum damage, 1d2 Dex damage and target can take only one move or standard action on their next action.

**Save:** A DC 20 Fortitude negates Dex damage; deals bonus damage instead.

**Heal:** A DC 20 Heal check removes action penalty.





### Overhand Chop

Target suffers maximum plus bonus damage and 1 bleed.

**Save:** A DC 20 Fortitude negates bleed; deals additional bonus damage instead.

**Heal:** A DC 20 Heal check ends the bleed effect.

### Pain and Simple

Target suffers maximum plus bonus damage and 1d6 nonlethal damage.

**Save:** A DC 20 Fortitude halves the additional nonlethal damage.

**Heal:** Nonlethal damage can be cured by rest or curative magic.

### Paper Cut

Target suffers maximum damage and a -2 penalty on attack rolls, skill checks and ability checks for 1d4 rounds.

**Save:** A DC 20 Fortitude negates; deals bonus damage instead.

**Heal:** A DC 20 Heal check removes the penalties.

### Parrying Strike

Target suffers maximum damage and you gain a +2 dodge bonus to your AC against that opponent until the end of your next turn.

### Rupture Abdominal Cavity

Target suffers maximum damage and 1 Con bleed.

**Save:** A DC 20 Fortitude negates the bleed effect; deals bonus damage instead.

**Heal:** A DC 20 Heal check ends the Con bleed.

### Sapping Slash

Target suffers maximum plus bonus damage and is fatigued.

**Save:** A DC 20 Fortitude save negates; deals additional bonus damage instead.

**Heal:** Rest

### Severed Tendon

Target suffers maximum damage and 1d2 Dex damage.

**Save:** A DC 20 Fortitude negates; deals bonus damage instead.

**Heal:** Rest or restoration spell.

### Spun Around

Target suffers maximum damage and is flat-footed for 1 round.

**Save:** A DC 20 Reflex negates; deals bonus damage instead.

### Stand Aside

Target suffers maximum damage and is pushed 1 square in any direction.

**Save:** A DC 20 Reflex negates push; deals bonus damage instead.

**Recover:** Standard movement.

### Surprise Opening

Target suffers maximum damage and you gain one free attack against the target with a -5 penalty.

### Swing Through

Target suffers maximum damage and you gain one free attack against another adjacent foe you threaten with a -5 attack penalty (if no adjacent foes, deals additional bonus damage instead).

### Tangled

Target suffers maximum damage and you may attempt a free grapple combat maneuver on the target with a +2 circumstance bonus. The free grapple does not cause attacks of opportunity.

### Terrible Gash

Target suffers maximum damage and 1 Cha damage.

**Save:** A DC 20 Reflex negates Cha damage; deals bonus damage instead.

**Heal:** Rest or restoration spell.

### Throat Slash

Target suffers maximum damage plus 1d4 bleed. Target cannot talk or breathe while bleeding.

**Save:** A DC 20 Fortitude halves bleed.

**Heal:** A DC 10 Heal check halves bleed, while a DC 20 Heal check ends bleed effect.

### Ugly Wound

Target suffers maximum damage and 1d3 Cha damage.

**Save:** A DC 20 Fortitude negates ability damage; deals bonus damage instead.

**Heal:** Rest or restoration spell.

### We've Got a Bleeder!

Target suffers maximum damage and 1d6 bleed.

**Save:** A DC 20 Fortitude halves bleed effect each round.

**Heal:** A Heal check DC 10 halves the bleed effect, while a DC 20 Heal check ends it.

### Weapon Strike

Target suffers maximum damage and also deals the broken condition to target's weapon.

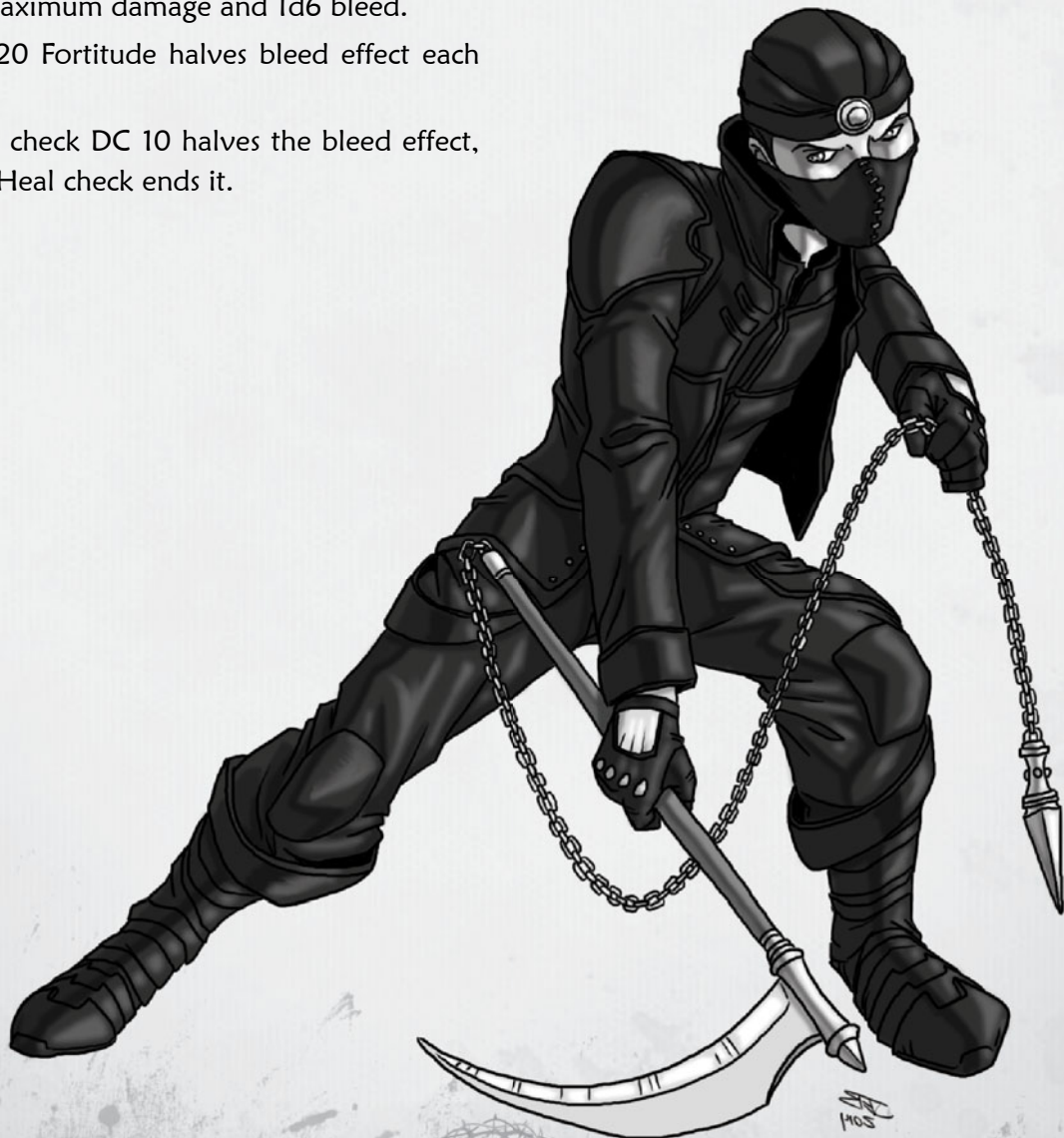
**Save:** A DC 20 Reflex negates weapon damage; deals target bonus damage instead.

**Repair:** A DC 20 Craft check repairs weapon damage.

### Wide Open

Target suffers maximum damage and provokes attacks of opportunity from all threatening opponents. If no opponents threaten, deals bonus damage instead.

**Save:** A DC 20 Reflex negates; deals additional bonus damage instead.





# MODERATE SLASHING

## Across the Eyes

Target suffers maximum damage and is blinded for 1d4 hours.

**Save:** A DC 25 Reflex negates; deals bonus damage instead.

**Heal:** A Heal check DC 15 repairs sight somewhat, but the recipient treats all targets as though they have concealment. A DC 25 heal check will fully repair eyesight to normal levels.

## Armor Damage

Target suffers maximum plus bonus damage and its armor also suffers the broken condition.

**Save:** A DC 25 Reflex negates armor damage; deals additional bonus damage to target instead.

**Repair:** A Craft (Armor) check DC 25 will repair the armor damage.

## Bad Parry

Target suffers maximum damage and is disarmed (1 item).

**Save:** A DC 25 Reflex negates the disarm; deals bonus damage instead.

**Recover:** Target must expend a move-equivalent action to retrieve its item. This provokes attacks of opportunity from all threatening opponents. If target is not holding any items, deal additional bonus damage instead.

## Bewildering Display

Target suffers maximum plus bonus damage and a -2 penalty to AC for 1d4 rounds.

**Save:** A DC 25 Will negates; deals additional bonus damage instead.

**Heal:** A DC 15 Heal check halves the AC penalty. A DC 25 Heal check fully removes the penalty.

D100	Critical Effect
01-02	Across the Eyes
03-04	Armor Damage
05-06	Bad Parry
07-08	Badly Hacked Ear
09-10	Bewildering Display
11-12	Broad Swipe
13-14	Broken Jaw
15-16	Brow Cut
17-18	Brow to Chin
19-20	Cracked Spine
21-22	Cut Straps
23-24	Delayed Wound
25-26	Disembowel
27-28	Fingertipped
29-30	Flat Blade Thwack
31-32	Flay
33-34	Gory Wound
35-36	Gut Slash
37-38	Hack and Slash
39-40	Hacked Digits
41-42	Hacked Hand
43-44	Hamstring
45-46	Humiliating Cut
47-48	Knockback
49-50	Lean Into the Blow
51-52	Leg Swipe
53-54	Lip Cut
55-56	Long Bloody Gash
57-58	Momentum
59-60	Muscle Wound
61-62	Neck Cut
63-64	Nerve Slice
65-66	Overhand Chop
67-68	Pain and Simple
69-70	Paper Cut
71-72	Parrying Strike
73-74	Rupture Abdominal Cavity
75-76	Sapping Slash
77-78	Severed Tendon
79-80	Spun Around
81-82	Stand Aside
83-84	Surprise Opening
85-86	Swing Through
87-88	Tangled
89-90	Terrible Gash
91-92	Throat Slash
93-94	Ugly Wound
95-96	We've Got A Bleeder!
97-98	Weapon Strike
99-100	Wide Open

### Broad Swipe

Target suffers maximum damage and 1d8 bleed.

**Save:** A DC 25 Fortitude halves the bleed effect.

**Heal:** A DC 15 Heal check halves the bleed effect (again); a DC 25 Heal check removes the bleed effect.

### Brow Cut

Target suffers maximum damage and 1d3 bleed. Target blinded while bleeding.

**Save:** A DC 25 Reflex negates blindness and halves bleed effect; deals bonus damage instead.

**Heal:** A DC 15 Heal check removes either blindness or bleed; a DC 25 Heal check removes both.

### Brow to Chin

Target suffers maximum damage and 1 Con and Cha damage. Target also suffers a -2 Penalty to Perception checks and ranged attacks until healed.

**Save:** A DC 25 Reflex negates; deals bonus damage instead.

**Heal:** A DC 25 Heal check removes the penalties to Perception and ranged attacks.

### Cut Straps

Target suffers maximum damage, its movement is reduced by 10', and the target's armor check penalty is doubled until fixed.

**Save:** A DC 25 Reflex avoids movement and armor check penalties; deals bonus damage instead.

**Repair:** A Craft (Armor) DC 25 repairs armor and removes penalties.

### Delayed Wound

Target suffers maximum damage and gains bleed damage equal to the damage dealt.

**Save:** A DC 25 Fortitude halves the bleed effect.

**Heal:** A DC 15 Heal check halves bleed effect (again); a DC 25 Heal check removes bleed effect.

### Disembowel

Target suffers maximum plus bonus damage, 1d3 Con damage, and 1d4 bleed.

**Save:** A DC 25 Fortitude halves the Con damage and bleed (both min 1).

**Heal:** A DC 15 Heal check halves the bleed effect (again); a DC 25 Heal check negates the bleed effect. Rest or restorative magic is needed to heal ability damage.



### Fingertipped

Target suffers maximum damage and 1 Dex damage. Target cannot use hand until healed.

**Save:** A DC 25 Reflex save negates; deals bonus damage instead.

**Heal:** A DC 15 Heal check allows usage of hand, albeit with a -4 penalty to all rolls. A DC 25 Heal check repairs the hand's use (but not the ability damage). Rest or restorative magic is needed to heal ability damage.



### Flat Blade Thwack

Target suffers maximum damage plus triple bonus damage, but all damage is non-lethal.

**Save:** A DC 25 Fortitude halves the bonus damage.

**Heal:** Rest or curative magic.

### Flay

Target suffers maximum damage plus 1d6 Str damage.

**Save:** A DC 25 Fortitude negates Str damage; deals bonus damage instead.

**Heal:** Rest or restorative magic.

### Gory Wound

Target suffers maximum damage and is sickened for 1d6 rounds.

**Save:** A DC 25 Fortitude negates; deals bonus damage instead.

**Heal:** A DC 25 Heal check ends the sickened condition.

### Gut Slash

Target suffers maximum plus bonus damage and 1d4 bleed. Target cannot swallow whole until healed.

**Save:** A DC 25 Fortitude halves the bleed effect (min 1).

**Heal:** A DC 15 Heal check halves the bleed effect (again); a DC 25 Heal check removes the bleed effect.

### Hack and Slash

Target suffers maximum damage and all of your critical threats against that target gain a +5 bonus to Severity Checks for the next three rounds.

### Hamstring

Target suffers maximum damage, 1d3 Dex damage, and is knocked prone.

**Save:** A DC 25 Reflex negates; deals bonus damage instead.

**Recover:** A prone target must expend a move-equivalent action to stand up. This provokes attacks of opportunity from all threatening opponents.

### Humiliating Cut

Target suffers maximum damage, is humiliated, and may only attack you.

**Save:** A DC 25 Will negates; deals bonus damage instead.

**Recover:** Target may continue to make Will saves each round until successful, ending the humiliating effect.

### Knockback

Target suffers maximum plus bonus damage and is pushed 1d6 squares directly away.

**Save:** A DC 25 Reflex negates being pushed; deals additional bonus damage instead.

**Recover:** Standard movement

### Lean into the Blow

Target suffers maximum plus double bonus damage but you drop your weapon.

**Save:** A DC 25 Reflex negates dropping your weapon.

**Recover:** To pick up a dropped weapon, you must move to its location and expend a move-equivalent action. This provokes attacks of opportunity from all threatening opponents.

### Leg Swipe

Target suffers maximum plus bonus damage and target is knocked prone.

**Save:** A DC 25 Reflex negates being knocked prone; deals additional bonus damage instead.

**Recover:** A prone target must expend a move-equivalent action to stand up. This provokes attacks of opportunity from all threatening opponents.

### Lip Cut

Target suffers maximum damage and 1 bleed. Target also suffers a 20% spell failure chance for verbal spells until healed.

**Save:** A DC 25 Reflex negates; deals bonus damage instead.

**Heal:** A DC 15 Heal check removes the bleed effect; a DC 25 Heal check repairs the cut lip and removes the spell failure chance.

### Long Bloody Gash

Target suffers maximum damage and 4 bleed.

**Save:** DC 25 Fortitude halves bleed effect.

**Heal:** A successful Heal check DC 15 reduces the bleeding by half (again); a DC 25 Heal check removes the bleed effect.

### Momentum

Target suffers maximum plus bonus damage and you gain a +3 on all your attack rolls until the end of your next turn.

### Missing Ear

Target suffers maximum damage and 1 Cha drain. Target also suffers a -4 penalty on Perception checks until healed.

**Save:** A DC 25 Reflex negates; deals bonus damage instead.

**Heal:** A DC 15 Heal check halves Perception check penalties, while a DC 25 removes them.

### Muscle Wound

Target suffers maximum plus bonus damage and 1d2 Str damage.

**Save:** A DC 25 Fortitude negates; deals additional bonus damage instead.

**Heal:** Rest or restoration spell.

### Neck Slash

Target suffers maximum plus bonus damage and 2d4 bleed.

**Save:** A DC 25 Fortitude negates bleed.

**Heal:** A DC 15 Heal check halves bleed effect; a DC 25 Heal check removes bleed effect.

### Nerve Slice

Target suffers maximum damage, 1d6 Dex damage and target can take only one move or standard action on their next action.

**Save:** A DC 25 Fortitude negates Dex damage; deals bonus damage instead.

**Heal:** A DC 25 Heal check removes action penalty.

### Overhand Chop

Target suffers maximum plus bonus damage and 1d4 bleed.

**Save:** A DC 25 Fortitude halves bleed.

**Heal:** A DC 15 Heal check halves the bleed effect, while a DC 25 Heal check ends the bleed effect.

### Pain and Simple

Target suffers maximum plus bonus damage and 2d6 nonlethal damage.

**Save:** A DC 25 Fortitude halves the additional nonlethal damage.

**Heal:** Nonlethal damage can be cured by rest or curative magic.

### Paper Cut

Target suffers maximum damage and a -4 penalty on attack rolls, skill checks and ability checks for 1d4 rounds.

**Save:** A DC 25 Fortitude negates; deals bonus damage instead.

**Heal:** A DC 15 Heal check halves the penalties, while a DC 25 removes them.



### Parrying Strike

Target suffers maximum damage and you gain a +4 dodge bonus to your AC versus that opponent until the end of your next turn.

### Rupture Abdominal Cavity

Target suffers maximum plus bonus damage and 1d4 Con bleed.

**Save:** A DC 25 Fortitude negates the bleed effect; deals additional bonus damage instead.

**Heal:** A DC 15 Heal check halves the Con bleed, while a DC 25 Heal check ends it.

### Sapping Slash

Target suffers maximum plus bonus damage and is fatigued.

**Save:** A DC 25 Fortitude save negates; deals additional bonus damage instead.

**Heal:** Rest

### Severed Digits

Target suffers maximum plus bonus damage, loses 1d3 fingers and takes 1 Con and Str drain.

**Save:** A DC 30 Reflex negates; deals additional bonus damage instead.

**Heal:** Regenerate spell.

### Severed Hand

Target suffers maximum damage, loses hand and takes 1d3 Con and Str drain.

**Save:** A DC 25 Fortitude negates hand loss and ability drain becomes ability damage).

**Heal:** Regenerate spell.

1d10	Hand Lost
1-5	Left
6-10	Right

### Severed Spine

Target suffers maximum plus bonus damage and 2d6 Dex damage.

**Save:** A DC 25 Fortitude halves Dex damage.

**Heal:** Rest or restoration spell.

### Severed Tendon

Target suffers maximum damage and 1d4 Dex damage.

**Save:** A DC 25 Fortitude negates; deals bonus damage instead.

**Heal:** Rest or restoration spell.

### Shattered Jaw

Target suffers maximum damage and 1 Con damage. Target cannot speak or bite until healed.

**Save:** A DC 25 Fortitude negates; deals bonus damage instead.

**Heal:** Rest or restoration spell.

### Spun Around

Target suffers maximum damage and is flat-footed for 1d2 rounds.

**Save:** A DC 25 Reflex negates; deals bonus damage instead.

**Recover:** Target may expend a full-round action to recover their senses and footing.

### Stand Aside

Target suffers double maximum damage and is pushed 1 square in any direction.

**Save:** A DC 25 Reflex negates push; deals bonus damage instead.

**Recover:** Standard movement.

### Surprise Opening

Target suffers maximum plus bonus damage and you gain one free attack against the target at the same attack bonus as your current attack.

### Swing Through

Target suffers maximum damage and you gain one free attack against another adjacent foe you threaten at the same attack bonus (if no adjacent foes, deals additional bonus damage instead).

### Tangled

Target suffers maximum plus bonus damage and you may attempt a free grapple combat maneuver on the target with a +2 circumstance bonus. The free grapple does not cause attacks of opportunity.

### Terrible Gash

Target suffers maximum plus bonus damage and 1 Cha drain.

**Save:** A DC 25 Reflex negates Cha drain; deals additional bonus damage instead.

**Heal:** Rest or restoration spell.

### Throat Slash

Target suffers maximum damage plus 2d6 bleed. Target cannot talk or breathe while bleeding.

**Save:** A DC 25 Fortitude halves bleed.

**Heal:** A DC 15 Heal check halves bleed, while a DC 25 Heal check ends bleed effect.

### Ugly Wound

Target suffers maximum damage, 1d3 Cha damage and 1 Cha drain.

**Save:** A DC 25 Fortitude negates ability damage and drain; deals bonus damage instead.

**Heal:** Rest or restoration spell.

### We've Got a Bleeder!

Target suffers maximum damage and 2d6 bleed.

**Save:** A DC 25 Fortitude halves bleed effect each round.

**Heal:** A Heal check DC 15 halves bleed effect, while a DC 25 Heal check ends it.

### Weapon Strike

Target suffers maximum plus bonus damage and deals the broken condition to a target's weapon.

**Save:** A DC 25 Reflex negates weapon damage; deals target additional bonus damage instead.

**Repair:** A DC 25 Craft check repairs weapon damage.

### Wide Open

Target suffers maximum damage and provokes attacks of opportunity from all threatening opponents. If no opponents threaten, deals bonus damage instead.

**Save:** A DC 25 Reflex negates; deals additional bonus damage instead.





# SEVERE SLASHING

## Across the Eyes

Target suffers maximum damage and permanently blinded.

**Save:** A DC 30 Reflex save negates; deals bonus damage instead.

**Heal:** A Heal check DC 20 repairs sight somewhat, but the recipient treats all targets as though they have concealment. A DC 30 heal check will fully repair eyesight to normal levels.

## Armor Damage

Target suffers maximum plus double bonus damage and also gives the armor the broken condition.

**Save:** A DC 30 Reflex negates armor damage; deals additional bonus damage instead to target.

**Repair:** A Craft (Armor) check DC 30 will repair the armor damage.

## Bad Parry

Target suffers maximum plus bonus damage and disarmed (1 item).

**Save:** A DC 30 Reflex negates disarm; deals additional bonus damage instead.

**Recover:** Target must expend a move-equivalent action to retrieve their item. This provokes attacks of opportunity from all threatening opponents.

## Bewildering Display

Target suffers maximum plus bonus damage and takes a -4 penalty to AC for 1d4 rounds.

**Save:** A DC 30 Willpower negates; deals additional bonus damage instead.

**Heal:** A DC 20 Heal check will bring the target around somewhat and halves the AC penalty. A DC 30 Heal check fully removes the penalty.

D100	Critical Effect
01-02	Across the Eyes
03-04	Armor Damage
05-06	Bad Parry
07-08	Bewildering Display
09-10	Broad Swipe
11-12	Brow Cut
13-14	Brow to Chin
15-16	Cut Straps
17-18	Decapitation
19-20	Delayed Wound
21-22	Disembowel
23-24	Fingertipped
25-26	Flat Blade Thwack
27-28	Flay
29-30	Gory Wound
31-32	Gut Slash
33-34	Hack and Slash
35-36	Hamstring
37-38	Humiliating Cut
39-40	Knockback
41-42	Lean Into the Blow
43-44	Leg Swipe
45-46	Lip Cut
47-48	Long Bloody Gash
49-50	Missing Ear
51-52	Momentum
53-54	Muscle Wound
55-56	Nerve Slice
57-58	Overhand Chop
59-60	Pain and Simple
61-62	Paper Cut
63-64	Parrying Strike
65-66	Rupture Abdominal Cavity
67-68	Sapping Slash
69-70	Severed Digits
71-72	Severed Hand
73-74	Severed Spine
75-76	Severed Tendon
77-78	Shattered Jaw
79-80	Spun Around
81-82	Stand Aside
83-84	Surprise Opening
85-86	Swing Through
87-88	Tangled
89-90	Terrible Gash
91-92	Throat Slash
93-94	Ugly Wound
95-96	We've Got A Bleeder!
97-98	Weapon Strike
99-100	Wide Open

### Broad Swipe

Target suffers maximum plus bonus damage and 1d8 bleed.

**Save:** A DC 30 Fortitude halves bleed damage.

**Heal:** A DC 20 Heal check halves the bleed effect; a DC 30 Heal check removes the bleed effect.

### Brow Cut

Target suffers maximum damage and 1d4 bleed. Target blinded while bleeding.

**Save:** A DC 30 Reflex negates blindness and halves bleed effect; deals bonus damage instead.

**Heal:** A DC 20 Heal check removes either blindness or bleed; a DC 30 Heal check removes both.

### Brow to Chin

Target suffers maximum damage and 2 Con and 2 Cha damage. Target also suffers a -2 Penalty on Perception and ranged attacks until healed.

**Save:** A DC 30 Reflex negates; deals bonus damage instead.

**Heal:** A DC 30 Heal check removes the penalties to Perception and ranged attacks. Rest or restorative magic is needed to heal ability damage.

### Cut Straps

Target suffers maximum plus bonus damage, its movement is reduced by 10', and the target's armor check penalty is doubled until fixed.

**Save:** A DC 30 Reflex avoids movement and armor check penalties; deals bonus damage instead.

**Repair:** A Craft (Armor) DC 30 repairs armor and removes penalties.

### Decapitation

Target suffers maximum plus bonus damage and immediately dies.

**Save:** A DC 30 Fortitude negates death; deals 2d6 bleed instead.

**Heal:** A DC 20 Heal check halves bleed effect; a DC 30 Heal check removes bleed effect.

### Delayed Wound

Target suffers maximum damage and gains bleed damage equal to the damage dealt.

**Save:** A DC 30 Fortitude halves the bleed effect.

**Heal:** A DC 20 Heal check halves bleed effect (again); a DC 30 Heal check removes bleed effect.

### Disembowel

Target suffers maximum plus bonus damage, 1d4 Con damage, and 1d6 bleed.

**Save:** A DC 30 Fortitude halves the Con damage and bleed (both min 1).

**Heal:** A DC 20 Heal check halves the bleed effect (again); a DC 30 Heal check negates the bleed effect. Rest or restorative magic is needed to heal ability damage.





### Fingertipped

Target suffers maximum damage and 1 Dex drain. Target cannot use hand until healed.

**Save:** A DC 30 Reflex save negates; deals bonus damage instead.

**Heal:** A DC 20 Heal check allows usage of hand, albeit with a -4 penalty to all rolls. A DC 30 Heal check repairs the hand's use (but does not heal the ability damage).

### Flat Blade Thwack

Target suffers maximum plus triple bonus damage but all damage is non-lethal plus 1d2 Dex damage.

**Save:** A DC 30 Fortitude save negates Dex damage.

**Heal:** Rest or restorative magic.

### Flay

Target suffers maximum plus bonus damage plus 1d6 Str damage.

**Save:** A DC 30 Fortitude negates Str damage; deals additional bonus damage instead.

**Heal:** Rest or restorative magic.

### Gory Wound

Target suffers maximum plus bonus damage and is sickened for 1d6 rounds.

**Save:** A DC 30 Fortitude save negates; deals additional bonus damage instead.

**Heal:** A DC 30 Heal check ends the sickened condition.

### Gut Slash

Target suffers maximum plus bonus damage and 1d8 bleed. Target cannot swallow whole until healed.

**Save:** A DC 30 Fortitude halves the bleed effect.

**Heal:** A DC 20 Heal check halves the bleed effect; a DC 30 Heal check removes the bleed effect.

### Hack and Slash

Target suffers maximum plus bonus damage and all of your critical threats against that target gain a +5 bonus to Severity Checks for the next three rounds.

### Hamstring

Target suffers maximum plus bonus damage, 1d4 Dex damage and is knocked prone.

**Save:** A DC 30 Reflex save negates; deals additional bonus damage instead.

**Recover:** A prone target must expend a move-equivalent action to stand up. This provokes attacks of opportunity from all threatening opponents.

### Humiliating Cut

Target suffers maximum damage plus 1d2 Cha damage. Target is also humiliated and may only attack you.

**Save:** A DC 30 Will negates; deals bonus damage instead.

**Recover:** Target may continue to make Will saves each round until successful, ending the humiliating effect.

### Knockback

Target suffers maximum plus bonus damage, is pushed 1d6 squares directly away, and is knocked prone.

**Save:** A DC 30 Reflex negates being pushed and knocked prone; deals additional bonus damage instead.

**Recover:** A move-equivalent action is required to stand up from being prone. This provokes an attack of opportunity from all threatening opponents.

### Lean into the Blow

Target suffers maximum plus double bonus damage but you drop your weapon.

**Save:** A DC 30 Reflex negates dropping your weapon.

**Recover:** To pick up a dropped weapon, you must move to its location and expend a move-equivalent action. This provokes attacks of opportunity from all threatening opponents.

### Leg Swipe

Target suffers maximum plus bonus damage and target is knocked prone.

**Save:** A DC 30 Reflex negates being knocked prone; deals additional bonus damage instead.

**Recover:** A prone target must expend a move-equivalent action to stand up. This provokes attacks of opportunity from all threatening opponents.

### Lip Cut

Target suffers maximum plus bonus damage and 1 bleed. Target also suffers a 20% spell failure chance for verbal spells until healed.

**Save:** A DC 30 Reflex negates; deals additional bonus damage instead.

**Heal:** A DC 20 Heal check removes the bleed effect; a DC 30 Heal check repairs the cut lip and removes the spell failure chance.

### Long Bloody Gash

Target suffers maximum damage and 8 bleed.

**Save:** DC 30 Fortitude halves bleed effect.

**Heal:** A successful Heal check DC 20 reduces the bleeding by half; a DC 30 removes the bleed effect.

### Missing Ear

Target suffers maximum damage and 1 Cha drain. Target also suffers a -4 penalty on Perception checks until healed.

**Save:** A DC 30 Reflex negates; deals bonus damage instead.

**Heal:** A DC 20 Heal check halves Perception check penalties, while a DC 30 removes them.

### Momentum

Target suffers maximum plus bonus damage and you gain a +4 on all your attack rolls until the end of your next turn.

### Muscle Wound

Target suffers maximum plus bonus damage and 1d4 Str damage.

**Save:** A DC 30 Fortitude negates; deals additional bonus damage instead.

**Heal:** Rest or restorative magic.

### Nerve Slice

Target suffers maximum plus bonus damage, 1d6 Dex damage and target can take only one move or standard action on their next turn.

**Save:** A DC 30 Fortitude negates Dex damage; deals additional bonus damage instead.

**Heal:** A DC 30 Heal check removes the action penalty.

### Overhand Chop

Target suffers maximum plus bonus damage and 1d6 bleed.

**Save:** A DC 30 Fortitude halves bleed.

**Heal:** A DC 20 Heal check halves the bleed effect, while a DC 30 Heal check ends the bleed effect.

### Pain and Simple

Target suffers maximum plus bonus damage and 3d6 nonlethal damage.

**Save:** A DC 30 Fortitude halves the additional nonlethal damage.

**Heal:** Nonlethal damage can be cured by rest or curative magic.

### Paper Cut

Target suffers maximum damage and a -4 penalty on attack rolls, skill checks and ability checks for 1d6 rounds.

**Save:** A DC 30 Fortitude negates; deals bonus damage instead.

**Heal:** A DC 20 Heal check halves the penalties, while a DC 30 removes them.



### Parrying Strike

Target suffers maximum plus bonus damage and you gain a +4 dodge bonus to your AC against that opponent until the end of your next turn.

### Rupture Abdominal Cavity

Target suffers maximum plus bonus damage and 1d6 Con bleed.

**Save:** A DC 30 Fortitude negates the bleed effect; deals additional bonus damage instead.

**Heal:** A DC 20 Heal check halves the Con bleed, while a DC 30 Heal check ends it.

### Sapping Slash

Target suffers maximum plus bonus damage and is fatigued.

**Save:** A DC 30 Fortitude save negates; deals additional bonus damage instead.

**Heal:** Rest

### Severed Digits

Target suffers maximum plus bonus damage, loses 1d3 fingers and takes 1 Con and 1 Str drain.

**Save:** A DC 30 Reflex negates; deals additional bonus damage instead.

**Heal:** Regenerate spell.

### Severed Hand

Target suffers maximum plus bonus damage, loses hand and takes 1d3 Con and 1d3 Str drain.

**Save:** A DC 30 Fortitude negates hand loss and ability drain becomes ability damage.

**Heal:** Regenerate spell.

### Severed Spine

Target suffers maximum plus bonus damage and 3d6 Dex damage.

**Save:** A DC 30 Fortitude halves Dex damage.

**Heal:** Rest or restoration spell.

### Severed Tendon

Target suffers maximum damage and 1d6 Dex damage.

**Save:** A DC 30 Fortitude negates; deals bonus damage instead.

**Heal:** Rest or restoration spell.

### Shattered Jaw

Target suffers maximum damage and 1 Con damage. Target cannot speak or bite until healed.

**Save:** A DC 30 Fortitude negates; deals bonus damage instead.

**Heal:** Rest or restoration spell.

### Spun Around

Target suffers maximum plus bonus damage and is flat-footed for 1d2 rounds.

**Save:** A DC 30 Reflex negates; deals additional bonus damage instead.

**Recover:** Target may expend a full-round action to recover their senses and footing.

### Stand Aside

Target suffers double bonus damage and is pushed 1 square in any direction.

**Save:** A DC 30 Reflex negates push; deals additional bonus damage instead.

**Recover:** Standard movement.

### Surprise Opening

Target suffers maximum plus bonus damage and you gain one free attack against the target at your highest attack bonus.

### Swing Through

Target suffers maximum plus bonus damage and you gain one free attack against another adjacent foe you threaten at the same attack bonus (if no adjacent foes, deals additional bonus damage to original target instead).

### **Tangled**

Target suffers maximum plus bonus damage and you may attempt a free grapple combat maneuver on the target with a +4 circumstance bonus. The free grapple does not provoke attacks of opportunity.

### **Terrible Gash**

Target suffers maximum plus bonus damage and 1d4 Cha drain.

Save: A DC 30 Reflex negates Cha drain; converts to Cha damage instead.

Heal: Rest or restorative magic.

### **Throat Slash**

Target suffers maximum plus bonus damage plus 2d6 bleed. Target cannot talk or breathe while bleeding.

Save: A DC 30 Fortitude halves bleed.

Heal: A DC 20 Heal check halves bleed, while a DC 30 Heal check ends the bleed effect.

### **Ugly Wound**

Target suffers maximum plus bonus damage, 1d3 Cha damage and 1 Cha drain.

Save: A DC 30 Fortitude negates ability damage and drain; deals additional bonus damage instead.

Heal: Rest or restorative magic.

### **We've Got a Bleeder!**

Target suffers maximum plus bonus damage and 2d6 bleed.

Save: A DC 30 Fortitude halves bleed effect each round.

Heal: A Heal check DC 30 halves bleed effect. Curative magic ends the bleed effect.

### **Weapon Strike**

Target suffers maximum plus double bonus damage and deals the broken condition to target's weapon.

Save: A DC 30 Reflex negates weapon damage; deals target additional bonus damage instead.

Repair: A DC 30 Craft check repairs weapon damage.

### **Wide Open**

Target suffers maximum damage and provokes attacks of opportunity from all threatening opponents. If no opponents threaten, deals bonus damage instead.

Save: A DC 30 Reflex negates; deals additional bonus damage instead.



# CRITICAL FEATS

Feat	Prerequisites	Benefit
<b>Acrobatic Reflexes</b>	Acrobatics 5 ranks, Dex 13	You can substitute Acrobatics checks for Reflex saves
<b>Adaptive Expertise</b>	Weapon Focus, BAB +4	Change your weapon's damage type by changing your fighting style
<b>Adroit Blows</b>	Dex 15, Weapon Focus, BAB +4	Add your Dex modifier to damage on critical hits
<b>Ancestral Knowledge</b>	Knowledge (any) 5 ranks, Int 13	You deal greater criticals against a type of creature you know well
<b>Ancient Vengeance</b>	BAB +4, Hatred, Enmity, or Eternal Grudge racial ability	Your critical hits do +2 damage against your hated foes
<b>Backstab</b>	Stealth 7 ranks, Sneak Attack class ability	+1 critical threat against foes unaware of your strike.
<b>Battlefield Veteran</b>	Toughness, BAB +7	+2 bonus to all saves against critical and fumble effects
<b>Bleed the Freak</b>	Critical Focus, BAB +9	You deal additional bleed when bleeding opponents
<b>Blocking Expertise</b>	Shield Focus, BAB +7	You have a 25% chance to negate critical hits with a shield
<b>Blood Oath</b>	Critical Focus, BAB +9, Dwarf or Elf Subtype	You deal extra damage against an oathsworn opponent
<b>Blood Soaked</b>	Deal 100 critical hits	You may roll twice for critical effects, choosing between the two
<b>Bloody Critical</b>	Critical Focus, Bloody Wounds, BAB +9	You deal additional bleed equal to your weapon's critical damage modifier on critical hits
<b>Bloody Wounds</b>	Critical Focus, BAB +4	You also deal 1 additional bleed on critical hits
<b>Captivating Blows</b>	Cha 13, BAB +9, Critical Focus	You add your Cha modifier as bonus damage on critical hits
<b>Critical Channel</b>	Ability to channel divine energy	You can sometimes deal double damage (or healing) when channeling
<b>Cleaving Critical</b>	Cleave, BAB +4	Trade a critical effect for an additional cleave attempt
<b>Critical Focus</b>	BAB +9	+4 bonus on critical severity checks
<b>Critical Precision</b>	Ability that deals dice of precision damage, BAB +4	Deal precision damage when you deal deadly criticals
<b>Cunning Feint</b>	Cha 13, Bluff 5 ranks	Use Bluff instead of your attack roll on severity checks

<b>Danger Sense</b>	Wis 13, Sense Motive 5 ranks	Use Sense Motive instead of Will saves against critical effects and fumbles
<b>Dance o' the Blade</b>	Mobility, BAB +4	If you score a critical hit, you may take a free 5' step
<b>Darting Strike</b>	Dex 15, Spring Attack	+2 to melee attacks when making a 10' move
<b>Daunting Disarm</b>	Int 13, Combat Expertise, Improved Disarm, Intimidate 1 rank	You gain an attack of opportunity when disarming
<b>Daunting Disarm (Mythic)</b>	Daunting Disarm	When you disarm foes, they are left cowering
<b>Defacing Strike</b>	Critical Focus, BAB +9	If you score a deadly critical hit, your target also takes 1 Cha damage
<b>Defending Critical</b>	Int 13, Critical Focus, BAB +9	Forego your critical hit to keep an opponent from critically hitting you
<b>Deflect and Destroy</b>	Deflect Blow, Improved Sunder	As part of Deflect Blow, you may also sunder your attackers weapon
<b>Deflect Blow</b>	Combat Expertise	You are hit automatically, but gain DR equal to your BAB against the strike
<b>Deflecting Critical</b>	Weapon Focus, BAB +5	Forego a critical effect to gain a +2 to your AC
<b>Desperate Gamble</b>	None	Increase your fumble range to increase your threat range
<b>Determined Critical</b>	Critical Focus, BAB +9	Reduce a foe's immunity to critical hits by 25%.
<b>Devastating Charge</b>	Weapon Focus, BAB +4	Deal bonus damage dice when dealing critical hits on a charge.
<b>Distracting Strike</b>	Cha 13, Bluff 7 ranks	Bluff as an immediate action on critical hits
<b>Dodge Blow</b>	Dex 13, Dodge	You are hit automatically, but gain DR equal to your Reflexes against the strike
<b>Dodging Expertise</b>	Dodge, Lightning Reflexes, BAB +9	You have a 25% chance to avoid critical hits
<b>Double Reverse</b>	BAB +1	If you gain a critical hit, you can strike with the opposite end of a double weapon too
<b>Double Reverse (Mythic)</b>	Double Reverse	Use as a free action and deal bonus damage
<b>Eldritch Retribution</b>	Con 13, Sorcerer Bloodline, Quick-en Spell	You can deal spell damage to those that strike you in combat
<b>Eternal Grace</b>	Lightning Reflexes or Elf	Gain DR 1/- versus Dex or Cha based ability damage
<b>Exacting Strike</b>	Weapon Focus, BAB +4	+2 bonus on critical severity checks with preferred weapon
<b>Exotic Critical Focus</b>	Exotic Weapon Proficiency, Critical Focus, BAB +9	Add double your critical modifier to severity checks with exotic weapons
<b>Favored Critical</b>	Favored Enemy class feature, BAB +4	Add Favored Enemy bonus when rolling for severity checks against Favored Enemies



<b>Favored Weakness</b>	Favored Critical	Reduce favored enemies' fortification
<b>Feebleminding Strike</b>	Critical Focus, BAB +9	If you score a deadly critical hit, your target also takes 1 Int damage
<b>Finish Him</b>	BAB +1	+2 bonus on severity checks against foes with less than 25% health
<b>Flensing Strike</b>	Critical Focus, BAB +9	If you score a deadly critical hit, your target also takes 1 point of Str damage
<b>Follow Up Attack</b>	Weapon Focus, BAB +4	If you score a critical, you gain a +2 bonus on your next attack roll
<b>Furor of Blood</b>	Cha 13, BAB +5	Gain temporary hp when you critically hit
<b>Gank</b>	BAB +1	Gain a bonus to severity checks equal to the number of flanking allies on your target
<b>Giantbane</b>	BAB +4	No penalty to severity checks when facing larger opponents
<b>Greater Brace</b>	Improved Brace, BAB +6.	Gain +2 on attacks of opportunity against moving opponents
<b>Greater Brace (Mythic)</b>	Improved Brace, BAB +6.	Ready an action to brace as an immediate action
<b>Greater Precise Critical</b>	Critical Focus, BAB +14	Trade the additional effect of a critical for a called shot effect
<b>Hardy Blows</b>	Con 13, Critical Focus, BAB +9	Add your Con modifier as bonus damage on critical hits
<b>Head Like a Rock</b>	Toughness or Dwarf	You gain DR 1/- versus Int or Wis based ability damage
<b>Healing Lotus</b>	Ability to channel divine energy, Critical Channel	Your channel divine energy now has a much greater critical effect.
<b>Improved Blocking Expertise</b>	Shield Focus, BAB +14	When dealt a critical attack, you have a 50% chance to negate the critical hit
<b>Improved Brace</b>	BAB +1	You gain an attack bonus against charging opponents
<b>Improved Brace (Mythic)</b>	Improved Brace	You gain bonus damage against charging opponents
<b>Improved Dodging Expertise</b>	Dodge, Lightning Reflexes, BAB +14	You have a chance to dodge critical hits
<b>Improved Double Reverse</b>	Double Reverse, BAB +4	Use a swift action to strike a foe you just critically hit
<b>Improved Double Reverse (Mythic)</b>	Improved Double Reverse	Use a free action to strike a foe you just critically hit
<b>Improved Parrying Expertise</b>	Combat Expertise, BAB +14	You have a 50% chance to parry critical hits
<b>Improved Perceive Weakness</b>	Perceive Weakness	Gain a combat bonus by studying your foes.

<b>Improved Spell Critical</b>	Spell Focus, Caster level 8th	Increase the threat range of one spell attack type (ray, touch, etc.) by one
<b>Indefatigable</b>	Iron Will or Great Fortitude	You gain DR 1/- versus Str or Con based ability damage
<b>Inhibiting Strike</b>	Critical Focus, BAB +9	If you score a deadly critical hit, your target also takes 1 point of Dex damage
<b>Inspiring Strike</b>	Cha 13, Weapon Focus, BAB +4	Score a critical hit and all allies within 30' gain a +1 morale bonus to attack rolls
<b>Intimidating Strike</b>	Critical Focus, Intimidate 5 ranks, BAB +9	Score a critical hit and make an Intimidate check as an immediate action
<b>Ironskin</b>	Con 14, BAB +4	You may add half your Con bonus as Armor Value (DR)
<b>Keen Vision</b>	Wis 13, Perception 5 ranks, Racial Weapon Familiarity, Keen Senses	Treat racially familiar weapons as keen
<b>Learned Blows</b>	Int 13, BAB +4, Weapon Focus, Heal 5 ranks	When you deal a critical hit, you may also add your Int modifier as bonus damage
<b>Legacy of Brutality</b>	Critical Focus, BAB +9	When dealing critical hits, you add a number of points of damage equal to the critical modifier of your weapon
<b>Lucky Break</b>	None	Once per day, when you roll a fumble on an attack roll, you may reroll
<b>Monk Weapon Proficiency</b>	Monk 1st, or proficiency with all martial weapons	You gain proficiency with monk weapons
<b>Monk Weapon Proficiency (Mythic)</b>	Monk Weapon Proficiency	Gain a bonus on flurry of blows attacks
<b>Parrying Expertise</b>	Combat Expertise, BAB +9	You have a 25% chance to parry a critical hit
<b>Perceive Weakness</b>	Alertness, Perception 5 ranks, Sense Motive 5 ranks	You can use Perception to overcome a target's defenses
<b>Perfect Critical</b>	Critical Focus, Determined Critical, Undeniable Critical, BAB +19	You reduce a foe's immunity to critical hits by a further 25%
<b>Practiced Foe</b>	Slay 100 HD of a particular race	Against creatures of that type, your effective threat range is increased by +1
<b>Precise Critical</b>	Critical Focus, BAB +9	You may trade the effect of your critical hit for a called shot effect
<b>Push the Limits</b>	Wis 13, Heal 5 ranks	Use Heal instead of Fortitude saves to resist any critical or fumble effect
<b>Quick Strikes</b>	Dex 13, Weapon Focus	Forego the additional effect of a critical to take an additional attack at your full base attack bonus
<b>Racial Weapon Mastery</b>	Racial Weapon Familiarity, BAB +4	While using racial weapons to deal critical hits, you add +2 damage and also add +2 to your severity checks



<b>Raging Critical</b>	Rage Class ability, BAB +4	If raging and you score a critical hit, you gain an additional round of Rage
<b>Ram and Rip</b>	Str 13, Improved Bull Rush or Improved Drag, Power Attack	You can trip a target after bull rushing or dragging them.
<b>Ram and Rip (Mythic)</b>	Ram and Rip	Drag additional creatures when you Bull Rush
<b>Reactive Blows</b>	Wis 13, Critical Focus, BAB +9	When you deal a critical hit, you may also add your Wis modifier as bonus damage
<b>Relentless Butcher</b>	Deal at least 50 deadly critical hits.	When you deal a deadly critical hit, that opponent must make a Fortitude save or be stunned for 1 round
<b>Righteous Critical</b>	Channel Divine Energy (positive), BAB +4	If you score a critical hit, your target also takes 1d6 holy damage
<b>Savage Blows</b>	Critical Focus, BAB +9	When dealing critical effects, you can add your weapon's critical modifier (minus two) to the DC of the effects and healing
<b>Selective Scatter</b>	Gunsmithing, proficiency with a firearm with the scatter special quality	You do not suffer the scatter penalty to shots.
<b>Selective Scatter (Mythic)</b>	Selective Scatter	Change the shape of your scatter shot to a line.
<b>Senseless Strike</b>	Critical Focus, BAB +9	If you score a deadly critical hit, your target also takes 1 Wis damage
<b>Shield Block</b>	Shield Proficiency, Shield Focus	When an opponent makes an attack against you, you may choose to be hit, but gain DR/equal to your shield bonus and Str bonus
<b>Sneaking Strike</b>	Bluff 9 ranks, Sneak Attack class ability	When you deal a critical to a target, they become flat-footed until the beginning of your next turn
<b>Steeled Resolve</b>	Damage Reduction class feature, BAB +7	If you are struck by a critical hit in combat, your damage reduction temporarily increases by 2
<b>Thick Blood</b>	Con 13, Dwarf Subtype	Delay bleed effects
<b>Tugging Trip</b>	Int 13, Combat Expertise, Improved Reposition or Improved Trip	You can reposition foes with trip actions
<b>Tugging Trip (Mythic)</b>	Tugging Trip	You can trip foes that try to trip you
<b>Turn Blow</b>	Combat Expertise, BAB +4	When foes strike you with critical hits, you reduce their severity checks by 2
<b>Unbelievable Luck</b>	Lucky Break	Once per day, force an opponent to reroll a critical hit

<b>Undeniable Critical</b>	Critical Focus, Determined Critical, BAB +14	You reduce a foe's immunity to critical hits by a further 50%
<b>Undying Fortitude</b>	You have been dealt 50 critical hits and survived	Reduce all bleed effects by an amount equal to your Con modifier
<b>Unholy Critical</b>	Channel Divine Energy (negative), BAB +4	If you score a critical hit, your target also takes 1d6 unholy damage
<b>Ward Off</b>	BAB +1	You gain a shield bonus when using brace weapons
<b>Ward Off (Mythic)</b>	Ward Off	Add a bonus to AC and CMD when using brace weapons
<b>Weakening Strike</b>	Critical Focus, BAB +9	If you score a deadly critical hit, your target also takes 1 point of Con damage
<b>Weapon Group Critical Focus</b>	Weapon Training Class Ability, Critical Focus, BAB +9	Add +1 to the severity checks when dealing deadly critical hits with weapons from one weapon group
<b>Whirlwind of Blood</b>	Critical Focus, BAB +14	When you score a critical hit, your threat range increases by 1 until the end of your next turn

## CHANGES TO PREVIOUSLY PUBLISHED PATHFINDER CRITICAL FEATS **A**

Any feat, trait, or ability within the Pathfinder game that adds to a critical confirmation roll now adds that number to the severity check. Any feat or ability that adds to the effective armor class against critical threats now reduces an opponent's severity check.

Also, it is important to remember that while there are a plethora of new critical feats, you can only apply one critical feat effect to a critical hit, unless you have critical mastery, allowing you to apply the effects of two critical feats in addition to the damage dealt.

## ACROBATIC REFLEXES

Your skill at acrobatics allows you to avoid harm more easily than others.

**Prerequisite:** Dex 13, Acrobatics 5 ranks

**Benefit:** When subjected to any critical or fumble effect that allows a Reflex save, you may make an Acrobatics check instead.

## ADAPTIVE EXPERTISE (COMBAT)

You can change your weapon's type by changing your fighting style.

**Prerequisites:** Weapon Focus, BAB +4

**Effect:** You may use piercing weapons as slashing weapons, slashing weapons as piercing or bludgeoning weapons, and bludgeoning weapons as piercing. Using a weapon in this manner incurs a -2 attack penalty.



## ADROIT BLOWS (CRITICAL)

Your rapid cuts strike quickly and fiercely.

**Prerequisites:** Dex 15, Weapon Focus, BAB +4

**Benefit:** When you deal a critical hit, you may also add your Dex modifier as bonus damage.

**Special:** This damage is added to critical effects, and never multiplied.

## ANCESTRAL KNOWLEDGE

Against a type of foe, you can recall ancient lore to strike at their weaknesses.

**Prerequisite:** Int 13, Knowledge (any) 5 ranks

**Benefit:** Choose a creature type. You may make a knowledge check as a free action when facing creatures of that type to gain a combat bonus against them.

Difficulty	Result
DC: 15	+1 critical damage and +1 on severity checks
DC: 20	+2 critical damage and +2 on severity checks
DC: 25	+3 critical damage and +3 on severity checks
DC: 30	+4 critical damage and +4 on severity checks
DC: 35+	+5 critical damage and +5 on severity checks

## ANCIENT VENGEANCE

Your hatred against your ancestral enemies is unceasing.

**Prerequisite:** BAB +4, Hatred, Enmity, or Eternal Grudge racial ability.

**Benefit:** Against the enemies listed in your hatred ability, your critical hits deal +2 damage.

## B

## BACKSTAB (COMBAT, CRITICAL)

Foes unaware of your presence are downed with ease.

**Prerequisites:** Stealth 7 ranks, Sneak Attack class ability.

**Benefit:** When you attack a foe that is unaware of your presence you gain +1 to your critical threat range.

## BATTLEFIELD VETERAN (BACKGROUND)

You are deaf to the din of battle, unfazed by pain, misery, and mishap.

**Prerequisites:** Toughness, BAB +7

**Benefit:** You gain a +2 bonus to all saves against critical and fumble effects.

## BLEED THE FREAK (COMBAT)

You have an uncanny knack for causing your enemies to bleed profusely.

**Prerequisites:** Critical Focus, BAB +9.

**Benefit:** You inflict 1 additional bleed when inflicting any bleed effect.

## BLOCKING EXPERTISE (COMBAT)

You turn away even the fiercest blows with your shield.

**Prerequisites:** Shield Focus, BAB +7

**Benefit:** When you are dealt a critical attack, you have a 25% chance to negate the critical hit.

## BLOOD OATH

You swear an oath of vengeance against an opponent, and will stop at nothing to bring them down.

**Prerequisite:** Critical Focus, BAB +9, Dwarf or Elf Subtype

**Benefit:** As a full round action, you may declare an oath of vengeance against any single target that has wronged you. When dealing with that target in combat you gain a +3 bonus to damage when dealing critical hits. However, you take a -1 penalty to all attack rolls against any other targets until that oathsworn target is felled. You may only change your oathsworn target once per 24 hours.

## BLOOD SOAKED (ACHIEVEMENT)

You have dealt the deaths of hundreds of foes, and your blade is an extension of your dark soul.

**Prerequisites:** Deal 100 critical hit effects.

**Benefit:** When dealing a critical hit effect, you may roll twice for the effect, taking whichever effect you choose.

## BLOODY CRITICAL (COMBAT, CRITICAL)

You strike a nasty injury, leaving a bloody wound in your wake.

**Prerequisites:** Critical Focus, Bloody Wounds, BAB +9

**Effect:** If you score a critical hit effect, your target gains bleed equal to your weapon's critical damage modifier.

## BLOODY WOUNDS (COMBAT, CRITICAL)

You strike a nasty wound, leaving a bloody gash in your wake.

**Prerequisites:** Weapon Focus, BAB +4

**Effect:** If you score a critical hit, your target gains 1 bleed in addition to maximum damage.



## CAPTIVATING BLOWS (CRITICAL)

Your presence and showmanship cut as deeply as any blade.

**Prerequisites:** Cha 13, BAB +9, Critical Focus

**Benefit:** When you deal a critical hit, you may also add your Cha modifier as bonus damage.

**Special:** This damage is added to critical effects, and never multiplied.

## CRITICAL CHANNEL (CHANNEL)

Your channeling of divine energy has a chance to have a critical effect.

**Prerequisite:** Ability to channel divine energy.

**Benefit:** When channeling divine energy, roll a d20. If you roll a natural 20, double the effect of your channeling dice.



## CLEAVING CRITICAL (COMBAT, CRITICAL)

When dealing a critical hit, you can instead cleave into an adjacent foe.

**Prerequisites:** Cleave, BAB +4

**Effect:** If you score a critical effect, you may deal damage normally and make an additional attack (using your full base attack bonus) against a foe that is adjacent to the first and also within reach.

## CRITICAL FOCUS (COMBAT)

\*Adapted from Paizo – Pathfinder Core Rules

You are trained in the art of causing pain.

**Prerequisites:** BAB +9.

**Benefit:** You receive a +4 circumstance bonus on critical severity checks.

## CRITICAL PRECISION (COMBAT, CRITICAL)

\*Adapted from Tripod Machine – A Fistful of Denarii

Your critical hits also deal precision damage.

**Prerequisite:** Ability that deals dice of precision damage (such as sneak attack or targeted strike), BAB +4.

**Benefit:** You gain your precision dice of damage when you deal a light or greater critical. If you would already gain the benefit of the extra damage, this feat has no additional benefit. The normal rules for your extra damage apply, such as range, creatures that are immune, and so forth.

## CUNNING FEINT

Your subtle feint slips through your opponent's defenses with ease.

**Prerequisite:** Cha 13, Bluff 5 ranks

**Benefit:** If you critically hit a flat-footed opponent, you may use a Bluff check opposed by the target's Sense Motive check to determine the severity check bonus instead of an attack versus AC check.

## D

## DANGER SENSE

Your skill at sensing danger allows you to avoid harm more easily than others.

**Prerequisite:** Wis 13, Sense Motive 5 ranks

**Benefit:** When subjected to any critical or fumble effect that allows a Will save, you may make a Sense Motive check instead.

## DANCE O' THE BLADE (COMBAT, CRITICAL)

You dance around your opponent, striking soundly.

**Prerequisites:** Mobility, BAB +4

**Effect:** When you score a critical hit, you may take a free 5' step. This does not count against your movement and does not provoke attacks of opportunity.

## DARTING STRIKE (COMBAT)

Your quick attacks are more difficult to dodge.

**Prerequisite:** Dex 15, Spring Attack

**Benefit:** You gain a +2 to melee attack rolls when making at least a 10' move.

## DAUNTING DISARM (COMBAT)

Your skill in knocking your enemy's weapons aside breaks their fighting spirit.

**Prerequisites:** Int 13, Combat Expertise, Improved Disarm, Intimidate 1 rank.

**Benefit:** When wielding a rapier or a weapon with the disarm special quality, if you succeed in a disarm maneuver you can take an attack of opportunity against the same opponent.

Alternatively, you can make a second disarm check as a free action, using the result of this check in place of an Intimidate skill check to demoralize the opponent you just disarmed. A successful check causes your opponent to become shaken, even if normally immune to fear (though the duration is halved [minimum 1 round] in this case).

## DAUNTING DISARM (COMBAT, MYTHIC)

Your deadly, delicate disarms shatter the pride of those daring to face you.

**Prerequisites:** Daunting Disarm.

**Benefit:** When wielding a rapier or a weapon with the disarm special ability, any creature attempting to disarm you provokes an attack of opportunity from you unless they are also wielding a rapier or weapon with the disarm special ability and have a mythic tier or rank that exceeds yours.

In place of an attack of opportunity, you can make an opposed disarm combat maneuver against the creature attempting to disarm you. If your combat maneuver check exceeds your opponent's, your opponent's maneuver is negated and you disarm him, and the target is cowering until the end of his next turn.

## DEFACING STRIKE (COMBAT, CRITICAL)

Your critical hits deal blows to your foe's appearance and their ego.

**Prerequisites:** Critical Focus, BAB +9

**Effect:** If you score a light or greater critical hit, your target also takes 1 CHA damage.

## DEFENDING CRITICAL (COMBAT, CRITICAL)

Your fierce attack keeps your opponent on his heels, unable to strike soundly at you.

**Prerequisites:** Int 13, Critical Focus, BAB +9

**Effect:** If you score a critical effect, you may forego the additional effect of the critical. In exchange, you are immune to critical hits and sneak attacks from that target until the beginning of your next turn.

## DEFLECT AND DESTROY (COMBAT)

You let your foes strike you, but then shatter their blades.

**Prerequisites:** Deflect Blow, Improved Sunder

**Benefit:** As an immediate action, as part of Deflect Blow, you also initiate a sunder combat maneuver against your attacker.

**Special:** You must be armed to use Deflect and Destroy.



## DEFLECT BLOW (COMBAT)

You can turn aside opponent's blows through sheer skill.

**Prerequisites:** Combat Expertise

**Benefit:** As an immediate action, when an opponent makes an attack action against you, you may choose to allow them to hit you, but gain DR/- equal to your base attack bonus versus the attack.

**Special:** You must be armed to use Deflect Blow. This ability must be used before the attack roll is made.

## DEFLECTING CRITICAL (COMBAT, CRITICAL)

When you deal a critical hit, you keep your opponents at bay.

**Prerequisites:** Weapon Focus, BAB +5,

**Effect:** If you score at least a light critical, you may forego the additional effect of the critical to gain a +2 bonus to AC until the beginning of your next turn.

**Special:** If you forego a moderate critical, gain a +3 bonus to AC. If you forego a severe critical, gain a +4 bonus to AC.

## DESPERATE GAMBLE (COMBAT)

You lash out in a desperate strike hoping to end your opponent with a powerful, yet uncoordinated attack.

**Prerequisites:** None.

**Effect:** You may increase your fumble range by +1, but also increase your threat range by the same amount. When your base attack bonus reaches +4, and every 4 points thereafter, the penalty to fumble and bonus to threat may be increased by 1. You must choose to use this feat before making an attack roll, and its effects last until your next turn.

## DETERMINED CRITICAL (COMBAT, CRITICAL)

Your determination allows you to strike deadly against foes normally resistant to critical hits.

**Prerequisites:** Critical Focus, BAB +9

**Effect:** You reduce a foe's immunity to critical hits by 25%.

**Special:** Foes normally immune to critical hits are treated as though they are 75% resistant instead.

## DEVASTATING CHARGE (COMBAT, CRITICAL)

Your criticals dealt while charging deal great wounds.

**Prerequisites:** Weapon Focus, BAB +4

**Effect:** If you score a critical hit while charging, add your weapon's critical bonus damage in addition to the critical effect.

## DISTRACTING STRIKE (COMBAT, CRITICAL)

Your critical hits are cunningly placed, leaving your foes off balance.

**Prerequisites:** Cha 13, Bluff 7 ranks

**Effect:** When you score a critical hit, you can make a Bluff check as a free action as part of a feint attempt.

## DODGE BLOW (COMBAT)

You have learned how to nimbly avoid blows.

**Prerequisites:** Dodge, Dex 13

**Benefit:** As an immediate action, when an opponent makes an attack action against you, you may choose to allow them to hit you, but gain DR/- equal to your Reflex save modifier versus the attack.

**Special:** This ability must be used before the attack roll is made.

## DODGING EXPERTISE (COMBAT)

Your quick moves can avoid potentially deadly blows.

**Prerequisites:** Dodge, Lightning Reflexes, BAB +9

**Benefit:** When you are dealt a critical attack, you have a 25% chance to negate the critical hit.

**Special:** You must not be surprised or flat-footed to utilize this ability. This is not fortification, it is a dodge chance and does not stack with fortification.

## DOUBLE REVERSE (COMBAT)

Your double weapon allows you to smoothly pivot and follow up on a telling blow.

**Prerequisites:** Base attack bonus +1.

**Benefit:** When you confirm a critical hit with one end of a double weapon, as a swift action you can attack the same opponent with the other end of your double weapon. Your attack roll for this attack uses the same modifiers as the attack on which you confirmed the critical hit, with an additional -5 penalty. If the critical hit you confirm has a critical modifier greater than x2, the attack roll penalty for attacking with the other end of your double weapon using this feat is reduced by 2 for each multiple in excess of x2.

## DOUBLE REVERSE (COMBAT, MYTHIC)

Your follow-up attacks with a double weapon are swift and deadly.

**Prerequisites:** Double Reverse.

**Benefit:** You can use your Double Reverse feat as a free action rather than a swift action, though you may still use this feat only once per round. If your extra attack with the double weapon's opposite end hits, you deal bonus damage equal to one-half your mythic tier (minimum +1).

If you spend one use of your mythic power, you may use this feat as often as desired for a number of rounds equal to your mythic tier, rather than only once per round.

E

## ELDRITCH RETRIBUTION (GENERAL)

When your blood is spilt in combat, sometimes your magic still permeates it.

**Prerequisites:** Con 13, Sorcerer Bloodline, Quicken Spell

**Benefit:** When struck by a critical hit, as immediate action, you may sacrifice a sorcerer spell. You deal 1d6 points of acid, cold, electricity, or fire damage per level of the spell sacrificed to the attacker.

## ETERNAL GRACE

You manage to retain your grace even when injured.

**Prerequisite:** Lightning Reflexes or Elf Subtype

**Benefit:** You gain DR 1/- versus Dex or Cha based ability damage.

## EXACTING STRIKE (COMBAT, CRITICAL)

Your precise attacks deal much more severe critical wounds.

**Prerequisites:** Weapon Focus, BAB +4

**Effect:** You gain a +2 bonus on critical severity checks when wielding a weapon you have Weapon Focus for.



## EXOTIC CRITICAL FOCUS (COMBAT, CRITICAL)

You can use exotic weapons to great effect when dealing critical hits.

**Prerequisites:** Exotic Weapon Proficiency, Critical Focus, BAB +9

**Effect:** When wielding any exotic weapon you are proficient in, you add double the weapon's critical modifier to the severity checks when dealing critical hits.

**F**

## FAVORED CRITICAL (COMBAT)

\*Adapted from FWFG – The Book of Magic

Your critical hits against your favored enemies are more severe.

**Prerequisite:** Favored Enemy class feature, BAB +4.

**Benefit:** You gain your Favored Enemy bonus when rolling for severity checks against a Favored Enemy.

**Special:** You can gain this feat multiple times. Its effects do not stack. Each time you take this feat, it applies to a different favored enemy.

## FAVORED WEAKNESS (COMBAT)

Your critical hits against your favored enemies are more likely to succeed.

**Prerequisite:** Favored Critical

**Benefit:** You treat the Fortification of any Favored Enemy as 25% less.

## FEEBLEMINDING STRIKE (COMBAT, CRITICAL)

Your critical hits drive sound blows to the head, stunning your foes mental facilities.

**Prerequisites:** Critical Focus, BAB +9

**Effect:** If you score a light or better critical hit, your target also takes 1 Int damage.

## FINISH HIM (COMBAT, CRITICAL)

You cut down weakened foes with ease.

**Prerequisites:** BAB +1

**Effect:** You gain a +2 bonus on severity checks against foes with less than 25% of their health.

## FLENSING STRIKE (COMBAT, CRITICAL)

Your critical hits cut deep, flaying muscle from bone.

**Prerequisites:** Critical Focus, BAB +9

**Effect:** If you score a light or better critical hit, your target also takes 1 point of Str damage.

## FOLLOW UP ATTACK (COMBAT, CRITICAL)

Your practiced strikes set up your following attacks for success.

**Prerequisites:** Weapon Focus, BAB +4

**Effect:** If you score a critical, you gain a +2 bonus on your next attack roll.

## FUROR OF BLOOD

When you critically hit your foes, your ego is hugely boosted.

**Prerequisite:** Cha 13, BAB +5

**Benefit:** When you perform a critical hit, you gain an amount of temporary hit points equal to the critical modifier of your weapon. These temporary hit points last for one minute per level and do not stack.

## G

## GANK

You and your fellows mob a target, and your critical attacks are harder to avoid.

**Prerequisites:** BAB+1

**Benefit:** You gain a bonus to severity checks equal to the number of flanking allies threatening your target.

## GIANTBANE (COMBAT, CRITICAL)

You strike critical blows as fierce as a creature larger than yourself.

**Prerequisite:** BAB +4

**Benefit:** You do not suffer a penalty to severity checks when facing larger opponents.

## GREATER BRACE (COMBAT)

You and your polearm are a terror to all enemies that cross your path.

**Prerequisites:** Improved Brace, BAB +6.

**Benefit:** When wielding a weapon with the brace special property, you gain a +2 bonus on attack rolls when making attacks of opportunity against any creature whose movement provokes attacks of opportunity

from you. This stacks with the bonus you gain from the Improved Brace feat against charging creatures. In addition, you can ready an action to brace your weapon against a charging creature as an immediate action.

Normal: Readyng an action is a standard action.

## GREATER BRACE (COMBAT, MYTHIC)

Your polearm is a deadly deterrent to anyone daring to charge.

**Prerequisites:** Greater Brace, base attack bonus +6.

**Benefit:** When wielding a weapon with the brace special property, you add one-half your mythic tier on damage rolls whenever you hit with a readied action or attack of opportunity. Against charging creatures, you add your mythic tier on damage rolls with both attacks of opportunity and readied actions, and if you threaten a critical hit you may roll twice to confirm the critical hit, taking the better result. If the critical hit is confirmed, you can expend one use of your mythic power to as a free action to increase your critical multiplier by one.

## GREATER PRECISE CRITICAL (COMBAT, CRITICAL)

When dealing a critical hit, you can instead deal a called shot.

**Prerequisites:** Critical Focus, BAB +14

**Effect:** If you score a critical effect, you may deal a called shot to a foe by trading the additional effect of the critical for a called shot effect.

**Special:** This feat allows use of called shots to ears, eyes, neck, and heart. This also only allows a basic called shot effect, not a critical called shot.



H

## HARDY BLOWS (CRITICAL)

You throw your weight into your attacks to great effect.

**Prerequisites:** Con 13, BAB +4

**Benefit:** When you deal a critical hit, you may also add your Con modifier as bonus damage.

**Special:** This damage is added as bonus critical effects, and never multiplied.

## HEAD LIKE A ROCK

You've taken so many lumps, hitting you on the head isn't terribly effective.

**Prerequisite:** Toughness or Dwarf

**Benefit:** You gain DR 1/- versus Int or Wis based ability damage.

## HEALING LOTUS (CHANNEL)

Divine energy flows from you in waves.

**Prerequisites:** Ability to channel divine energy, Critical Channel

**Benefit:** Your channel divine energy now has a critical effect on an 18-20.

I

## IMPROVED BLOCKING EXPERTISE (COMBAT)

You are an expert at deflecting critical blows with a shield.

**Prerequisites:** Shield Focus, BAB +14

**Benefit:** When you are dealt a critical attack, you have a 50% chance to negate the critical hit.

**Special:** You must be using an unbroken shield to utilize this ability.

## IMPROVED BRACE (COMBAT)

You and your polearm always stand ready.

**Prerequisite:** Base attack bonus +1.

**Benefit:** When wielding a weapon with the brace special property, you gain a +2 bonus on attack rolls when making attacks of opportunity against creatures that are charging, though you do not deal double damage against them. If you ready an action to attack a charging creature, this bonus increases to +4 and you deal double damage.

**Normal:** You gain no bonus on attack rolls against charging creatures and must ready an action to deal double damage.

## IMPROVED BRACE (COMBAT, MYTHIC)

The point of your weapon is a deadly deterrent to your enemies.

**Prerequisites:** Improved Brace.

**Benefit:** When wielding a weapon with the brace special property, you add one-half your mythic tier on attack rolls against creatures that are charging with both attacks of opportunity and readied actions. In addition, if you ready an action to attack a charging creature whose reach exceeds yours, you can spend one use of your mythic power to resolve your readied action immediately before its attack, as if your reach were equal to the charging creature's reach.

## IMPROVED DODGING EXPERTISE (COMBAT)

You have mastered the ability to dodge life-threatening attacks.

**Prerequisites:** Dodge, Lightning Reflexes, BAB +14

**Benefit:** When you are dealt a critical attack, you have a 50% chance to negate the critical hit.

**Special:** You must not be surprised or flat-footed to utilize this ability.

## IMPROVED DOUBLE REVERSE (COMBAT)

You deal death with ease to enemies surrounding you.

**Prerequisites:** Double Reverse, BAB +4.

**Benefit:** When you confirm a critical hit with one end of a double weapon, as a swift action you can attack any creature you threaten with the other end of your double weapon, including the creature against whom you just confirmed a critical hit.

## IMPROVED DOUBLE REVERSE (COMBAT, MYTHIC)

Your double weapon is a whirling cyclone of death to enemies nearby.

**Prerequisites:** Improved Double Reverse.

**Benefit:** You can use your Improved Double Reverse feat as a free action rather than a swift action, although you may still use this feat only once per round. However, if you choose to use a swift action to take your extra attack with the weapon's opposite end you can take a 5-foot step before taking your extra attack, making that attack against any creature you threaten from your new location.

If you spend one use of your mythic power, you may use this feat as often as desired for a number of rounds equal to your mythic tier, rather than only once per round.

## IMPROVED PARRYING EXPERTISE (COMBAT)

You can parry even the most deadly blows.

**Prerequisites:** Combat Expertise, BAB +14

**Benefit:** When you are dealt a critical attack, you have a 50% chance to negate the critical hit.

**Special:** You must be armed (or treated as armed) with an unbroken weapon to utilize this ability.

## IMPROVED PERCEIVE WEAKNESS (COMBAT)

You can sense the weakest points of your opponent's defenses, and exploit them quickly.

**Prerequisites:** Perceive Weakness

**Benefit:** As a move action, you may make a Perception check to assess the weaknesses of an individual target. If your Perception check was equal to or greater than 10 + their AC, your next attack against that target may choose to ignore one of the following bonuses to their AC: Dex, Natural Armor, Shield, or Armor.

**Special:** You may hold this bonus a number of rounds equal to your Intelligence modifier. This allows combatants the ability to study their foe for multiple rounds and overcome multiple AC types.

## IMPROVED SPELL CRITICAL (COMBAT, CRITICAL)

One attack form of your spells becomes more dangerous.

**Prerequisites:** Spell Focus, Caster Level 8th

**Effect:** This feat increases the threat range of one spell attack type (ray, touch, etc.) by one.



## INDEFATIGABLE

Your strength comes from within, and others find it hard to take that away.

**Prerequisite:** Iron Will or Great Fortitude

**Benefit:** You gain DR 1/- versus Str or Con based ability damage.

## INHIBITING STRIKE (COMBAT, CRITICAL)

Your critical hits deal painful wounds that make moving a challenge.

**Prerequisites:** Critical Focus, BAB +9

**Effect:** If you score a light or better critical hit, your target also takes 1 point of Dex damage.

## INSPIRING STRIKE (COMBAT, CRITICAL)

Your rousing critical hit motivates the rest of your party members.

**Prerequisites:** Cha 13, Weapon Focus, BAB +4

**Effect:** If you score a critical hit, all allies within 30' gain a +1 morale bonus to attack rolls until your next turn.

## INTIMIDATING STRIKE (COMBAT, CRITICAL)

Your foes are deeply shaken by your combat prowess.

**Prerequisites:** Critical Focus, Intimidate 5 ranks, BAB +9

**Effect:** If you score a critical hit, you may make an Intimidate check as an immediate action to demoralize your target.

**Special:** If you score a critical effect, you add a +2 competence bonus to your demoralize attempt.

## IRONSKIN

Through body hardening techniques, you can shrug off some blows without the use of armor.

**Prerequisites:** Con 14, BAB +4

**Effect:** You may add half your Con bonus as Armor Value.\*

**Special:** This feat does not function if you wear armor of any type. Ironskin is twice as effective against attacks that deal subdual damage.

\*See the Armor Value special rules in the appendix under Armor as Damage Reduction.

## K

## KEEN PRECISION

Your excellent eyesight coupled with years of training make you a dangerous foe with your ancestral arms.

**Prerequisite:** Wis 13, Perception 5 ranks, Racial Weapon Familiarity, Keen Senses

**Benefit:** When wielding any weapon with which you have racial familiarity, you may treat it as though it were a keen weapon and gain your Keen Senses bonus as a racial modifier to severity checks.

## L

## LEARNED BLOWS (CRITICAL)

Your knowledge of the body allows you to better harm your foes.

**Prerequisites:** Int 13, BAB +4, Weapon Focus, Heal 5 ranks.

**Benefit:** When you deal a critical hit, you may also add your Int modifier as bonus damage.

**Special:** This damage is added to critical effects, and never multiplied.

## LEGACY OF BRUTALITY (CRITICAL)

You revel in the sheer destruction of your critical hits.

**Prerequisite:** Critical Focus, BAB +9

**Benefit:** When you deal a critical hit, you add a number of points of damage equal to the critical modifier of your weapon.

## LUCKY BREAK (GENERAL)

You have a knack for avoiding harm by a thread.

**Prerequisites:** None.

**Benefit:** Once per day, when you roll a fumble on an attack roll, you may roll a second attack roll, keeping the new result.

## M

## MONK WEAPON PROFICIENCY (COMBAT)

You are a master of exotic weapons commonly used among monastic orders, even those from distant lands.

**Prerequisite:** Monk level 1st or proficiency with all martial weapons.

**Benefit:** You are proficient in the use of all weapons with the monk special weapon quality, as described in the Pathfinder Roleplaying Game Core Rulebook, or that are part of the monk weapon group, as described in Pathfinder Roleplaying Game Ultimate Combat.

**Special:** Monks automatically begin with this feat.

## MONK WEAPON PROFICIENCY (COMBAT, MYTHIC)

Your mastery of monkish weapons is legendary, you and your weapon flowing as one.

**Prerequisite:** Monk Weapon Proficiency.

**Benefit:** You can use any weapon in the monk weapon group (as described in Pathfinder Roleplaying Game Ultimate Combat) to perform a flurry of blows, even if that weapon does not have the monk special weapon quality. If the weapon already has the monk special weapon quality, you gain a bonus on attack rolls equal to one-third your mythic tier (minimum +1) when performing a flurry of blows.

## P

## PARRYING EXPERTISE (COMBAT)

You can expertly deflect potentially deadly blows.

**Prerequisites:** Combat Expertise, BAB +9

**Benefit:** When you are dealt a critical attack, you have a 25% chance to negate the critical hit.

**Special:** You must be armed (or treated as armed) with an unbroken weapon to utilize this ability. A weapon with the broken quality is destroyed when used in this fashion.

## PERCEIVE WEAKNESS (COMBAT)

You know where your enemies are the weakest.

**Prerequisites:** Alertness, Perception 5, Sense Motive 5

**Benefit:** As a standard action, you may make a Perception check to assess the weaknesses of an individual target. If your Perception check was equal to or greater than 10 + their AC, your next attack against that target may choose to ignore one of the follow-



ing bonuses to their AC: Dex, Natural Armor, Shield or Armor.

**Special:** You may hold this bonus a number of rounds equal to your Intelligence modifier. This allows combatants the ability to study their foe for multiple rounds and overcome multiple AC types.

## PERFECT CRITICAL (COMBAT, CRITICAL)

Your determination allows you to strike deadly against foes normally resistant to critical hits.

**Prerequisites:** Critical Focus, Determined Critical, Undeniable Critical, BAB +19

**Effect:** You reduce a foe's immunity to critical hits by 25%.

**Special:** Foes normally immune to critical hits are treated as though they are 25% less resistant. This bonus stacks with that from the Determined Critical and Undeniable Critical feats.

## PRACTICED FOE (ACHIEVEMENT)

You are well versed in dispatching one particular type of adversary.

**Prerequisites:** You have slain 100 hit dice worth of members of a particular race.

**Benefit:** Choose one creature type. Against creatures of that type, your effective threat range is increased by +1.

**Special:** You may take this feat more than once, but each additional time you must choose a new creature type.

### Creature types

Aberration  
Animal  
Construct  
Dragon  
Fey Outsider (air)  
Humanoid (aquatic)  
Humanoid (dwarf)  
Humanoid (elf)  
Humanoid (giant)  
Humanoid (goblinoid)  
Humanoid (gnoll)  
Humanoid (gnome)  
Humanoid (halfling)  
Humanoid (human)  
Humanoid (orc)  
Humanoid (reptilian)  
Humanoid (other subtype)  
Magical Beast  
Monstrous Humanoid  
Ooze  
Outsider (air)  
Outsider (chaotic)  
Outsider (earth)  
Outsider (evil)  
Outsider (fire)  
Outsider (good)  
Outsider (lawful)  
Outsider (native)  
Outsider (water)  
Plant  
Undead  
Vermin

## PRECISE CRITICAL (COMBAT, CRITICAL)

When dealing a critical hit, you can instead deal a called shot.

**Prerequisites:** Critical Focus, BAB +9

**Effect:** If you score a light or better critical, you may deal a called shot effect to a foe by trading the additional effect of the critical for the called shot effect.

**Special:** This feat only allows use of called shots to the head, chest, vitals, arms, hands and legs. This also only allows a basic called shot effect, not a critical called shot.

## PUSH THE LIMITS

Your knowledge of the body allows you to avoid harm more easily than others.

**Prerequisite:** Wis 13, Heal 5 ranks

**Benefit:** When subjected to any critical or fumble effect that allows a Fortitude save, you may make a Heal check instead.

## Q

## QUICK STRIKES (COMBAT, CRITICAL)

You have mastered the ability to strike in rapid succession when your foe's defenses are down.

**Prerequisites:** Dex 13, Weapon Focus

**Effect:** If you score a critical effect, you may forego the additional effect of the critical to take an attack of opportunity against the same target.

## R

## RACIAL WEAPON MASTERY

You've trained for decades with your race's favored weapons.

**Prerequisites:** Racial Weapon Familiarity, BAB +4

**Benefit:** When wielding a racial weapon, add +2 to critical damage and severity checks.

## RAGING CRITICAL (COMBAT, CRITICAL)

Seeing the devastation you reap in combat fuels your rage.

**Prerequisites:** Rage Class ability, BAB +4

**Effect:** If raging and you score a critical hit, you gain an additional round of Rage. If you are wielding a x3 or greater weapon, you instead gain 2 additional rounds of Rage. These free rounds of rage reduce the cost of rage in the current combat. They do not transfer beyond the existing combat. Unused free rounds are lost after the existing combat ends.



## RAM AND RIP (COMBAT)

Your swinging pole snags and knocks your foes about like ninepins.

**Prerequisite:** Str 13, Improved Bull Rush or Improved Drag, Power Attack.

**Benefit:** When wielding a weapon with the reach and trip special qualities, you can use that weapon to bull rush or drag any opponent you can reach with that weapon, though you take a -2 penalty to your combat maneuver bonus when doing so. If you succeed on a combat maneuver check to bull rush or drag your opponent, you can make a trip maneuver against the same opponent as a swift action that does not provoke attacks of opportunity. If this maneuver succeeds, the creature is tripped at the end of its forced movement from the bull rush or drag maneuver.

Instead of making a combat maneuver check to trip your target, you may instead bull rush or drag the target into the space of another creature and use a swift action to make a combat maneuver check to bull rush or drag that creature as well, with a -4 penalty on your combat maneuver check rather than -2. If this check fails, you cannot bull rush or drag your target into that creature's space. If this check succeeds, you bull rush or drag both creatures as far as you wish, up to the amount allowed by your combat maneuver check.

**Special:** You must have the Improved Bull Rush feat in order to use this feat to bull rush a creature with a reach weapon. You must have the Improved Drag feat to use this feat to drag a creature with a reach weapon.

## RAM AND RIP (COMBAT, MYTHIC)

You snag, drag, and clout your enemies all over the battlefield.

**Prerequisite:** Ram and Rip.

**Benefit:** When wielding a weapon with the reach and trip special qualities, you take no penalty when

using that weapon to bull rush or drag your target. If your maneuver succeeds, you can attempt a combat maneuver check to trip your target as a free action rather than a swift action. Alternatively, you can bull rush or drag additional creatures in the path of your original target as you bull rush or drag it as a free action rather than a swift action, and with no penalty on your combat maneuver check.

## REACTIVE BLOWS (CRITICAL)

Your quick instincts give insight on how to quickly disable your foes.

**Prerequisites:** Wis 13, Critical Focus, BAB +9

**Benefit:** When you deal a critical hit, you may also add your Wis modifier as bonus damage.

**Special:** This damage is added to critical effects, and never multiplied.

## RELENTLESS BUTCHER (ACHIEVEMENT)

\*Adapted from Paizo— Legacy of Fire Player's Guide

You revel in the glory of dismemberment and maiming.

**Prerequisites:** Deal at least 50 critical effects.

**Benefit:** When you deal a moderate or greater critical hit, that opponent must make a Fortitude save (DC = 10 + ½ your level + your Strength or Dexterity modifier) or be stunned for 1 round. This is in addition to any other effects of the critical hit.

## RIGHTEOUS CRITICAL (COMBAT, CRITICAL)

Your critical hits glow white-hot with the power of the heavens.

**Prerequisites:** Channel Divine Energy (positive), BAB +4

**Effect:** If you score a critical hit, you deal an additional 1d6 holy damage.



## SAVAGE BLOWS (COMBAT, CRITICAL)

You use large weapons in ways that viciously injure your foes.

**Prerequisites:** Critical Focus, BAB +9

**Effect:** When dealing critical effects, you can add your weapon's critical modifier (minus two) to the save DC of the effects and healing.

## SELECTIVE SCATTER (COMBAT)

Your scattershot blasts are tightly controlled.

**Prerequisite:** Gunsmithing, proficiency with a firearm with the scatter special quality.

**Benefit:** When wielding a firearm with the scatter special quality, you do not take a -2 penalty on your attack rolls. Alternatively, you may choose to accept the -2 penalty to hit in order to completely exclude one creature of your choice from the weapon's attack. You must have line of sight to a creature in order to exclude it from your scatter attack.

## SELECTIVE SCATTER (COMBAT, MYTHIC)

Your improbable aiming skills with scattershot firearms is astonishing.

**Prerequisite:** Selective Scatter.

**Benefit:** When wielding a firearm with the scatter special quality, you do not take a -2 penalty on your attack rolls and you may choose which creatures within your weapon's scatter area you wish to attack and which you do not. Alternatively, you may choose to accept the -2 penalty to hit in order to change the shape of your scatter attack from a cone to a line twice as long as the cone your weapon normally creates.

## SENSELESS STRIKE (COMBAT, CRITICAL)

Your critical hits drive sound blows to the head, stunning your foes mental facilities.

**Prerequisites:** Critical Focus, BAB +9

**Effect:** If you score a light or better critical hit, your target also takes 1 Wis damage.

## SHIELD BLOCK (COMBAT)

You can absorb blows with your shield by actively taking the blow.

**Prerequisites:** Shield Proficiency, Shield Focus

**Benefit:** As an immediate action, when an opponent makes an attack action against you, you may choose to allow them to hit you, but gain DR/- equal to your combined shield bonus and Str bonus versus the attack.

**Special:** This ability must be used before the attack roll is made, and may only be performed with medium or greater sized shields.



## SNEAKING STRIKE (COMBAT, CRITICAL)

Your critical strikes baffle your opponent's defenses.

**Prerequisites:** Bluff 9 ranks, Sneak Attack class ability.

**Benefit:** When you deal a critical to a target, they become flat-footed until the beginning of your next turn.

## STEELED RESOLVE (COMBAT, CRITICAL)

When you are struck in combat by a critical hit, your determination only grows.

**Prerequisites:** Damage Reduction class feature, BAB +7

**Effect:** If you are struck by a critical hit in combat, your damage reduction increases by 2 until the end of your next turn.

## T

## THICK BLOOD

Your dense flesh bleeds less quickly than others.

**Prerequisite:** Dwarf Subtype, Con 13

**Benefit:** When subjected to any bleeding effect, you delay the bleeding effect by a number of rounds equal to half your Con modifier (minimum of 1).

## TUGGING TRIP (COMBAT)

You leave your enemies strewn on the ground in your wake.

**Prerequisite:** Int 13, Combat Expertise, Improved Reposition or Improved Trip.

**Benefit:** When wielding a weapon with the trip special quality, if you succeed in a trip maneuver you can make a combat maneuver check to reposition the same opponent as a swift action that does not provoke attacks of opportunity. Alternatively, if you succeed on a reposition maneuver you can make a combat maneuver check to trip the same opponent as a swift action that does not provoke attacks of opportunity. If both maneuvers succeed, the target is repositioned and knocked prone simultaneously. You cannot reposition the target into another creature's space.

## TUGGING TRIP (COMBAT, MYTHIC)

Your enemies are like playthings as you move them all over the battlefield.

**Prerequisite:** Tugging Trip.

**Benefit:** When wielding a weapon with the trip special quality, if you succeed in a trip maneuver you can make a combat maneuver check to reposition the same opponent as a free action rather than a swift action; the same is true if making a combat maneuver check to trip after a successful reposition maneuver. In addition, if a creature attempts a combat maneuver check to trip you and does not have the mythic Improved Trip feat, you can use an attack of opportunity to make a combat maneuver check to trip your attacker. These trip maneuvers are resolved simultaneously, and being successfully tripped by your opponent does not affect your check.

If you expend one use of your mythic power, you may add one-half your mythic tier to your combat maneuver bonus and combat maneuver defense on your opposed trip check. In addition, if your combat maneuver check succeeds and your attacker's fails, your attacker loses any remaining attacks and is staggered until the end of its next turn.

## TURN BLOW (COMBAT)

You know how to turn aside your foe's attacks to keep them from striking soundly.

**Prerequisites:** Combat Expertise, BAB +4

**Effect:** When foes strike you with critical hits, reduce their severity checks by 2.

**U**

## UNBELIEVABLE LUCK (COMBAT, CRITICAL)

Someone must be watching over you, as you narrowly avoid attacks that should kill you.

**Prerequisites:** Lucky Break

**Effect:** Once per day, when an opponent critically strikes you, they must reroll the attack, taking the lesser of the two rolls.

## UNDENIABLE CRITICAL (COMBAT, CRITICAL)

Your determination allows you to strike deadly against foes normally resistant to critical hits.

**Prerequisites:** Critical Focus, Determined Critical, BAB +14

**Effect:** You reduce a foe's immunity to critical hits by 50%.

**Special:** Foes normally immune to critical hits are treated as though they are 50% resistant. This bonus stacks with that from the Determined Critical feat.

## UNDYING FORTITUDE (ACHIEVEMENT)

You have been cut and stabbed so many times, that pain and blood loss are nearly meaningless to you.

**Prerequisites:** You have been dealt 50 critical hits and survived.

**Benefit:** You reduce all bleed effects by an amount equal to your Con modifier.

## UNHOLY CRITICAL (COMBAT, CRITICAL)

Your critical hits are wreathed in black unholy flames.

**Prerequisites:** Channel Divine Energy (negative), BAB +4.

**Effect:** If you score a critical hit, your target also takes 1d6 unholy damage.

**W**

## WARD OFF (COMBAT)

Your weapon is a hedge against your foes.

**Prerequisite:** Base attack bonus +1.

**Benefit:** When you ready an action to attack using a weapon with the brace property, you gain a +4 shield bonus to Armor Class and a +4 bonus to your CMD until the beginning of your next turn. If you hit with your readied attack, you deal only half damage (or normal damage against a charging opponent, rather than double damage).



## WARD OFF (COMBAT, MYTHIC)

Your weapon is no less deadly when you focus on defense.

**Prerequisite:** Ward Off.

**Benefit:** When you ready an action to attack using a weapon with the brace property, you deal normal damage (or double damage against a charging opponent) and add one-third your mythic tier (minimum +1) to the bonus you gain to Armor Class and CMD.

## WEAKENING STRIKE (COMBAT, CRITICAL)

Your critical hits penetrate deeply, leaving horrendous wounds.

**Prerequisites:** Critical Focus, BAB +9

**Effect:** If you score a light or better critical hit, your target also takes 1 point of Con damage.

## WEAPON GROUP CRITICAL FOCUS (COMBAT, CRITICAL)

You can use one weapon group to great effect when dealing critical hits.

**Prerequisites:** Weapon Training Class Ability, BAB +5

**Effect:** When wielding any weapon from one weapon group that you are proficient in, you add +1 to the severity checks when dealing critical hit effects.

## WHIRLWIND OF BLOOD (COMBAT, CRITICAL)

Like a shark, blood causes you to frenzy in combat.

**Prerequisites:** Critical Focus

**Effect:** When you score a critical hit, your threat range increases by 1 until the end of your next turn.

This never increases your threat range beyond +1.





## ARCHETYPES

Laying Waste presents a wealth of new combat options for your characters. Naturally, we've explored some new disciplines for martial characters as well. Please note that these are intended for use with the Laying Waste system, and may not be fully suitable for standard play.



## BAJICUAN - IMPERIAL BODYGUARD (MONK ARCHETYPE)

By James Olchak

*Those trained in the monastic skills of the Bajiquan were originally retained to accompany nobility into danger, defending those vain and conceited ones from all threats, while aiding them in their misguided martial crusades. The Bajiquan's unique skills allow him to suffer grievous wounds in defense of another, whether they deserve that protection or not.*

**Calloused (Ex):** At 1st level, a Bajiquan has already begun training his body to stoically withstand punishment. He gains the Toughness feat and DR 1/-.

At 5th, 10th, 15th, and 20th level, a Bajiquan adds an additional point of DR/-.

This ability replaces stunning fist.

**Intercept Attack (Ex):** At 3rd level, a Bajiquan gains the ability to quickly position himself in between an ally and a melee attack. Once per round, as long as the Bajiquan is adjacent to the ally, and within the reach of the creature making the melee attack, the Bajiquan may elect to intercede. He must do so before the results of the attack roll are known. If the attack hits, the original target takes half of the hit point damage that the attack would have caused. Whether the attack is successful or not, the Bajiquan takes half of the hit point damage the attack would have caused. In the case of single-target melee rider effects that cannot be split (like energy drain), the Bajiquan always suffers these effects instead of the original target.

This ability replaces fast movement.

**Ki Martyr (Su):** At fourth level, the Bajiquan learns to channel his physical suffering into the recovery of Ki. Each time the Bajiquan suffers damage greater than his Constitution score due to use of his Intercept Arrow, Intercept Attack, or Intercept Spell abilities, he spontaneously gains a point of Ki. The Bajiquan cannot gain Ki points in excess of his normal maximum.

This ability replaces slow fall.



**Intercept Arrows (Ex):** At eighth level, a Bajiquan is treated as though they have the Deflect Arrows and Snatch Arrows feats for the purposes of their intercept ability. The Bajiquan can expend a Ki point to intercept a ranged attack targeted against an adjacent ally, as if the attack targeted himself.

This ability replaces the increase to the monk's AC bonus normally gained at this level.

**Expanded Ki (Su):** At 9th level, the Bajiquan's options for use of his Ki are expanded.

By spending 1 point from his Ki pool, the Bajiquan can do one of the following:

- Gain an additional use of his intercept attack ability.
- End a bleed effect that he is currently suffering from.
- Restore a point of ability damage.

Each of these powers can be activated immediately, as a free action.

By spending 2 points from his Ki pool, the Bajiquan can do one of the following:

- Ignore all of the following conditions for one round: confused, energy drained, exhausted, fatigued, nauseated, sickened, staggered.
- Gain moderate fortification (as the armor special ability) for one round.

Each of these powers can be activated as a swift action.

This ability replaces improved evasion.

**Intercept Spell (Ex):** At 11th level, a Bajiquan's intercept attack ability improves. He now gains the ability to quickly position himself in between an ally and spells, spell-like, or supernatural abilities that take the form of melee touch attacks. Once per round, as long as the Bajiquan is adjacent to the ally, and within the reach of the creature making the melee touch attack, the Bajiquan may elect to intercede. He must do so before the results of the attack roll are known. If the attack hits the original target's armor class, it strikes the Bajiquan instead, who is entitled to any applicable saves to reduce or negate the effect.

This ability replaces diamond body.

**Payback (Ex):** When a Bajiquan reaches 15th level, he learns to channel his suffering outward. Anytime the Bajiquan has fewer than one-half his total hit points remaining, he gains a bonus to attack rolls with unarmed strikes and maneuver checks equal to his Constitution bonus

This ability replaces quivering palm.



## BLOOD ARCHER (RANGER ARCHETYPE)

By Brian Berg

*These master archers have long been held as rumor. They have willfully drunk hundreds of terrible poisons, befouling their own sanguine humors. Now these sadomasochistic killers coat their bolts and arrows with this foul substance, causing unfailing wounds in their targets. The most powerful of these laces bone arrows with potent necromantic effects.*



**Alignment Restriction:** Blood Archers must be evil.

**Poison Use (Ex):** A Blood Archer no longer risks poisoning himself when applying poison to a weapon.

This replaces the Wild Empathy class ability.

**Spells:** At 4th level, the Blood Archer gains the ability to cast a small number of arcane spells, which are drawn from the magus spell list. A Blood Archer must choose and memorize his spells in advance. His spells are cast using Intelligence as their primary casting attribute.

**Master Archer (Ex):** At 2nd level, the Blood Archer must choose the archery combat style.

**Blessing of Darkness (Ex):** At 3rd level, the Blood Archer gains darkvision 60'. If the Blood Archer already possessed darkvision, it increases by 30'.

This replaces the Endurance class ability.

**Blood Arrow (Su):** At 3rd level, the Blood Archer may injure himself, coating an arrow with his own virulent blood. As a move action, the Blood Archer deals 1 point of damage to himself (this damage may not be reduced in any way). His arrow then deals normal damage and deals 1d2 points of Con damage upon injury and a failed save (Fortitude, DC 10 + ½ Blood Archer level + Con modifier). This poison has no onset time, and is cured with 1 successful save. On a failed save, the poison continues to burn through the victim, requiring saves each round for a number of rounds equal to the Blood Archer's Constitution modifier.

This replaces the Favored Terrain class ability.

**Bone Bow (Su):** The Blood Archer's malevolence is focused through a bow of nefarious origin. The Blood Archer may single-handedly slay a creature of evil or neutral alignment and craft a bow from its bones. The resulting bow is considered a masterwork composite longbow of strength. The maximum strength bonus is equal to the HD of the creature slain.

At 5th level, the Blood Archer may summon a dark spirit to inhabit his bow. This causes the bow to burn with a dark purple and red fire. At 5th level, this

spirit grants the weapon a +1 enhancement bonus. For every three levels beyond 5th, the weapon gains another +1 enhancement bonus, to a maximum of +6 at 20th level. These bonuses can be added to the weapon, stacking with existing weapon bonuses to a maximum of +5, or they can be used to add any of the following weapon properties: bane, brilliant energy, called, cruel, corrosive, cunning, flaming, flaming burst, frost, huntsman, keen, unholy, speed and vicious. Adding these properties consumes an amount of bonus equal to the property's cost (see Table: Ranged Weapon Special Abilities). These bonuses are added to any properties the weapon already has, but duplicate abilities do not stack. The bonus and properties granted by the spirit are determined when the spirit is called and cannot be changed until the spirit is called again. The dark spirit imparts no bonuses if the weapon is held by anyone other than the Blood Archer but resumes giving bonuses if returned to the Blood Archer. A Blood Archer can use this ability once per day at 5th level, and one additional time per day for every four levels beyond 5th, to a total of four times per day at 17th level.

This replaces the Hunter's Bond class ability.

**Midnight Shroud (Su):** At 7th level, the Blood Archer can cast vanish a number of times per day equal to their Intelligence modifier (minimum of 1).

This replaces the Woodland Stride class ability.







## DAKINI (RANGER ARCHETYPE)

By Rachel Vendura

*The dakini are a culture of women raised on folklore and myth, rumored to have bonds with wil-o-wisps and other nature spirits. They descend from an old culture dating back centuries ago but evolving into spirited, headstrong trackers. It was once believed that the dakini left their fate to the wisp who shaped them into the defiant, determined rebels they are now. These quick-witted women train as highly skilled archers, hunters, and trappers in the forests for years before becoming bonded with the land. They are survivalists, having intense knowledge of the forest, especially about plant life including edible, medicinal, and poisonous plants.*

*Being raised in the woods they become skilled tree-climbers and wood walkers. They have short, thin, body frames that allow them to be quick and agile while providing a flowing grace to their movements,*

*as if gliding through air. Their other characteristics include a sharp jaw line, petite and subtle facial features, except their glassy eyes that allow for more night hunting. The dakini often wear leather armor or no armor. Their weapon of choice is the bow, however daggers, spears, small blades, and axes are also a quick second. A dakini has been known to persuade the spirits or wisp in a forest to aid her in her quests and tasks. It would be unwise to insult a dakini in her home territory.*

**Daka Poise:** Dakini gain Acrobatics and Escape Artist as class skills. The Dakini lose Intimidate and Knowledge (Dungeoneering) as class skills.

**Wisp of Fate Terrain:** At 1st level, once per day a dakini may create a bond with the spirits of a single terrain she is currently in. The dakini gains a +2 bonus on attack rolls, and a +2 bonus on initiative checks and Knowledge (geography), Perception, Stealth, and Survival skill checks when she is in this terrain. A dakini traveling through her bonded terrain normally leaves no trail and cannot be tracked (though she may leave a trail if he so chooses). Bonding to a terrain takes one minute, and the effect lasts for ten minutes per ranger level.

At 5th level and every five levels thereafter, the dakini may use this ability one additional time per day. In addition, at each such interval, the attack bonus increases by +1, and the skill bonus and initiative bonus increase by +2.

This replaces the ranger's favored enemy.

**Forest Glamour:** Once per day the dakini can use charm animal as a spell-like ability against creatures that are native to the dakini's bonded terrain. This ability increases to charm monster at 7th level. At 13th level the dakini can use this ability twice per day. At 19th level the dakini can use this ability 3 times per day.

This replaces the ranger's wild empathy.

**Dakini's Elegance (Ex):** At 3rd level, the dakini adds her Charisma modifier as a dodge bonus to AC when wearing light armor, to a maximum equal to the character's level.



This replaces ranger's favored terrain.

**Master of Archery (Ex):** At 2nd level, a dakini must select one combat style from archery or crossbow. The benefits of the ranger's chosen style feats apply only when she wears light or no armor. She loses all benefits of her combat style feats when wearing medium or heavy armor. Once a dakini selects a combat style, it cannot be changed.

All others combat style feats remain as normal, except at 10th level, the dakini adds Penetrating Shot to the list of combat style feats.

**Spirit Bond (Ex):** At 4th level, instead of forming a bond with her hunting companions or an animal companion, the spirit ranger forms a bond with the spirits of nature themselves. Each day, as long as she is within one of her favored terrains, the Ranger can cast augury as a spell-like ability with a caster level equal to her ranger level. In addition, she can call upon these spirits to cast any one ranger spell that she is capable of casting, without having to prepare the spell. At 8th level, and every four levels thereafter, she can cast an additional spell in this way.

This ability replaces hunter's bond.

**Spells:** Beginning at 4th level, a dakini gains the ability to cast a small number of divine spells, which are drawn from the ranger spell list. A dakini may also choose from Faerie fire (Level 1), Obscuring mist (Level 1), Fog cloud (Level 2), and Arcane sight (Level 3).

**Penetrating Shot (Ex):** Upon scoring a critical hit with any ranged attack, the dakini may immediately make a free attack with that same ranged attack against another target within the same line of fire. The dakini must still account for range penalties when making this secondary attack, and treats the attack as though it originated from the amazon's location.

**Dogged Persistence:** At 11th level the dakini gains Endurance Feat as a bonus feat. This replaces quarry.

At 19th level the dakini gains Die Hard as a bonus feat. This replaces improved quarry.

## THE DISEMBOWLER (BARBARIAN ARCHETYPE)

By Endzeitgeist

*"You don't GET it. He didn't wield a sword...it was this huge, insane lump of iron, more than most grown men can lift. And he CHOPPED THEM APART - horse and rider, in one fell swoop - and then he shot the familiar!"*

**Skills:** The Disembowler adds Knowledge (Engineering) to his list of class skills.





**Armor and Weapon Proficiency:** The Disembowler gets Exotic Weapon Proficiency (Firearms) as a bonus feat at 1st level in addition to his regular proficiencies.

**Brutal Rage (Ex):** This works like Rage (Ex), but instead of gaining a +4 bonus to Str, the Disembowler gets +4 to severity-checks while in a Brutal Rage and a +4 bonus to Will saves. In addition, while under the effects of Brutal Rage (Ex), the Disembowler benefits from the Ferocity (Ex) universal monster quality and may reload firearms and perform deeds, even though they could be deemed to require concentration. This modifies Rage (Ex).

**Rage Powers (Ex):** The Disembowler may select the Amateur Gunslinger (Combat) feat as a bonus feat in lieu of a rage power. If he does (or otherwise has access to grit), his limit of daily maximum grit available is expanded by +1. He may also opt to learn a deed from the gunslinger's list instead of a rage power whenever he gains a new rage power. His effective gunslinger level for the purpose of learning deeds is his disembowler level -3, minimum 1.

**Oversized Weapons (Ex):** At 3rd level, the Disembowler may wield one 2-handed melee weapon of one size-category larger than he is at a -2 penalty to attack as a 2-handed melee weapon. This only works after training at least one week with the weapon in question (making stacking this ability with enlarge person and similar effects impossible) and refitting the handle and grip for your size, which costs 1/2 the base price of the weapon and follows the standard crafting rules. He still needs to be able to lift the weapon in order to use it.

This replaces Trap-Sense +1 (Ex).

**DESIGNER'S NOTE:** This ability intentionally breaks the convoluted, nonsensical way handling oversized weapons in PFRPG is done. The Titan Mauler's FAQs make no sense.

**Larger than Life (Ex):** At 6th level, the Disembowler counts as +1 size category larger than he is for the purpose of severity-bonuses due to size differences. This bonus increases further by +1 size at 15th level. You can never be treated as larger than huge.

This replaces Trap Sense +2 to +5 (Ex).

**Greater Brutal Rage (Ex):** At 11th level, the Disembowler increases his bonus to severity-checks while in Brutal Rage to +6 and his bonus to Will saves to +6. This modifies Greater Rage (Ex) and works in all other regards like Greater Rage (Ex).

**Hand-Cannon (Ex):** At 18th level, the disembowler goes big regarding ranged weapons. He manages to create a special cannon, which works as an oversized ranged weapon. This special cannon is treated as a ranged weapon that weighs 25 lbs, requires no crew or actions to aim and can be reloaded as a full-round action by the disembowler. The cannonballs for this hand-cannon have to be specifically crafted, cost 15 gp each and weigh 10 lbs. The hand-cannon otherwise uses the stats of the cannon siege weapon and gets a bonus of +8 to severity checks when scoring a critical threat. Only a disembowler of 18th level or higher can operate this special cannon.

This replaces Trap Sense +6.

**Mighty Brutal Rage (Ex):** At 20th level, the Disembowler increases his bonus to severity checks while in Brutal Rage to +8 and his bonus to Will saves to +8. This modifies Mighty Rage (Ex) and works in all other regards like Mighty Rage (Ex).



## MASTER OF 1000 CUTS (FIGHTER ARCHETYPE)

By Endzeitgeist

*"Yes, this indeed was 'all I got.' The thing is...you're dead and just haven't noticed. According to my calculations, the cuts I've inflicted will have you bleed out about...NOW."*



**Weapon and Armor Proficiency:** Masters of One Thousand Cuts lose proficiency with all simple and martial bludgeoning weapons and cannot benefit from their Bleeding Critical Specialization ability with bludgeoning weapons - the weapon class lacks the necessary finesse to inflict the precise wounds the Masters inflict.

**Bleeding Critical Specialization (Ex):** At 1st level, a Master of One Thousand Cuts has a limited amount of control on what type of wound he inflicts. As a free action upon making a successful severity check with a piercing or slashing weapon, he may substitute a bleed damage inflicting wound for the critical effect he would have otherwise inflicted. The wound is chosen from the following list, with the required minimum class level to substitute the wound in brackets.

*Light Piercing:* Bleeder (1st), Cheek Pierced (1st), Heart Shot (1st), Lodged in the Bone (1st), Ragged Wound (1st), Right in the Ear (1st), Clean Through (3rd), Nicked an Artery (3rd), Pincushion (3rd), Pinhole (3rd)

*Light Slashing:* Lip Cut (1st), Long Bloody Gash (1st), Overhand Chop (1st), Broad Swipe (3rd), Brow Cut (3rd), Delayed Wound (3rd), Rupture Abdominal Cavity (3rd), We've got a Bleeder! (3rd), Disembowel (5th), Gut Slash (5th), Neck Cut (5th), Throat Slash (5th)

*Moderate Piercing:* Bleeder (1st), Heart Shot (1st), Lodged in the Bone (1st), Ragged Wound (1st), Pincushion (1st), Clean Through (3rd), Nicked an Artery (3rd), Pinhole (3rd), Right in the Ear (3rd), Cheek Pierced (10th)

*Moderate Slashing:* Lip Cut (1st), Overhand Chop (1st), Rupture Abdominal Cavity (1st), Broad Swipe (3rd), Gut Slash (3rd), Long Bloody Gash (3rd), We've got a Bleeder! (3rd), Brow Cut (5th), Delayed Wound (5th), Throat Slash (5th), Neck Slash (5th), Disembowel (10th)

*Severe Piercing:* Bleeder (1st), Clean Through (1st), Heart Shot (1st), Lodged in the Bone (1st), Pincushion (1st), Pinhole (1st), Ragged Wound (1st), Nicked an Artery (3rd), Right in the Ear (3rd), Cheek Pierced (5th)

*Severe Slashing:* Broad Swipe (1st), Gut Slash (1st), Lip Cut (1st), Overhand Chop (1st), Rupture Abdominal Cavity (1st), Brow Cut (3rd), Delayed Wound (3rd), Long Bloody Gash (3rd), We've got a Bleeder! (3rd), Disembowel (5th), Throat Slash (5th), Decapitation (14th)

This replaces Bravery (Ex).



**Weapon Training (Ex):** Masters of One Thousand Cuts do not apply the benefits of Weapon Training to bludgeoning weapons, even if their chosen weapon group would provide the bonus to the weapon.

This modifies Weapon Training (Ex).

**Everything Can Bleed (Ex):** At 8th level, the Master of One Thousand Cuts learns to cut creatures immune to bleeding in a way that disrupts their essence as if they were bleeding. He may inflict bleed damage on targets that would otherwise be immune to bleed damage, such as fracturing constructs or creating dissonance in incorporeal targets.

This replaces the bonus feat gained at 8th level.

**Improved Critical (Ex):** At 11th level, the Master of One Thousand Cuts applies the benefits of the Improved Critical (Combat) feat to all weapons of his chosen weapon groups from the weapon training class feature. If he has the Improved Critical (Combat) feat for one type of weapon included in the group, the effects stack for this weapon type as per the usual rules.

This replaces Armor Training 3 and 4.

**Master of Bleeding Cuts (Ex):** At 19th level, the Master of One Thousand cuts doubles any bleed damage he inflicts.

This replaces Armor Mastery (Ex).

**Designer's Note:** In spite of the name, Masters of One Thousand Cuts can use piercing weapons just fine - some even prefer them; These beings are known as Masters of One Thousand Punctures. There's no prohibition to keep a character from switching weapon categories, but most identify themselves more with one particular style.

## MOCKINGBIRD (ROGUE ARCHETYPE)

By James Olchak

*The nondescript thieves, thugs, and enforcers called mockingbirds are tenacious, precise killers. The mockingbird's eye for evaluating the skill of her opponents leaves the overconfident in a pool of their own cooling innards.*



**Size up (Ex):** Beginning at first level, a mockingbird can make a Perception check as a standard action to size up a living, non-mindless opponent within 30 ft. The DC of the check is equal to 10 + the creature's HD, and the mockingbird receives a +2 bonus on the check if the target is engaged in combat. If successful, the mockingbird can determine whether the target possesses any of the following feats: Improved Bull



Rush, Improved Disarm, Improved Drag, Improved Grapple, Improved Overrun, Improved Reposition, Snap Shot, Improved Steal, Improved Sunder, Improved Trip. The mockingbird can then use her counterstance ability on any creature that she has successfully sized up.

This ability replaces the +1d6 of sneak attack that the mockingbird would normally get at first level. The mockingbird's sneak attack progression continues as normal once she reaches third level, but will permanently be reduced by the loss of this first die.

**Counterstance (Ex):** Beginning at 1st level, if a mockingbird engages an opponent in melee combat that she has successfully sized up, and she is not flat footed, she can enter her counterstance (this does not require an action). While in her counterstance, a mockingbird can select one of the feats detected by her size up ability. If her opponent attempts to use that feat against her, he takes a penalty on all related attack rolls and CMB checks equal to the mockingbird's Charisma bonus, and in addition, provokes an attack of opportunity from the mockingbird. A mockingbird can use her counterstance ability against only one target at a time. Switching her counterstance to a new target can be done as an immediate action.

This ability replaces the rogue talent normally gained at second level.

**Peck the Eye (Ex):** Beginning at third level, when a mockingbird is targeted by an opponent using a feat prescribed by use of her counterstance ability, she treats that opponent as flat footed until the end of her next turn.

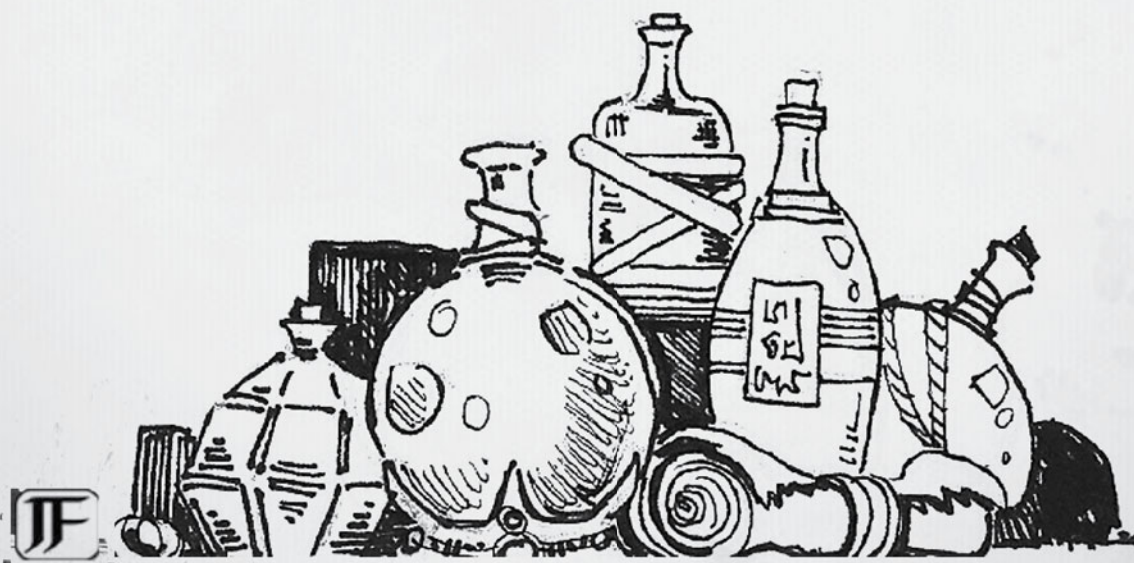
This ability replaces trap sense.

**Uncanny analysis (Ex):** At 8th level, the mockingbird further develops her ability to anticipate and subvert her opponents. First, she can now use her size up ability to determine whether her opponents possess the grab, trample, or trip universal monster abilities. She can then use her counterstance to reduce the effectiveness of those abilities (for the purpose of trample, the mockingbird can either apply her Charisma bonus to the Reflex save to avoid damage, or apply the effect of her peck the eye ability when making her attack of opportunity on the trampling creature).

This ability replaces Improved uncanny dodge.

**Never outmatched (Ex):** At 12th level, the mockingbird can use her counterstance ability against a number of opponents equal to 1+ her Wisdom modifier. In addition, she can use her Counterstance to negate up to two applicable abilities possessed by each target.

This ability replaces the rogue talent normally gained at this level.





## OIORPATA (BARBARIAN ARCHETYPE)

By Rachel Ventura

Oiorpata represents the amazon women as a whole, a nation of women who have trained as warriors. They encompass the lure and desire of any seductress but yield a power and strength that will rival any male counterpart. Their fighting skills are honed and deadly, with a capacity for brutality unmatched by their male counterpart; often resulting in bone breaking bashes, gut splitting and head rolling slashes, as well as skull smashing.

An aura of danger surrounds these strikingly beautiful women as their strength and power originate from their dark past full of sadness and struggles. It is this

quest for fairness, equality, and justice that brands them with their deadly force. Their righteous attitude grants them an unshakeable belief in their ability, a confidence in all they do. However, their strength and power are not their only deadly weapons. Their exquisite looks aid in their skills of enticement and distraction. Their extreme charm dazzles foe and friend alike. They have unmistakable glowing skin, thick locks of hair the color of raven feathers, and tower easily over 6 feet. Most amazon women wear only leather armor and are skilled in blades and throwing weapons such as axes, knives, and javelins.

**Female Intuition:** Amazons gain Diplomacy and Sense Motive as class skills, which replaces Craft and Handle Animal.





**Ama-Janah (Ex):** Due to the oiorpata's confidence and dedication, she has the ability to focus all her might into a battle-reverie. Starting at 1st level she can use this battle-reverie for a number of rounds equal to 4 + Charisma modifier. Each level after 1st, she can rage for 2 additional rounds. Temporary increases to charisma such as those gained from spells like eagle splendor, do not increase the number of rounds that the amazon can battle-reverie per day. An amazon can enter battle-reverie as a free action. The total number of rounds of battle-reverie per day is renewed after resting 8 hours, although these hours do not need to be consecutive.

While using Ama-Janah, an amazon gains a +4 morale bonus to her strength as well as a +2 morale bonus to Will saves. Also an amazon cannot use any of her non class skills or any ability that distracts from her focus or concentration.

An amazon can end her battle-reverie as a free action and is fatigued for a number of rounds equal to 2 times the number of rounds spent in rage. She cannot use Ama-Janah while fatigued or exhausted but can otherwise use multiple times during a single encounter. If she falls unconscious, Ama-Janah ends immediately.

Amazons still gain a rage power at 4th level and every two levels thereafter. These function exactly the same way as normal rage powers.

This ability replaces barbarian's rage, and can be modified by feats and abilities that affect rage (such as the Extra Rage feat).

**Amazon's Grace (Ex):** At 2nd level, the amazon gains a bonus on all saving throws equal to her charisma modifier (if any). She is limited to wearing light armor.

This replaces the barbarian's rage power at 2nd level.

**Amazon's Glamor (Ex):** The amazon adds her charisma modifier as a dodge bonus her to AC when wearing light or no armor, to a maximum of the character's barbarian level. At 19th level, there is no maximum.

This replaces the barbarian's trap sense ability.

**Greater Ama-Janah (Ex):** At 11th level when using Ama-Janah, an amazon's moral bonus to strength increases to +6 and the morale bonus to will saves increases to +3.

This ability replaces the barbarian's greater rage

**Colossal Ama-Janah (Ex):** At 20th level when using Ama-Janah, an amazon's moral bonus to strength increases to +8 and the morale bonus to will saves increases to +4.

This ability replaces the barbarian's mighty rage

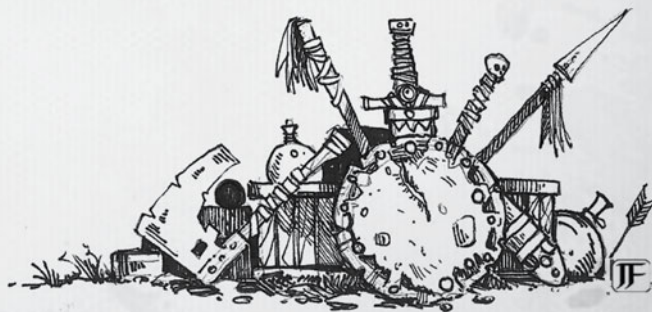
## RAGE POWERS

The following rage powers compliment the Oiorpata Archetype

For amazons from the Anez Tribe: *Intimidating Glare (Ex)*, *Terrifying Howl (Ex)*, *Boasting Taunt (Ex)*, and *Come and Get Me (Ex)*

For amazons from the Themy Tribe: *Elemental Rage (Su)*, *Elemental Rage, Lesser (Su)*, *Elemental Rage, Greater (Su)*, *Energy Absorption (Su)*, *Energy Eruption (Su)*, and *Energy Resistance (Ex)*

For amazons from the Jonsa Tribe: *Powerful Blow (Ex)*, *Quick Reflexes (Ex)*, *Smasher (Ex)*, *Spell Sunder (Su)*, *Witch Hunter (Ex)*

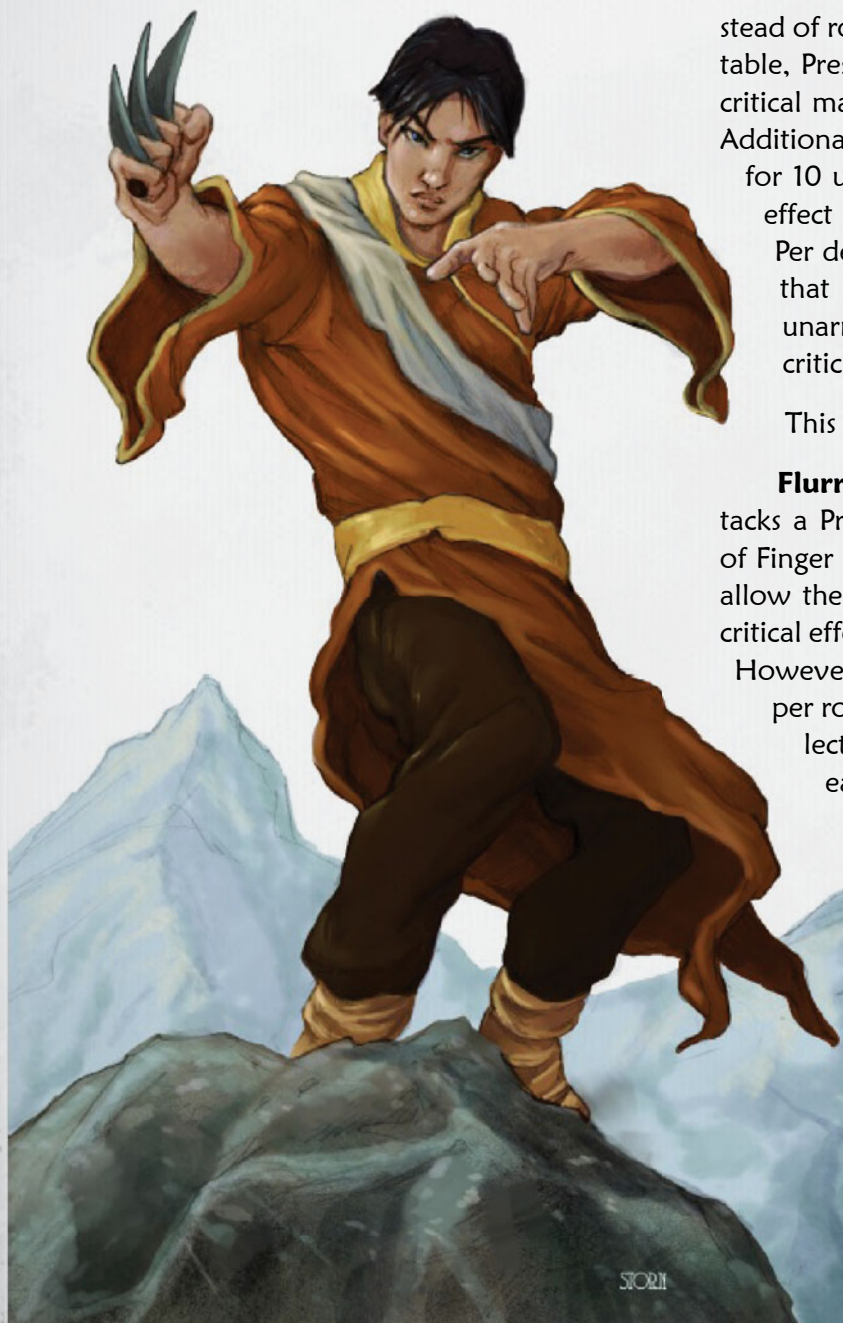




## PRESSURE POINT MASTER (MONK ARCHETYPE)

By Endzeitgeist

*"Yes, I am aware this did not hurt as much as you would have expected. However, the stars you're seeing right now are just the beginning - I also fractured your skull and redistributed your body's flow of ki for just a second - enough to cause internal hemorrhaging."*



**Pressure Point Criticals (Ex):** At first level, a Pressure Point Master learns to apply just the right pressure to vulnerable spots of just about any creature. These soft, very precise blows may deal less damage, but entail devastating consequences for the recipients. A Pressure Point Master may opt to deal minimum damage instead of maximum damage when scoring a critical hit with an unarmed attack, instead targeting the pressure points of the adversary. Deciding whether to score a regular or a pressure point critical is no action and considered part of the attack, but happens prior to results (DR, immunities etc.) are made known. Instead of rolling once on the appropriate critical effect table, Pressure-Point Masters scoring a pressure point critical may roll twice and choose one of the results. Additionally, the Pressure Point Master may meditate for 10 uninterrupted minutes to change the critical effect tables he uses with Pressure Point Criticals - Per default, he uses the bludgeoning-tables. Note that this does not change the damage-type his unarmed strikes inflict and only influences the critical effect table used by his critical hits.

This replaces Stunning Fist (Ex).

**Flurry of Finger Strikes (Ex):** The unarmed attacks a Pressure Point Master executes with a Flurry of Finger Strikes always inflict minimum damage, but allow the Pressure Point Master to roll twice on the critical effect table and choose which wound to inflict. However, the more consecutive attacks hit a target per round, the higher are the chances that the collective finger strikes have to inflict wounds. For each attack in a flurry of finger strikes that hits the target and inflicts damage, the threat-ranges of all subsequent attacks that are part of the Flurry of Finger Strikes (Ex) of the Pressure Point Master in that round are increased by +1. This stacks with the Improved Critical feat and similar enhancements to the threat-range. The enhancement does not extend to attacks of opportunity performed in that round or similar attacks gained from other sources. In all other regards, this behaves like Flurry of Blows (Ex).

This replaces and modifies Flurry of Blows (Ex).



**Lethal Pressure Points (Ex):** At 3rd level, Pressure Point Masters gain a +4 bonus to severity checks on unarmed strikes. This severity bonus increases by +1 every four levels after that up to a maximum of +8 at 19th level.

This replaces Still Mind (Ex).

**Ki-Pool (Su):** At 4th level, a Pressure Point Master learns an additional way to use Ki. When making a severity-check, they may spend 1 point of Ki as an immediate action to re-roll the severity-check. This application of Ki can only be used if the Pressure Point Master chooses to deal minimum damage as per the Pressure Point Criticals (Ex) ability.

This modifies the Ki-Pool (Su)-ability.

**Improved Critical (Ex):** At 10th level, the Pressure Point Master gains the Improved Critical (Combat) feat as a bonus feat. If he already has the feat, he instead gets a further enhancement of +1 to the threat range. This stacks with other effects as per the usual rules and replaces the usual bonus feat gained at 10th level.

**Reliable Wounds (Ex):** At 13th level, the Pressure Point Master may spend 1 point of Ki from his Ki-pool as a swift action to increase the save DC against a wound he inflicts by +2. This increases by a further +1 on every odd level afterwards, for a maximum of +5 at 19th level. Only wounds that result from a Pressure Point Critical may thus be enhanced.

This replaces Diamond Soul (Ex).

**Fatal Pressure Points (Ex):** At 15th level, the Pressure Point Master learns to deal regular damage with his Pressure Point Criticals (Ex). His Flurry of Fingers Strikes (Ex) now deals regular damage, his Pressure Point Criticals deal maximum damage instead of minimum, and he may always roll twice on the critical effects table and choose which of the wounds to inflict. This replaces Quivering Palm (Su) and modifies and improves Flurry of Finger Strikes (Ex) and Pressure Point Criticals (Ex).

**Designer's Note:** The relatively low damage output makes DR a formidable defense against Pressure Point Criticals and is intended as a balancing factor when fighting against targets protected by spells or just plain out formidable foes. When playing with The "Armor as DR" optional rule, Pressure Point Criticals could either be flat-out treated as successful challenging called shots that managed to penetrate the target's AV, thus dealing their normal damage, or you could opt for a more simulationist approach where armor is rather efficient at preventing strikes for pressure points. In the latter case; I propose the following ability to keep the Pressure Point Master fun:

**Precise Called Shots (Ex):** The Pressure Point Master gains an insight bonus equal to 1/2 his class level when making Called Shots, but only for the purpose of bypassing AV. Said called shots do not inflict their regular effects and always do minimum damage, even if they are not criticals.





## SCOUNDREL (ROGUE ARCHETYPE)

By Adam Meyers

*While not as talented at trading blows as a fighter, the scoundrel nevertheless is a powerful combatant, using cheap tricks and exploiting weaknesses to quickly tear down his opponents. While the scoundrel benefits from catching his opponents off-guard and using good teamwork, even alone a scoundrel can incapacitate an opponent with deadly force.*

The scoundrel is a different style of rogue, using flat bonus damage and critical hits to provide a new take on striking from shadows and landing precise blows.

While the scoundrel is written as a rogue archetype, the following abilities may be used to replace sneak attack with any class that uses it. If the class gains a slower sneak attack progression, divide the bonuses appropriately (thus, the sandman bard archetype would gain a Vital Spot bonus equal to 1/3rd his Bard level.)

### SNEAK ATTACK SUBSTITUTIONS

**Deadly Strike:** When a scoundrel makes an attack against a flat-footed target, that attack is automatically a critical hit. If the scoundrel's attack roll would have already resulted in a critical hit, the attack deals bonus damage according to the weapon's critical multiplier (2d6, 3d6, etc.) This stacks

with bonus damage dealt as part of the critical itself. The Scoundrel also gains a bonus to all his severity rolls equal to his rogue level.

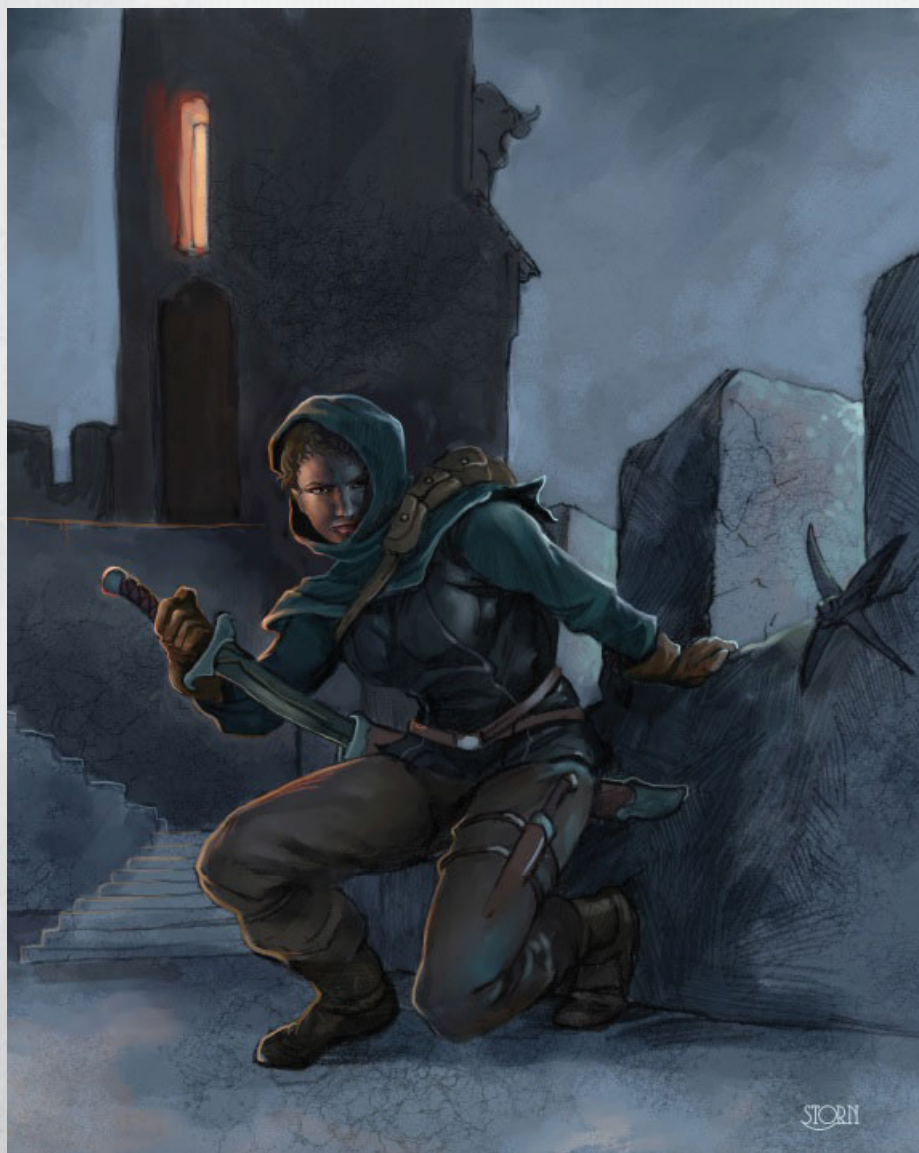
This ability replaces Sneak Attack.

**Vital Spot:** Scoundrels focus on dealing damage to their foes, striking weak points and vital areas for extra damage. A scoundrel gains a circumstance bonus to all damage rolls equal to his rogue level. This does not apply against creatures immune to precision damage.

This ability replaces Sneak Attack.

**Trick Combat:** A scoundrel may qualify for any feat or rogue talent that alters sneak attack, treating their vital spot bonus divided by 2 (rounded up) as their sneak attack dice when meeting prerequisites or determining effects. The scoundrel may apply these feats and rogue talents to his critical hits, as well as any attack made against a target denied their Dexterity bonus to AC, or whom the scoundrel is flanking.

This ability replaces Sneak Attack.





**The following feats behave differently when taken by the Scoundrel:**

### **Sap Adept**

**Prerequisites:** Vital Spot (+1 bonus)

**Benefit:** Whenever you use a bludgeoning weapon to deal nonlethal damage, double your Vital Spot bonus for that attack.

### **Sap Master**

**Prerequisites:** Vital Spot (+5 bonus)

**Benefit:** Whenever you use a bludgeoning weapon to deal nonlethal damage to a flat-footed opponent, multiply your Vital Spot bonus by 4 instead of 2.

## **NEW ROGUE TALENT**

### **Deadly Blade**

A rogue with this talent increases the critical modifier of any light blade she wields with a x2 critical modifier (see the fighter's weapon training ability) to x3.

## **NEW ADVANCED ROGUE TALENT**

### **Greater Deadly Blade**

**Prerequisites:** Advanced Rogue Talents, Deadly Blade

A rogue with this talent increases the critical modifier of any light blade she wields with a x2 or x3 critical modifier (see the fighter's weapon training ability) to x4.

## **SCOUNDREL OPTIONS**

The following rogue talents and advanced rogue talents act as follows for a character using this sneak attack variant. Talents marked with an asterisk\* can only be used when the target is flat-footed, denied their Dexterity bonus to AC, or is flanked by the Scoundrel. Only one such talent may be applied to each hit in those circumstances:

*Powerful Sneak*\*: Whenever a rogue with this talent takes a full attack action, she can elect to take a -2 penalty on all attack rolls until the start of her next turn. All attacks deal an additional +1 damage. This increases by +1 for every 5 rogue levels possessed.

*Deadly Sneak*\*: Prerequisites: Advanced Rogue Talents, Powerful Sneak.

Whenever a rogue with this talent uses the powerful sneak rogue talent, she doubles the bonus damage.

*Distracting Attack*\*: A rogue with this talent can make attacks with subtle flourishes that disorient and distract her enemy. When she hits a creature with a melee attack, she can forgo her vital spot bonus to cause the creature to become flat-footed against one target of her choosing until the beginning of her next turn. The rogue cannot designate herself as the creature gaining the benefit of this talent. Creatures with uncanny dodge are immune to distracting attack.

*Sneaky Maneuver*\*: Anytime a rogue with this talent could hit an opponent with a melee attack on her turn, she may take a -2 penalty on her attack roll and forgo her vital spot bonus to attempt a dirty trick, disarm, steal, sunder, or trip combat maneuver. If the attack succeeds, the rogue deals weapon damage as normal and then attempts a combat maneuver check as a swift action (the -2 penalty only applies to the initial attack roll, not the combat maneuver check). This combat maneuver still provokes attacks of opportunity unless the rogue has a feat or ability that allows her to perform it without provoking attacks of opportunity.

*Underhanded*\*: A rogue with this talent gains a +4 circumstance bonus on all Sleight of Hand checks made to conceal a weapon. Furthermore, if she makes an attack during the surprise round using a concealed weapon that her opponent didn't know about, she deals double damage. A rogue can only use the underhanded talent a number of times per day equal to her Charisma modifier (minimum 0).





## SHADOW OF THE SWIFT WIND (NINJA ARCHETYPE)

by Clinton J. Boomer

*Amongst the deadliest of mystic assassins are those who focus their gifts not of stealth and poison, but instead upon speed and mobility. Rather than concealing themselves from the sight of their foes or patiently engaging in lengthy subterfuge, some of those who practice the lethal art of shinobi simply move more quickly than their target's eye could ever hope to follow.*

**Speed of the Soul (Su):** At 3rd level, whenever a shadow of swift wind spends 1 point of ki to increase her speed by 20 feet for 1 round, she may choose to spend a second ki point and additionally increase her base speed to that of a monk of her ninja level +3.

This ability replaces no trace.



**Tricks of Quickness:** The special abilities below are added to the shadow of swift wind's list of ninja tricks; the tricks of acrobatic, feather fall, high jumper, and wall climber complement them.

These special tricks replace the standard tricks of choking bomb, darkvision, poison bomb, shadow clone, slow metabolism, smoke bomb, vanishing trick, and ventriloquism; they also replace the master tricks of blinding bomb, ghost step, invisible blade, master disguise, see the unseen and shadow split.

**Abundant Step (Su):** The shadow of swift wind can dash magically between spaces, as if using the spell dimension door. Using this ability is a move action that consumes 2 points from her ki pool. Her caster level for this effect is equal to her ninja level. She cannot take other creatures with her when she uses this ability. This is a master trick; a shadow of swift wind must be at least 10th level to select this ability.

**Dimensional Shinobi (Su):** The shadow of swift wind gains one feat from the dimensional agility feat chain (dimensional agility, dimensional assault, dimensional dervish, dimensional maneuvers, dimensional savant) for which she otherwise meets the requirements. This is a master trick; a shadow of swift wind must be at least 10th level to select this ability.

**Fleet (Ex):** The shadow of swift wind gains fleet as a bonus feat.

**Quickest of Draws (Su):** As per the quick draw feat, the shadow of swift wind can draw a weapon as a free action instead of as a move action; she can also draw a hidden weapon (see the Sleight of Hand skill) as a move action and may use thrown weapons at her full normal rate of attacks (much like a character with a bow). In addition, she may spend 1 point of ki to draw forth an item of any kind -- including alchemical items, potions, scrolls or wands -- provided they are stored or concealed on her person.



**Sprint like Lightning (Su):** As per the run feat, the shadow of swift wind retains her Dexterity bonus to Armor Class while running, and can move five times her normal speed (if wearing medium, light, or no armor and carrying no more than a medium load) or four times her speed (if wearing heavy armor or carrying a heavy load); if she makes a jump after a running start (see the Acrobatics skill description), she gains a +4 bonus on her Acrobatics check. In addition, she may spend 1 point of ki to further increase her rate of movement for one round: she moves six times her normal speed (or five times her speed if wearing heavy armor or carrying a heavy load).

**Sudden Escape (Su):** As a swift action, the shadow of swift wind can generate an aura of rapidly-moving air around herself that is nearly frictionless, lasting until the beginning of her next round. This ability functions as a freedom of movement spell. Using this ability uses up 1 ki point.



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## SWORD SAVANT (FIGHTER ARCHETYPE)

by Brian Berg

*The Sword Savant is a devoted master of a single weapon type. They might know multiple fighting styles, but they exclusively practice with and utilize only one weapon their entire lives. They know their chosen weapon down to every fold of metal, having laboriously and painstakingly crafted dozens or more themselves. They wield their weapon of choice like a surgeon in battle, felling foes with clean, perfected strikes.*

**Weapons and Armor Proficiency:** Sword Savants gain proficiency in only a single melee weapon, but it may be simple, martial or even an exotic weapon. Sword Savants may gain proficiency with other weapons, but their Sword Savant abilities are only useable with their chosen weapon. Sword Savants are also only proficient with light armor and shields (but not tower shields).

**Grace (Ex):** At 2nd level, a Sword Savant gains an additional +2 competence bonus on all Reflex saving throws. This only functions when wearing light or no armor.

**Chosen Weapon (Ex):** In their hands, their chosen weapon is much more effective. When using their chosen weapon, they gain a +1 competence bonus to attack rolls, damage rolls, and severity checks.

This replaces Weapon Training I.

**Alacrity (Ex):** At 3rd level, the Sword Savant adds his Wisdom bonus to his initiative scores, in addition to his Dexterity and any other standard bonuses.

This replaces Bravery.

**Vanishing Blade (Ex):** At 9th level, you gain a bonus to your CMD whenever subjected to Sunder or Disarm attempts equal to your Wisdom modifier. You cannot use this ability if you are flat-footed.

This replaces Weapon Training II.



**Perfect Cuts (Ex):** The Sword Savant's strikes deal highly deadly critical wounds. The save DC's to resist his critical hits are increased by +2.

This replaces Weapon Training III.

**Parrying Flurry (Ex):** At 3rd level, the Sword Savant brandishes his weapon with unparalleled swiftness and skill when defending. The Sword Savant adds a +1 shield bonus when wielding his chosen weapon. The shield bonus increases to +2 at 7th level, +3 at 11th level, +4 at 15th level and +5 at 19th level.

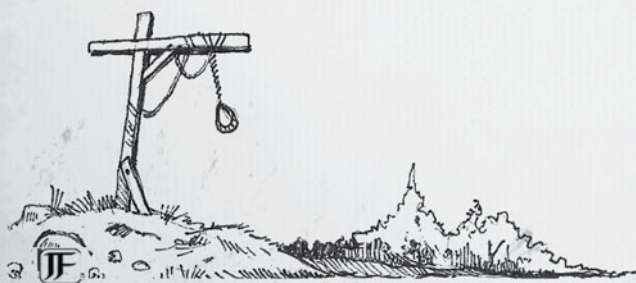
This replaces Armor Training I – IV and Armor Mastery.

**Storm of Strikes (Ex):** At 17th level, you can leap forward, unleashing a furious maelstrom of attacks, gaining the ability to move up to your base movement rate and make a full attack. This ability is useable a number of times per day equal to your Wisdom modifier (minimum of 1).

This replaces Weapon Training IV.

**Crippling Critical (Ex):** When you deal a critical hit using your chosen weapon, you can apply one of the following penalties in addition to the damage dealt: reduce all of the target's speeds by 10 feet (minimum 5 feet), 1d4 points of Strength or Dexterity damage, –4 penalty on all saving throws, –4 penalty to Armor Class, or 2d6 points of bleed damage. These penalties last for 1 minute, except for ability damage, which must be healed normally, and bleed damage, which continues until the target receives magic healing or a DC 15 Heal skill check.

This replaces Weapon Mastery.



## THUNDER MACE (FIGHTER ARCHETYPE)

By Brian Berg

*The Thunder Mace is a stout-hearted warrior, whose mastery and ferocity at fighting with dual bludgeoning weapons is unmatched. Thunder Maces train incessantly, learning to explode into action and hammer their foes with repeated bludgeoning strikes until they are dead or senseless.*



**Knock enseless (Ex):** At 2nd level, whenever you critically hit, you deal an additional +1d6 points of damage along with your standard attack.

This replaces the Bravery class feature.

**Lightning Strikes (Su):** At 5th level, whenever you critically hit, you deal an additional +1d6 points of electrical damage, as though your weapon had the shocking property.

This replaces the Weapon Training I class feature.



**Opportunistic Strike (Ex):** At 9th level, when dealing a critical hit, you gain an attack of opportunity against your current target (Note: that this does not allow you to exceed the normal number of attacks of opportunity against a single target per round).

This replaces the Weapon Training II class feature.

**Thunderous Strikes (Su):** At 13th level, when dealing critical hits, any bludgeoning weapon you wield is treated as though it had the thundering magic weapon property.

This replaces the Weapon Training III class feature.

**Shattering Strike (Ex):** At 17th level, the Thunder Mace gains the Greater Sunder feat when wielding one-handed bludgeoning weapons, and need not meet all the requirements of that feat.

This replaces the Weapon Training IV class feature.

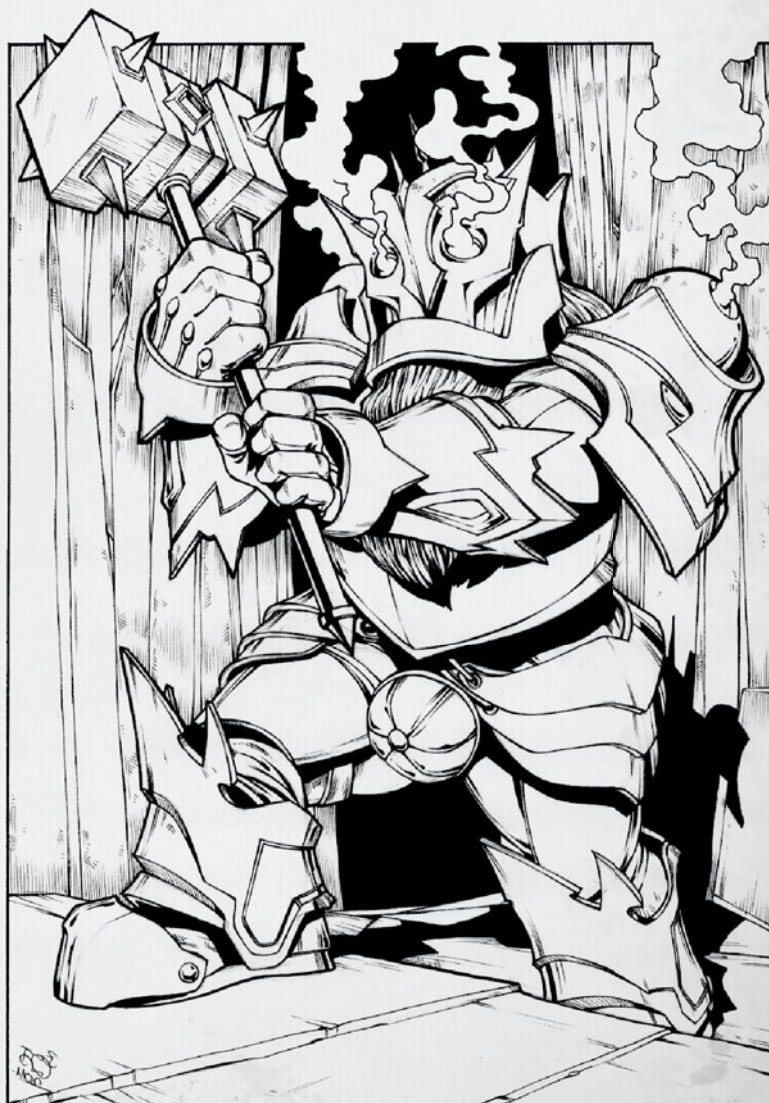
**Hammer of the Gods (Su):** At 20th level, the Thunder Mace can grant one bludgeoning weapon he wields the powers of a Hammer of Thunderbolts. This is a swift action, and may be enacted three times per day. When he does so, he may change the bane quality to a type of his choosing, and he takes no additional penalty for the weapon's change in size. The weapon remains changed in this manner for 10 minutes.

This replaces the Weapon Mastery class feature.

## TOWER OF IRON FURY (BARBARIAN ARCHETYPE)

by Clinton J. Boomer

*Not all who lose themselves -- mind, body and soul -- in the throes of war's most thunderous climax are born of ignorant, impoverished and superstitious rabble. Some fearsome berserkers, cloaked heavy in plate, mail, and harness, smile to the sound of war's harsh trumpet from behind the steely visor of a massive greathelm, aching to feel the enemy's lifeblood splattering over grim and gauntleted fists. They become like a living castle wall, seething with wrath as they advance across the field steady as the tide.*





**Weapon and Armor Proficiency:** A tower of iron fury gains proficiency in heavy armor.

**Crash of Steel (Ex):** A tower of iron fury suffers double the normal armor check penalty of her armor on the following skills while raging: Acrobatics (except for jumps, see below), Disable Device, Escape Artist, Fly, Ride, Slight of Hand, Stealth and Swim. When using the Climb skill while raging, however, or using the Acrobatics skill to jump (as per the conditions of the rage power of raging leaper), her armor check penalty is instead halved, rounded down.

This ability replaces fast movement.

**Indomitable Advance (Ex):** At 2nd level, while raging, a tower of iron fury may attempt a bull rush against a single adjacent opponent instead of taking a move action. This bull rush provokes attacks of opportunity as normal, unless she also possesses the Improved Bull Rush feat. The tower of iron fury does not need to move with the target if successful, although she may use her five-foot step to enter the opponent's former space if she desires.

Use of this ability costs one round of rage, and the ability replaces uncanny dodge.

**Living Wall of Temper:** At 3rd level, while raging, a tower of iron fury gains spiked destroyer as a bonus feat.

This ability replaces trap sense.

**Slow, Steady, and Hard (Ex):** At 5th level, while raging, a tower of iron fury doubles her armor bonus to her AC while standing from prone as a move action.

This ability replaces improved uncanny dodge.

## URCHIN KNIGHT (FIGHTER ARCHETYPE)

By James Olchak

*These furious warriors fight from within thick shells of spike-covered steel, wildly swinging gauntlets covered in a forest of iron spines. Every inch of their form is a deadly weapon.*



**Flurry of Spikes (Ex):** Starting at 1st level, an urchin knight can make a flurry of spikes as a full-attack action.

When doing so, he may make one additional attack, taking a –2 penalty on all of his attack rolls, as if using the Two-Weapon Fighting feat. These attacks can be any combination of attacks with spiked gauntlets and armor spikes.

At 8th level, the urchin knight can make two additional attacks when he uses flurry of spikes, as if using Improved Two-Weapon Fighting (even if the urchin



knight does not meet the prerequisites for the feat).

An urchin knight cannot make a flurry of spikes attack while using a shield.

This ability replaces the first-level fighter bonus feat, and shield proficiency.

**Spike Style (Ex):** At 2nd level, an urchin knight continues developing his ability to use spiked gauntlets and spiked armor in a unified style of combat. He adds his full Strength bonus to all attacks made with spiked gauntlets or armor spikes.

This ability replaces Bravery.

**Spiked Assault (Ex):** At 5th level an urchin knight increases the precision with which he attacks with his chosen weapons. With spiked gauntlets or armor spikes, he deals both bludgeoning and piercing damage, and the base damage he deals with his spiked gauntlets increases by one step (from 1d4 to 1d6, if the urchin knight is medium).

This ability replaces Weapon Training 1.

**Sting Spike (Ex):** At 9th level, an urchin knight can apply a dose of poison to an individual spike, located somewhere on his spiked gauntlets or spiked armor. He does not risk poisoning himself while applying this poison, as if he had the poison use advanced rogue talent, but only for the purpose of preparing a sting spike. Preparing a sting spike takes one minute of careful work. Once a sting spike has been prepared, the urchin knight may decide to expose an opponent to the poison applied to that sting spike after any successful attack with the appropriate weapon. The poison on a sting spike remains potent for 24 hours, after which it is rendered harmless through exposure to the elements. Each day, an urchin knight may prepare a number of sting spikes equal to his Wisdom modifier.

This ability replaces Weapon Training 2.

**Pulverize (Ex):** At 13th level, an urchin knight learns to effectively use the mass of his armor to bolster his attacks, dealing severe damage. For one round, an urchin knight grinds his spikes into his opponents with abandon, gaining bonus damage on each of his attacks. The urchin knight deals double the base dam-

age for the armor spikes and gains a bonus based on their armor. An Urchin Knight that wears light armor deals +2 points of damage per attack in a round when he pulverizes. The damage increases to +4 for medium damage, and +6 for heavy armor. When an urchin knight pulverizes, he is treated as flat-footed until the beginning of his next turn, and his speed is halved until the end of his next turn.

This ability replaces Weapon Training 3.

**Frangible Sting Spike (Ex):** At 17th level, an urchin knight who uses his sting spike ability can instead choose to break the poison spike off in his target's flesh, dealing 1d6 points of damage (bypassing hardness) to his weapon or armor (as appropriate). The poison spike lodges deep beneath the target's flesh and breaks apart, increasing the DC of the Fortitude save to resist the poison's effects by 2. A creature that fails its save versus the poison's effects is sickened for 1d4 +1 rounds. Regardless of the result of the save, the target continues to be exposed to the poison for the same duration, after which the fragments become harmless. Removing one frangible sting spike requires a DC 20 Heal check made as a full-round action. For every 5 by which the check is exceeded, one additional frangible sting spike can be removed. On a failed check, a spike is still removed, but the process deals 1d4+1 points of damage to the victim.

This ability replaces Weapon Training 4.





## VANDAL (BARBARIAN ARCHETYPE)

By John Reyst

*When the Vandals poured from the mountains like summer rain, all in their path knew fear. City gates were reinforced and men conscripted. But even the mightiest of all cities knew the taste of Vandal steel.*

**Take Everything (Ex):** At 2nd level, when performing a disarm or steal combat maneuver, a vandal adds his barbarian level to his CMB.

This ability replaces uncanny dodge.

**Destroy What's Left (Ex):** At 3rd level, whenever performing a sunder combat maneuver or attacking an unattended object, a vandal adds his barbarian level to either his CMB (when performing a sunder maneuver) or to the damage roll (when attacking unattended objects.)

This ability replaces trap sense.

**Shattering Cleave (Ex):** At 5th level, once per round when you attack with a melee weapon and miss you may make an additional attack at your full base attack bonus with the same weapon as a free action against an unattended object within your threatened area.

This ability replaces improved uncanny dodge.

**Bloodthirsty Critical (Ex):** At 7th level, when you roll percent dice to determine a critical effect you may increase or decrease the number rolled by an amount equal to your barbarian level times 2.

For example, if you rolled 53 when rolling a critical effect, and your barbarian level

is 5, you can choose any number you like from 43 to 63 instead of 53. This generally allows you to pick a more desirable or flavorful critical effect.

This ability replaces damage reduction.

### Vandal Rage Powers

The following rage powers complement the Vandal archetype: *ground breaker, intimidating glare, powerful blow, smasher, and strength surge\**. 3PP Rage Powers: *bonehewing strike* ("Class Expansions: Barbarian Rage Powers" by Interjection Games).





## VEILED BLADE (ROGUE ARCHETYPE)

By Brian Berg

The Veiled Blade is a master of misdirection and obfuscation, capable of wicked, unseen attacks that leave their victims surprised and lying in pools of their own blood, drawing ever-shorter breaths.

**Hidden Blade (Ex):** When the veiled blade makes a sneak attack against a target he has successfully feinted in combat, he uses d8s to roll sneak attack damage instead of d6s.

This ability is identical in all other ways to sneak attack, and supplements that ability.

**Expert Feint (Ex):** At 2nd level, the veiled blade gains the ability to feint in combat as a move action rather than a standard action.

This replaces the 2nd level Rogue Talent ability.

**Misdirection (Ex):** At 3rd level, a veiled blade adds his Intelligence bonus as a dodge bonus to Armor Class. If the veiled blade is flat-footed for any reason, he loses this ability.

This replaces the Trap Sense ability.

**Uncanny Feint (Ex):** At 6th level, whenever you successfully feint a target in combat, they lose their Dexterity bonus against your attacks until the end of your turn.

This replaces the 6th level Rogue Talent ability.

**Feint Mastery (Ex):** At 10th level, the veiled blade may make a feint attempt as a swift action instead of a move action.

This replaces the 10th level Rogue Talent ability.





# FUMBLE RULES

Fumbles are part and parcel to many game systems, especially the d20 system. It is amazing to think that you have a 1 in 20 chance of royally messing up your attack, and your odds of fumbling actually increase as you level up and gain more attacks per round.

In Laying Waste, a natural 1 is treated as a fumble, but players are allowed a variety of ways to avoid the ill effects. These become easier to avoid as one becomes more experienced. Regardless though, it is possible to still fumble, even with a very high level character.

When a character fumbles on an attack roll, they roll for a fumble effect. Based on the effect, there is a save of some degree to avoid the affect. The save rewards more experienced characters, allowing them a greater chance to avoid the ill effects of a fumble.

## FUMBLE MECHANICS

Anytime a character rolls a natural 1 when using a weapon, they have the possibility to fumble their attack.

Fumbles are severe mishaps that can cause great consternation to combatants and possibly change the course of the battle completely.

In any case, the fumbling character gains a saving throw to avoid the effects. If the fumbling character passes the saving throw, they instead simply miss, but do not suffer any additional ill effects.

## FUMBLE DC'S

You might notice that the DC's to recover from fumbles do not necessarily match the DC's for other actions. This is purposeful, and please use the fumble DC's as listed (base 20). The DC's listed are in response to a specific severity due to the fumble, not the action itself.

For instance, fixing a broken weapon or healing bleed damage might only need a DC 15 check per the core rules. However, because of the unique situation, the DC's have been increased.

## FUMBLES AS A ROLEPLAYING OPPORTUNITY.

Yowza! You just rolled a natural one, and rolled 'Attack the Darkness!' Your fumble save has failed and your opponents gain concealment against your attacks for a few rounds. It sucks to be you!

You ask yourself though, why the darkness, that makes no sense at all. Did it just come out of nowhere?

No. The critical hits and fumbles presented are just names and effects. It is up to players and GM's alike to turn these effects into great role-playing opportunities.

Maybe the wind has your eyes watering, or something blew into your eye. Perhaps you struck yourself and aren't seeing straight. Each option presented can be role-played in a wide variety of options, and we encourage you to do so.

The critical hits and fumbles change the dynamics of game play immensely, adding unforeseen events that change the plans of both players and their adversaries. Don't feel bad about a fumble, use it as an excuse to do something fun.



# MELEE FUMBLES

## All Or Nothing

You suffer a -1 penalty on attack rolls until you score a critical hit.

**Save:** Will DC 20 negates,

**Recover:** You must succeed at a Will save or score a critical hit to end this affect. You may reroll the save each round.

**Special:** Each attack you miss your target increases your penalty by another point.

## Armor Smash

Your attack deals damage to your armor instead of your target.

**Save:** Reflex DC 20 negates.

**Recover:** A Craft DC 20 check is needed to repair the damage.

## Attack the Darkness

All your enemies have concealment from you for 1d4 rounds.

**Save:** Will DC 20 negates.

**Recover:** You may continue to make a Will save each round you are affected to end the duration.

## Awkward Attack

You take a -2 penalty to AC for 1d4 rounds.

**Save:** Reflex DC 20 negates.

**Recover:** You must expend a full-round action to recover.

**Special:** If using a two-handed weapon, add 1 round to the duration of the penalty.

D100	Critical Effect
01-02	All or Nothing
03-04	Armor Smash
05-06	Attack the Darkness
07-08	Awkward Attack
09-10	Backswing
11-12	Bad Grip
13-14	Bent
15-16	Better to Give
17-18	Bohemian Earspoon
19-20	Bonk
21-22	Broken Blade
23-24	Broken Haft
25-26	Butterfingers
27-28	Catastrophic Failure
29-30	Catch Your Breath
31-32	Critical Mistake
33-34	Cutter
35-36	Eat Dirt
37-38	Fling
39-40	Fog of War
41-42	Funny Bone
43-44	Go for the Eyes
45-46	Hand It Over
47-48	I Told You It Was Sharp
49-50	Notched
51-52	Off Balance
53-54	On the Receiving End
55-56	Overextended
57-58	Parry! Dodge! Spin! Thrust!
59-60	Pin Prick
61-62	Pointy End Goes There
63-64	Pulled Muscle
65-66	Punt
67-68	Second Thoughts
69-70	Slipped
71-72	Sorry!
73-74	Spinning Swing
75-76	Strain
77-78	Stuck
79-80	Surrounded by Foes
81-82	This is Bad
83-84	This Sword is Heavy
85-86	Too Much Stuff
87-88	Vibration
89-90	Wait! What?
91-92	Who was That?
93-94	Wide Open
95-96	Winded
97-98	Wrong End
99-100	You Meant to Do That



### Backswing

The attack deals damage to you instead of the target.

**Save:** Reflex DC 20 negates.

**Special:** Reroll the attack with yourself as the target; it is possible to critically hit yourself in this manner.

### Bad Grip

Your weapon deals nonlethal damage for the next 3 rounds.

**Save:** Reflex DC 20 negates.

**Recover:** Expend a move-equivalent action to fix your grip and end the nonlethal damage.

### Bent

You take a -4 penalty on all attacks with this weapon until it is repaired.

**Save:** Reflex DC 20 negates.

**Recover:** You can repair your weapon with a DC 20 Craft check.

**Special:** If you are wielding a wooden or bone weapon, it also gains the broken condition.

### Better to Give

Your attack damages you instead. Use your target's Str modifier when calculating the damage.

**Save:** Reflex DC 20 negates.

**Special:** Reroll attack to determine if you critically hit yourself. This reroll cannot miss or fumble.

### Bohemian Ear spoon

You are deafened until healed.

**Save:** Fortitude DC 20 negates.

**Heal:** A DC 20 Heal check ends the deafened condition.

### Bonk

You are stunned until the end of your next turn.

**Save:** Fortitude DC 20 negates.

**Heal:** A DC 20 Heal check removes the stun effect.

**Special:** If wielding a bludgeoning weapon, add 1d3 rounds to the stun effect.

### Broken Blade

Your weapon is destroyed. Magic weapons gain their own save bonus.

**Save:** Reflex DC 20 negates.

### Broken Haft

Your weapon loses reach. You have a -4 penalty on attack rolls with it until repaired.

**Save:** Reflex DC 20 negates.

**Recover:** A DC 20 Craft Weapons check repairs the weapon.

**Special:** If you are not wielding a reach weapon, your weapon instead gains the broken condition.

### Butterfingers

You drop your weapon.

**Save:** Reflex DC 20 negates.

**Recover:** You must expend a move-equivalent action to pick up your weapon. This provokes an attack of opportunity from threatening foes.

**Special:** If using a light weapon, it is flung 1d6 squares away instead.

### Catastrophic Failure

You fall unconscious for 1d6 rounds.

**Save:** Will DC 20 negates.

**Recover:** You may make a new saving throw each round as a standard action.

**Special:** If wielding a bludgeoning weapon, add one round to the duration.

### Catch Your Breath

You can only take a move action next round.

**Save:** Fortitude DC 20 negates.

**Special:** If wielding a two-handed weapon or wearing heavy armor, add one round to the duration.

### Critical Mistake

The attack hits you instead and is a critical hit.

**Save:** Reflex DC 20 negates.

**Special:** Roll to attack yourself and determine the severity of the critical hit. You cannot miss with this attack.

### Cutter

You take 1 point of Str bleed.

**Save:** Reflex DC 20 negates.

**Heal:** A DC 20 Heal check ends the Str bleed. Rest or restorative magic is needed to heal the ability damage.

**Special:** If you are wielding a slashing weapon, this increases the Str bleed to 2.

### Eat Dirt

You fall prone and are blinded for 1d3 rounds.

**Save:** Reflex DC 20 negates.

**Recover:** Expend a move-equivalent action to stand up from being prone, and a standard action to wipe the debris from your eyes.

### Fling

You drop your weapon and it lands 1d6 squares away in a random direction.

**Save:** Reflex DC 20 negates.

**Recover:** Expend a move-equivalent action to retrieve your weapon after you move to its location.

**Special:** If wielding a light weapon, add +1 to the distance traveled.

### Fog of War

You threaten no squares for 1d6 rounds.

**Save:** Will DC 20 negates.

**Recover:** Expend a full-round action to regain your senses and composure.

**Special:** If below half hit points, add +2 to the save DC.

### Funny Bone

You drop whatever is in your off hand.

**Save:** Reflex DC 20 negates.

**Recover:** Expend a move-equivalent action to retrieve your item.

**Special:** If that item is a light weapon, it is flung 1d6 squares away instead.

### Go For the Eyes

You are blinded until the end of your next turn.

**Save:** Reflex DC 20

**Heal:** A Heal check DC 20 removes the blinded condition.

**Special:** If you are using a piercing weapon, add 1d3 rounds of blindness.

### Hand It Over

Your target gains possession of your weapon.

**Save:** Reflex DC 20 negates.

**Recover:** You must disarm your opponent to retrieve your weapon.

**Special:** If wielding a two-handed weapon, you may make two saves attempts.



### I Told You It Was Sharp

You take 1d6 points of bleed.

**Save:** Reflex DC 20

**Heal:** Curative magic or a DC 20 Heal check heals.

**Special:** If you are using a slashing or piercing weapon, add +2 points of bleed.

### Notched

Your weapon takes 1d6 points of damage, ignoring hardness.

**Save:** Reflex DC 20 negates.

**Repair:** A Craft skill check of DC 20 is required to repair the damage inflicted.

**Special:** If wielding a two-handed weapon, it takes 2d6 points of damage instead.

### Off Balance

You take a -4 penalty on all attack rolls until the end of your next turn.

**Save:** Reflex DC 20 negates.

**Recover:** Expend a full-round action to gather your balance and composure.

**Special:** If wielding a two-handed weapon, add one round to the duration.

### On The Receiving End

The attack deals damage to you instead of the target.

**Save:** Reflex DC 20 negates.

**Special:** Reroll the attack with yourself as the target; it is possible to critically hit yourself in this manner. This attack cannot miss.

### Overextended

You provoke an attack of opportunity from all adjacent opponents.

**Save:** Reflex DC 20 negates.

### Parry! Dodge! Spin! Thrust!

You are dazed until the end of your next turn.

**Save:** Will DC 20 negates.

**Recover:** Expend a full-round action to gather your balance and composure.

### Pin Prick

You take 1 point of Bleed.

**Save:** Fortitude DC 20 negates.

**Heal:** A DC 20 Heal check ends the bleed effect.

**Special:** If wielding a piercing weapon, add one additional point of bleed.

### Pointy End Goes There

You take 1 point of Con damage.

**Save:** Reflex DC 20 negates.

**Heal:** Rest or restorative magic.

**Special:** If wielding a piercing weapon, add one point of additional Con damage.

### Pulled Muscle

You take 1d4 points of Str damage.

**Save:** Fortitude DC 20 negates.

**Heal:** Rest or restorative magic.

### Punt

Your weapon flies 2d6 squares in a random direction.

**Save:** Reflex DC 20 negates.

**Recover:** Expend a move-equivalent action to retrieve your weapon from its location.

**Special:** If wielding a light weapon, add +1 square to the distance traveled.

## Second Thoughts

You are sickened for 1d6 rounds.

**Save:** Will DC 20 negates.

**Recover:** You may continue to make a save each round to end the effect.

**Special:** If you are already shaken or frightened, add +2 to the save DC.

## Slipped

You are knocked prone.

**Save:** Reflex DC 20 negates.

**Recover:** Expend a move-equivalent action to stand up from prone (this provokes attacks of opportunity from all threatening foes).

## Sorry!

Your attack hits an ally adjacent to you or the target.

**Save:** Reflex DC 20 negates.

**Special:** Reroll the attack; it is possible to critically hit your ally in this manner. If there are no adjacent allies, hit self instead.

## Spinning Swing

You are sickened for 1d4 rounds.

**Save:** Will DC 20 negates.

**Recover:** Expend a full-round action to gather your balance and composure.

**Special:** If wielding a two-handed weapon, add one round to the duration.

## Strain

You take 1d4 points of Dex damage.

**Save:** Fortitude DC 20 negates.

**Heal:** Rest or restorative magic.

**Special:** If using a light weapon, reduce the Dex damage to 1d3.

## Stuck

Your weapon is stuck in a nearby surface.

**Save:** Reflex DC 20 negates.

**Recover:** As a standard action, you must make a successful DC 20 Str check to retrieve your weapon.

## Surrounded By Foes

Your attack critically hits an ally within reach.

**Save:** Reflex DC 20 negates.

**Special:** Roll a severity check to determine the effect of the critical hit (if any). If there are no allies within reach, hits self instead.

## This is Bad

You take an amount of bleed equal to your Str bonus (minimum 1).

**Save:** Fortitude DC 20 negates.

**Recover:** A Heal check DC 20 removes the bleed condition.

**Special:** If wielding a keen weapon, add one additional point of bleed to the effect.

## This Sword is Heavy

You are fatigued.

**Save:** Fortitude DC 20 negates.

**Recover:** A Heal DC 20 check removes the fatigued condition, as does rest.

## Too Much Stuff

You become entangled in your gear.

**Save:** Reflex DC 20

**Recover:** You must spend a standard action to free yourself.

**Special:** If wielding a tensile weapon (chain, whip, etc.), add +2 to the DC of the Reflex save.



## Vibration

You strike something solid, take 1d3 points of Str damage, and drop your weapon.

**Save:** Fortitude DC 20

**Heal:** Rest or restorative magic.

**Special:** If wielding a tensile weapon (chain, whip, etc.), the Str damage drops to 1.

## Wait! What?

You are confused for one round.

**Save:** Will DC 20 negates.

**Special:** If wielding a bludgeoning weapon, add one B to the duration.

## Who Was That?

You are grazed by your own weapon and dazed for 1d3 rounds.

**Save:** Will DC 20

**Recover:** You may make a Will save each round to end the effect. A DC 20 Heal check will also remove the effect.

**Special:** If wielding a bludgeoning weapon, add +1 round.

## Wide Open

You are flat-footed until the end of your next turn.

**Save:** Reflex DC 20 negates

## Winded

You are exhausted.

**Save:** Fortitude DC 20 negates.

**Heal:** Expend a full-round action to regain your wind, removing the exhausted condition.

**Special:** If wearing heavy armor, you must expend a full-round action and make a successful DC 20 Fort save to remove the exhausted condition.

## Wrong End

You take 1d6 points of damage and 1 point of bleed.

**Save:** Fortitude DC 20 negates.

**Heal:** A Heal check DC 20 removes the bleed effect.

**Special:** If using a slashing weapon, you take an additional point of bleed.

## You Meant To Do That

Move 10 feet in a random direction and provoke attacks of opportunity as normal.

**Save:** Reflex DC 20 negates.

**Special:** If wearing heavy armor, save again or fall prone.



# RANGED FUMBLES

## Aching Back

You are fatigued.

**Save:** Fortitude DC 20 negates.

**Recover:** Heal check DC 20 or rest for 8 hours.

**Special:** If wearing heavy armor or wielding a heavy crossbow, add +2 to the save DC.

## Aim Carefully Next Time

For the next 3 rounds, you must spend a full-round action to make a single attack.

**Save:** Will DC 20 negates.

**Recover:** You may take a full-round action to clear your head and make a successful DC 20 Perception check to end the penalty.

## All Thumbs

You lose your Dex bonus on attack rolls for 3 rounds.

**Save:** Reflex DC 20 negates.

**Recover:** You must expend a full round action and make a successful DC 20 Acrobatics skill check to regain your Dex bonus.

## Amazing Miss

You are stunned until the end of your next turn.

**Save:** Will DC 20 negates.

## Archer's Elbow

You take a -2 penalty on all ranged attack rolls for 1d4 minutes.

**Save:** Fortitude DC 20 negates.

**Heal:** A DC 20 Heal check removes the attack roll penalty.

D100	Critical Effect
01-02	Aching Back
03-04	Aim Carefully Next Time
05-06	All Thumbs
07-08	Amazing Miss
09-10	Archer's Elbow
11-12	Awkward Attack
13-14	Backfire
15-16	Bad Alignment
17-18	Broken
19-20	Bull's Eye
21-22	Close to the Ear
23-24	Cracked
25-26	Don't Hit Me!
27-28	Double Miss
29-30	Errant Aim
31-32	Everything You Got
33-34	Friendly Fire
35-36	Head Rush
37-38	Huh?
39-40	In the Line of Fire
41-42	Insecure
43-44	Klutz
45-46	Lost Grip
47-48	Lost the Target
49-50	Lowered Guard
51-52	Misjudged the Distance
53-54	Mix it Up
55-56	My Spleeny Bits!
57-58	Nicked
59-60	Notched Fingers
61-62	Overcompensate
63-64	Overshot
65-66	Phantom Wind
67-68	Pinched in Parts
69-70	Recoil
71-72	Seeing Double
73-74	Shot Your Foot
75-76	Snapped Component
77-78	So Much Blood
79-80	Spilled Ammo
81-82	Sprain
83-84	Tied Up
85-86	Torn Tendon
87-88	Umm, Oops
89-90	Weapon Jam
91-92	What are the Odds?
93-94	Whoops!
95-96	Wide Open
97-98	Wrong Weapon
99-100	You'll Shoot Your Eye Out



### Awkward Attack

You take a -2 penalty to AC for 1d4 rounds.

**Save:** Reflex DC 20 negates.

**Recover:** As a standard action, a successful DC 20 Acrobatics check removes the attack roll penalty.

### Backfire

The attack deals damage to you instead of the target.

**Save:** Reflex DC 20 negates.

### Bad Alignment

You take a -4 penalty on all attacks with this weapon until repaired.

**Save:** Reflex DC 20 negates.

**Repair:** A DC 20 Craft Weapon check removes the attack penalty.

### Broken

Your weapon is destroyed.

**Save:** Reflex DC 20 negates (magic weapons gain their own save bonus). (PFRPG p. 459).

### Bull's Eye

Your shot ricochets and hits you near the eye. You are blinded until the end of your next turn.

**Save:** Reflex DC 20 negates.

**Heal:** A DC 20 Heal check will remove the blinded condition.

### Close to the Ear

You are deafened until healed.

**Save:** Fortitude DC 20 negates.

**Heal:** A DC 20 Heal check removes the deafened condition.

**Special:** If using a firearm, the DC increases to 25.

### Cracked

Your weapon (not ammunition) takes 1d6 points of damage, ignoring hardness.

**Save:** Reflex DC 20 negates.

**Repair:** A DC 20 Craft Weapon check will repair the damage.

### Don't Hit Me!

For 3 rounds, you take an additional -2 penalty on ranged attacks for each ally in melee combat with your target.

**Save:** Will DC 20 negates.

**Recover:** Spend a standard action to make a Perception check DC 20. This removes the attack penalty.

### Double Miss

You use twice as much ammunition on this attack.

**Save:** Reflex DC 20 negates.

### Errant Aim

Roll attack against the next nearest creature to the original target.

**Save:** Reflex DC 20 negates.

### Everything You Got

You are exhausted.

**Save:** Fortitude DC 20 negates.

**Heal:** A DC 20 Heal check or rest removes the exhaustion.

### Friendly Fire

Your attack hits your ally closest to the target.

**Save:** Reflex DC 20 negates.

**Special:** Roll for the attack. You may not miss, but it is possible to critically hit. If you do not have an ally to attack, you strike yourself instead.

### Head Rush

You are sickened for 1d4 rounds.

**Save:** Fortitude DC 20 negates.

**Heal:** A DC 20 Heal check or rest removes the exhaustion.

### Huh?

You are confused until the end of your next turn.

**Save:** Will DC 20 negates.

### In The Line of Fire

Your attack hits the nearest ally and is a critical hit. You must now make a severity check as well.

**Save:** Reflex DC 20 negates.

**Special:** Roll for the severity check. You may not miss. If you do not have an ally to attack, you strike yourself instead.

### Insecure

You take a -1 penalty on attack rolls for 1d4 days or until you score a critical hit.

**Save:** Will DC 20 negates.

**Recover:** You may make a new Will save each day to end the penalty.

### Klutz

You drop your weapon in your square.

**Save:** Reflex 20 negates.

**Recover:** You must expend a move equivalent action to pick it up. This provokes attacks of opportunity from all threatening foes.

### Lost Grip

You can only take a move action next round.

**Save:** Reflex DC 20 negates.

### Lost the Target

You take a -4 penalty on all attack rolls until the end of your next turn.

**Save:** Will DC 20 negates.

### Lowered Guard

You provoke attacks of opportunity from all threatening foes.

**Save:** Reflex DC 20 negates.

**Special:** If no foes threaten you this round, you instead suffer a -2 penalty to your AC for 3 rounds.

### Misjudged the Distance

All attack rolls beyond the first range increment have triple the normal distance penalty for 3 rounds.

**Save:** Will DC 20 negates.

**Recover:** As a standard action, if you successfully make a Perception DC 20 check, you end the penalty.

### Mix It Up

You are unable to make ranged attacks for the next 1d6 rounds.

**Save:** Fortitude DC 20 negates.

**Recover:** You must take a full round action to gather your wits.

### My Spleeny Bits!

You take 1 point of Con damage.

**Save:** Fortitude DC 20 negates.

**Heal:** Rest or restorative magic.

### Nicked

You take 1 point of bleed.

**Save:** Fortitude DC 20 negates.

**Heal:** A DC 20 Heal check ends the bleed effect.



### Notched Fingers

You take 1d6 points of bleed.

**Save:** Fortitude DC 20 negates.

**Heal:** A DC 20 Heal check ends the bleed effect.

### Overcompensate

All targets with cover gain an additional +4 bonus to AC against you for 3 rounds.

**Save:** Will DC 20 negates.

**Recover:** As a standard action, make a successful DC 20 Perception check to overcome their additional cover bonus.

### Overshot

Your weapon travels 5 times its range increment past the target.

**Save:** Reflex DC 20 negates.

**Special:** If not using a thrown weapon, it instead slips out of your hand landing 1d6 squares in a random direction.

**Recover:** A move-equivalent action is required to pick up a weapon in combat, which provokes attacks of opportunity.

### Phantom Wind

You compensate for a breeze which isn't there. You take a -2 penalty on ranged attack rolls for 3 rounds.

**Save:** Will DC 20 negates.

**Recover:** As a standard action, make a successful DC 20 Survival check to end the attack penalty.

### Pinched In Parts

You take 1d6 points of damage.

**Save:** Fortitude DC 20 negates.

### Recoil

You move backward 1 square and fall prone.

**Save:** Fortitude DC 20 negates.

**Recover:** You must expend a move-equivalent action to stand up from a prone position. This provokes attacks of opportunity from all threatening foes.

### Seeing Double

All your attacks have a 50% miss chance until the end of your next turn.

**Save:** Will DC 20 negates.

**Recover:** As a standard action, make a successful DC 20 Perception check to end the miss chance.

### Shot Your Foot

You take 1d2 points of Dex damage and your speed is reduced by half until healed.

**Save:** Reflex DC 20 negates.

**Heal:** Rest or restorative magic.

### Snapped Component

A minor part of your weapon jams or breaks and requires 1d3 rounds to fix.

**Save:** Reflex DC 20 negates.

**Recover:** A successful Craft Weapon DC 20 check is required to repair.

### So Much Blood

You are sickened for 1d6 rounds.

**Save:** Will DC 20 negates.

**Heal:** A successful Heal DC 20 check removes the sickened condition.

### Spilled Ammo

Your ammunition falls from its weapon or container and takes 1d6 rounds to gather up.

**Save:** Reflex DC 20 negates.

**Recover:** Expend 1d6 rounds gathering the ammo, or switch to another weapon or ammo container if possible.

### Sprain

You take 1d4 points of Dex damage.

**Save:** Fortitude DC 20 negates.

**Heal:** Rest or restorative magic.

### Tied Up

You become entangled in your gear.

**Save:** Reflex DC 20 negates.

**Recover:** You must spend a standard action and pass a DC 20 Escape Artist check to free yourself.

### Torn Tendon

You take 1 point of Dex bleed.

**Save:** Fortitude DC 20 negates.

**Heal:** A DC 20 Heal check ends the bleed effect. Rest or restorative magic is needed to heal ability damage.

### Um, Oops

The attack deals damage to you instead of the target.

**Save:** Reflex DC 20 negates.

**Special:** Reroll the attack against yourself. This attack cannot miss, though it can critically hit.

### Weapon Jam

If using a projectile weapon it does not function.

**Save:** Reflex DC 20 negates.

**Recover:** Spend 1 standard action to clear by making a DC 20 Craft Weapon check.

**Special:** If using a thrown weapon, you instead drop that weapon and must expend a move-equivalent action to retrieve it. This action incurs attacks of opportunity from all threatening foes.

### What are the Odds?

If you made a thrown attack, you hit the target, but the weapon ends up in the target's possession.

**Save:** Reflex DC 20 negates.

**Special:** If using a non-thrown attack, the attack ricochets and strikes an ally or yourself, whichever is closer. Reroll the attack, it may not miss, but it may critically strike.

### Whoops!

You are knocked prone.

**Save:** Reflex DC 20 negates.

**Recover:** You must expend a move-equivalent action to stand from prone. This provokes attacks of opportunity from all threatening opponents.

### Wide Open

You are flat-footed until the end of your next turn.

**Save:** Reflex DC 20 negates.

### Wrong Weapon

You grab a random object from your gear instead of your intended weapon or ammunition.

**Save:** Will DC 20 negates.

**Recover:** Expend a move-equivalent action to retrieve the correct item.

### You'll Shoot Your Eye Out

The attack hits you and is a critical hit. You must roll to determine the severity of the critical hit.

**Save:** Reflex DC 20 negates.



# NATURAL ATTACK FUMBLES

## Awkward Attack

You take a -2 penalty to AC for 1d4 rounds.

**Save:** Reflex DC 20 negates.

**Heal:** A DC 20 Acrobatics check removes the attack penalties.

## Bad Headbutt

You are stunned for 1 round.

**Save:** Fortitude DC 20 negates.

## Battered

You take a -2 penalty on skill checks and saves for 1d4 hours.

**Save:** Fortitude DC 20 negates.

**Heal:** A DC 20 Heal check removes the penalties.

## Bleeding Fist

You take 1d6 points of bleed.

**Save:** Fortitude DC 20 negates.

**Heal:** A DC 20 Heal check ends the bleed effect.

## Bone Bruise

You take 1d2 points of Con damage.

**Save:** Fortitude DC 20 negates.

**Heal:** Rest or restorative magic.

## Broke A Nail

You take 1d4 points of damage and you cannot use this attack until healed.

**Save:** Fortitude DC 20 negates.

D100	Critical Effect
01-02	Awkward Attack
03-04	Bad Headbutt
05-06	Battered
07-08	Bleeding Fist
09-10	Bone Bruise
11-12	Broke a Nail
13-14	Broken Tooth
15-16	Bruised Ego
17-18	Brutal Collision
19-20	Caught Your Attack
21-22	Don't Pick at It
23-24	Eye Strain
25-26	Ferocious Fumble
27-28	Fist Meets Face
29-30	Frustration
31-32	Got Too Close
33-34	Great Roar
35-36	Hangnail
37-38	He Bit Your Fist
39-40	He's Sharp
41-42	Head, Meet Wall
43-44	I Bit My Tug
45-46	Ingrown Nail
47-48	Jam a Finger
49-50	Muscle Tear
51-52	Not the Weak Point
53-54	Off Balance
55-56	Out of Position
57-58	Overexertion
59-60	Overextend
61-62	Overthink It
63-64	Pinched Nerve
65-66	Pins and Needles
67-68	Punctured Foot
69-70	Smash the Floor
71-72	Sneeze!
73-74	Sprain
75-76	Stinging Failure
77-78	Stop Hitting Yourself
79-80	That's Disgusting
81-82	Tiring Attack
83-84	Torn Muscle
85-86	Tripped
87-88	Twisted
89-90	Unintentional Move
91-92	Upset Tummy
93-94	We Have a Wiener
95-96	Whirlwind of Shame
97-98	Wide Open
99-100	Winds of Change

### Broken Tooth

You take a -2 penalty on attack rolls for 1d6 minutes.

**Save:** Fortitude DC 20 negates.

**Heal:** A DC 20 Heal check removes the attack penalties.

### Bruised Ego

You can attack no other target for 1d4 rounds (or until the target is dead).

**Save:** Will DC 20 negates.

### Brutal Collision

Your attack hits, but you are stunned for 2 rounds.

**Save:** Fortitude DC 20 negates (2 saves).

**Heal:** A DC 20 Heal check removes the stunned condition.

**Special:** Each saving throw reduces the duration of this fumble by 1 round.

### Caught Your Attack

The target may attempt to trip, bull rush, or overrun you (target's choice) as a free action without causing an attack of opportunity.

**Save:** Reflex DC 20 negates.

### Don't Pick At It

You take 1 point of Con damage.

**Save:** Fortitude DC 20 negates.

**Heal:** Rest or restorative magic.

### Eye Strain

You are blinded for 1 round.

**Save:** Fortitude DC 20 negates.

### Ferocious Fumble

Your attack hits an ally within reach and is a critical hit.

**Save:** Reflex DC 20 negates.

**Special:** You must roll to determine critical severity. If no ally is within reach, hit yourself instead.

### Fist Meets Face

The attack hits you instead and is a critical hit.

**Save:** Reflex DC 20 negates.

**Special:** You must roll to determine critical severity.

### Frustration

You take a -4 penalty on all attack rolls for 1 round.

**Save:** Will DC 20 negates.

### Got Too Close

Your attack hits the target (dealing half damage), but the target may start a grapple against you for free which does not provoke an attack of opportunity.

**Save:** Reflex DC 20 negates.

### Great Roar

You are deafened until healed.

**Save:** Fortitude DC 20 negates.

**Heal:** A DC 20 Heal check removes the deafened condition.

### Hangnail

You cannot use this attack type again for 1d6 rounds.

**Save:** Fortitude DC 20 negates.

**Heal:** A DC 20 Heal check removes the attack penalty.



### He Bit Your Fist

The target deals bite damage to you.

**Save:** Reflex DC 20 negates.

**Special:** A medium creature deals 1d2 bite damage, while creatures with actual bite attacks should use that amount.

### He's Sharp

You take 1d6 points of damage plus your Str modifier.

**Save:** Reflex DC 20 negates.

### Head, Meet Wall

You are dazed for 1d3 rounds.

**Save:** Fortitude DC 20 negates.

**Heal:** A DC 20 Heal check removes the dazed condition.

### I Bit My Tug

You take 1 point of bleed.

**Save:** Fortitude DC 20 negates.

**Heal:** A DC 20 Heal check removes the bleed condition.

### Ingrown Nail

You take a -1 penalty on attack rolls until you score a critical hit.

**Save:** Fortitude DC 20 negates.

**Heal:** A DC 20 Heal check removes the attack penalties.

### Jam A Finger

You deal damage to yourself, but it is all subdual damage.

**Save:** Fortitude DC 20 negates.

**Heal:** Rest or curative magic.

### Muscle Tear

You take 1d4 points of Str damage.

**Save:** Fortitude DC 20 negates.

**Heal:** Rest or restorative magic.

### Not The Weak Point

Your enemy's armor takes 1d6 points of damage. You take 1d6 points of damage and cannot use that attack for 1d3 rounds.

**Save:** Fortitude DC 20 negates.

**Heal:** A DC 20 Heal check removes the penalty.

### Off Balance

You may only take a standard action next round.

**Save:** Reflex DC 20 negates.

**Special:** You may attempt a DC 20 Acrobatics check to take a move action. If you fail this skill check, you fall prone instead.

### Out of Position

You cannot use this attack until the end of your next turn.

**Save:** Reflex DC 20 negates.

### Overexertion

You are exhausted.

**Save:** Fortitude DC 20 negates.

**Heal:** A DC 20 Heal check will remove the exhausted condition; target is instead fatigued.

### Overextend

You provoke an attack of opportunity from all threatening opponents.

**Save:** Reflex DC 20 negates.

### Overthink It

Your target's armor and natural armor bonuses are doubled against you for 3 rounds.

**Save:** Will DC 20 negates.

**Recover:** A DC 20 Sense Motive check (taken as a standard action) removes the attack penalties.

### Pinched Nerve

Reduce your reach by 5 feet for 3 rounds (If at 0, you may not attack).

**Save:** Fortitude DC 20 negates.

**Heal:** A DC 20 Heal check removes the reach penalty.

### Pins and Needles

You are sickened for 1d6 rounds.

**Save:** Fortitude DC 20 negates.

**Heal:** A DC 20 Heal check removes the sickened condition.

### Punctured Foot

You take 1d6 points of damage, and your speed is halved until healed.

**Save:** Fortitude DC 20 negates.

**Heal:** A DC 20 Heal check removes the movement penalties.

### Smash the Floor

You kick up dust that blinds you for 1d4 rounds.

**Save:** Fortitude DC 20 negates.

**Heal:** A DC 20 Heal check removes the blindness condition.

### Sneeze!

You are dazed until the end of your next turn.

**Save:** Fortitude DC 20 negates.

**Heal:** A DC 20 Heal check removes the dazed condition.

### Sprain

You take 1d4 points of Dex damage.

**Save:** Fortitude DC 20 negates.

**Heal:** Rest or restorative magic.

### Stinging Failure

You take 1d6 points of nonlethal damage and a -2 penalty on attack rolls with that attack for 1d4 rounds.

**Save:** Fortitude DC 20 negates.

**Heal:** A DC 20 Heal check removes the attack penalties.

### Stop Hitting Yourself

The attack deals damage to you instead of the target.

**Save:** Reflex DC 20 negates.

### That's Disgusting

You are nauseated for 1d6 rounds.

**Save:** Fortitude DC 20 negates.

**Heal:** A DC 20 Heal check removes the attack penalties.

### Tiring Attack

You are fatigued.

**Save:** Fortitude DC 20 negates.

**Heal:** A DC 20 Heal check removes the fatigued condition.



### Torn Muscle

You take 1 point of Strength drain.

**Save:** Fortitude DC 20 negates.

### Tripped

You are knocked prone.

**Save:** Reflex DC 20 negates.

**Recover:** You must expend a move-equivalent action to stand from being prone. This provokes attacks of opportunity from all threatening opponents.

### Twisted

You become entangled in your gear.

**Save:** Reflex DC 20 negates.

**Recover:** You must spend a standard action and pass a DC 20 Escape Artist check to free yourself.

### Unintentional Move

Move 10 feet in a random direction and provoke attacks of opportunity as normal.

**Save:** Will DC 20 negates.

### Upset Tummy

You are sickened for 1d4 rounds.

**Save:** Fortitude DC 20 negates.

**Heal:** A DC 20 Heal check removes the sickened condition.

### We Have A Wiener

You fall unconscious for 1d6 rounds.

**Save:** Will DC 20 negates.

**Heal:** A DC 20 Heal check awakens the fumbling character.

### Whirlwind of Shame

Your attack deals damage to all targets adjacent to

you except the original target.

**Save:** Reflex DC 20 negates.

### Wide Open

You are flat-footed until the end of your next turn.

**Save:** Reflex DC 20 negates.

### Winds of Change

You threaten no squares for 1d6 rounds.

**Save:** Will DC 20 negates.

**Heal:** A DC 20 Sense Motive check (taken as a standard action) removes the attack penalties.



# APPENDIX ONE: CALLED SHOTS

The following appendix deals with called shots, and how they interact with the Laying Waste critical hit system. When questions arise, use the rules presented below.

The normal combat rules deal with attacks and hits in an abstract way, subtracting hit points and leaving the details of where the sword strikes up to the GM's description. This system places more control in the individual's hands, allowing characters to target specific areas of an opponent, with corresponding results.

The Pathfinder Roleplaying Game deals with hits and damage in a rather abstract way, treating almost all hits the same except for the amount and type of damage dealt. With these optional called shot rules, PCs, monsters, and villains alike can aim their attacks more precisely, potentially to devastating effect. These rules are an optional addition to any campaign, and should be approached with care by the Gamemaster.

## MAKING CALLED SHOTS

A called shot is an attack aimed at a particular part of the body, in the hope of gaining some extra effect from the attack. The smaller or better guarded the area, the more difficult the called shot is. A called shot is a single attack made as a full-round action, and thus can't be combined with a charge, feats like Vital Strike, or multiple attacks with a full-attack action.

Called shots are divided into three basic difficulty groups: easy, tricky, and challenging.

Easy called shots represent large areas of the body, and are made at a -2 penalty. They have relatively minor effects unless a critical hit is scored or massive damage is dealt. Tricky called shots represent either smaller areas, like a hand, or areas a creature protects well, like its head. Tricky shots receive a -5 penalty, and inflict more serious consequences. Challenging called shots represent very small areas like eyes, fingers, or

creatures' necks. They receive a -10 penalty, and successful hits cause significant short-term impairment. Beyond these challenging ratings lie almost impossible called shots that receive a -20 penalty. For called shots against non-humanoid creatures, use common sense and the categories above as guidelines. For example, a flying creature's wings are treated as arms.

**Range and Reach:** Called shots work best at close range. Melee called shots are at a -2 penalty if the target isn't adjacent to its attacker. For called shots made at range, all range penalties due to range increment are doubled, with a minimum penalty of -2 for any called shot against a target that's not within 30 feet.

**Critical Hits and Critical Threats:** A called shot has the normal chance for a critical hit, and inflicts an extra effect upon gaining a critical. The exact effects of a successful critical hit depend on where the target was hit, and are described under Called Shot Effects.

**Laying Waste Use:** When a critical hit is mentioned, replace with critical effects (DC 20+).

**Automatic Hits:** Some effects in the game, like true strike or the flash of insight ability of cyclopes, provide automatic or nearly automatic hits. Using such an ability on a called shot turns it into a normal attack, with none of the benefits or penalties associated with called shots. From a story perspective, this is because the effect cannot distinguish between a hit in general and a hit in a particular area, but it's also necessary to keep the power of such abilities in line with their original intended effects. Some Game Masters may prefer a more theatrical or dangerous game in which magic can make a shot through the eye nearly certain, in which case this rule can be ignored.

**Laying Waste Use:** automatic hits gain a +20 to severity checks, guaranteeing at least a minor critical effect.

**Cover:** Cover other than soft cover interferes with a called shot even more than with a normal shot. Double any AC bonuses provided by cover that isn't soft cover. In addition, cover may make certain called shots impossible.



**Concealment:** The miss chance for a called shot against a creature with concealment increases to 50%. It's not possible to make a called shot against a creature with total concealment. For effects that function like concealment, such as blink and displacement, a miss chance of 50% or more prevents called shots, a miss chance of 20% increases to 50%, and miss chances of other values are doubled.

**Damage Reduction:** If damage reduction completely negates the damage from a called shot, the called shot has no effect. If hit point damage does get through, the called shot has normal effects. Damage reduction does not reduce any ability damage, ability drain, penalties, or bleed damage caused by the called shot.

**Laying Waste Use:** Protection Value (see Armor as Damage Reduction in the appendix) is also considered damage reduction for this purpose.

**Immunity:** Immunity to critical hits protects against the extra effects of called shots. Partial protection, such as that provided by the fortification special ability of some magical armors, protects the creature as though the called shot were a critical hit.

**Regeneration:** Regeneration provides no special protection against called shots, but it might negate or undo some of the effects, such as bleeding or limb loss.

**Laying Waste Use:** regeneration automatically ends any bleed effect at the beginning of the creature's turn.

**Saving Throws:** If a saving throw is allowed on a called shot, the DC is equal to the Armor Class hit by the attack. In the case of an attack roll of a natural 20, the DC is the AC the attack would have hit if 20s did not automatically hit.

**Stacking:** Unless otherwise stated, penalties for multiple called shots do not stack, even if they are to different areas of the body. Ability damage and drain caused by called shots always stacks.

**Laying Waste Use:** Applied penalties always stack, including bleed and any other penalty applied, unless it is from the same body part.

**Touch Attacks:** Touch attacks and ranged touch attacks made as called shots must target AC rather than touch AC. This represents the care it takes to target such strikes.

## CALLED SHOT EFFECTS

The consequences of a successful called shot vary depending on whether the hit is a normal hit, a critical hit, or a debilitating blow (a hit for 50 points of damage or more). When more than one limb or organ can be affected by a called shot, the attacker can choose the target if desired; otherwise, it should be determined randomly.

**Called Shot:** An attack aimed at a body part that deals fewer than 50 points of damage results in a normal called shot. Called shots inflict either minor penalties or temporary inconveniences.

**Critical Called Shot:** When a called shot is confirmed as a critical hit but deals fewer than half the creature's hit points of damage (minimum 50), a critical called shot results. Critical called shots can cause ability damage, bleeding, and other serious effects.

**Laying Waste Use:** Any called shots that are critical hits (within the weapons threat range) are treated as standard Called Shots, while light or better critical called shots (critical hits with effects) deal the critical called shot effect.

**Debilitating Blow:** A called shot that deals half the creature's hit points of damage (minimum 50) or more (whether a critical hit or not) results in a debilitating blow that has extra effects. A debilitating blow inflicts major consequences and potentially permanent consequences.

**Concentration Checks:** Concentration checks forced by called shots to parts of the body involved in spellcasting (generally the head for spells with verbal components, and the casting arm and hand for spells with somatic components) are made at a -5 penalty.

**Healing Called Shot Effects:** Some called shot effects render a given location useless until healed. Remedying this condition requires the victim be



healed (naturally or magically, and by one or more sources of healing) for as many hit points of damage as the called shot caused. If the victim is suffering from multiple wounds of this sort, divide healing equally between them. The regenerate spell repairs any and all effects of called shots except for ability damage and ability drain.

**Table: Called Shot Locations**

Location	Type	Penalty
Head	Tricky	-5
Ear	Challenging	-10
Eye	Challenging	-10
Neck	Challenging	-10
Chest	Easy	-2
Heart	Challenging	-10
Vitals	Tricky	-5
Arm	Easy	-2
Hand	Tricky	-5
Leg	Easy	-2

## ARM

Arms are the manipulating limbs of a creature, including tentacles. Wings are also considered to be arms for purposes of a called shot. Called shots to the arm are easy (–2 penalty).

**Called Shot:** A called shot to an arm deals no additional damage, but for 1d4 rounds, any attack rolls, ability checks, or skill checks made using the wounded arm take a –2 penalty. A flying creature shot in the wing must make a Fly check to avoid descending involuntarily.

**Critical Called Shot:** A critical hit to the arm deals 1d4 points of Dexterity damage and 1d4 points of Strength damage. A successful DC 20 Fortitude save halves the ability damage (minimum 1 point to each attribute). The target also suffers the effects of a called shot to the arm for 1d4 minutes.

**Debilitating Blow:** A debilitating blow deals 1d6 points of Dexterity damage and 1d6 points of Strength damage. The blow renders the arm useless until healed unless the target succeeds at a DC 25 Fortitude save. If

the saving throw fails by 5 or more, the arm is severed or otherwise mangled such that only regeneration or similar effects can repair it. The target also suffers the effects of a called shot to the arm (if the arm remains usable) for 2d6 minutes.

## CHEST

Called shots to the chest are aimed at the well-protected center of mass of a creature. Called shots to the chest are easy (–2 penalty).

**Called Shot:** A called shot to the chest deals no additional damage, but any skill checks caused by the hit (such as an Acrobatics check while balancing or a Climb check while climbing) take a –2 penalty.

**Critical Called Shot:** A critical hit to the chest deals 1d4 points of Constitution damage and fatigues the target. A successful DC 20 Fortitude save (made after the Constitution damage is applied) negates the fatigue. The creature also suffers the effects of a called shot to the chest.

**Debilitating Blow:** A debilitating blow to the chest deals 2d4 points of Constitution damage and exhausts the target. A successful DC 25 Fortitude save (made after the Constitution damage is applied) reduces the exhaustion to fatigue. If the saving throw fails by 5 or more, the creature's internal injuries deal 1 point of Constitution damage in any round the creature takes a standard action. The internal injuries can be healed by either a DC 25 Heal check or by healing as many hit points as the debilitating blow dealt, whether by magical or natural means. The creature also suffers the effects of a called shot to the chest.

## EAR

Ears are the organs used to hear. Creatures without visible ears generally aren't susceptible to called shots to that location. Called shots to the ear are challenging (–10 penalty).

**Called Shot:** A called shot to the ear deafens that ear for 1 round, and imposes a –2 penalty on Perception checks. A creature that loses hearing in all ears is deafened until hearing is returned by way of the remove blindness/deafness spell or a similar effect.



**Critical Called Shot:** A critical hit to the ear deafens that ear for 2d6 minutes and leaves the target staggered for 1 round. The target also suffers the effects of a called shot to the ear for that duration.

**Debilitating Blow:** A debilitating blow to the ear destroys that ear and stuns the target

for 1 round, then leaves it staggered for 1d4 rounds, and deafened until removed with the remove blindness/deafness spell or a similar effect. A successful Fortitude saving throw deafens the creature until it is restored by the remove blindness/deafness spell or a

similar effect.

## EYE

Eyes include whatever organs a creature uses to see. At the Gamemaster's discretion, a called shot to the eye can also target sensory organs such as antennae, potentially negating abilities like blindsense. Generally, a creature can't be blinded until it has lost all vision in all of its eyes. Creatures with five or more eyes take no penalties from called shots to their eyes until they're blinded in enough eyes to bring them down a single functional eye, but can still be blinded in that eye by a critical hit or debilitating blow. Called shots to the eye are challenging (–10 penalty).

**Called Shot:** A called shot to the eye gives all of the target's foes concealment against its attacks for 1 round and gives it a –2 penalty on Perception checks. If the creature only has one functional eye prior to the called shot, it is blinded for 1 round instead.

**Critical Called Shot:** A critical hit to the eye costs the target sight in that eye for 1d4 minutes. The target also suffers the effects of a called shot to the eye for that duration.

**Debilitating Blow:** A debilitating blow to the eye destroys that eye, causes blindness until the condition is removed with a remove blindness/deafness spell or similar effect, and deals 1d6 points of bleed damage. A successful DC 25 Reflex save reduces this to 1d4 hours of loss of sight in that eye and eliminates the bleeding. The target also suffers the effects of a called shot to the eye for 2d6 minutes.

## HAND

Hands include most extremities used for fine manipulation. Called shots to the hand are tricky (–5 penalty).

**Called Shot:** For 1d4 rounds, any attack rolls, damage rolls, ability checks, or skill checks made using the wounded hand take a –2 penalty, including attack and damage rolls with two-handed weapons. In addition, the target takes a –4 penalty to its CMD to resist disarm attempts, and drops its weapon (if any) on an attack roll result of a natural 1.

**Critical Called Shot:** A critical hit to the hand deals 1d4 points of Dexterity damage. In addition, the target drops anything it is holding in that hand unless it succeeds at a DC 20 Reflex save. Items held in two hands aren't dropped, but the target still loses its grip with the injured hand. The target also suffers the effects of a called shot to the hand for 1d4 minutes.

**Debilitating Blow:** A debilitating blow deals 1d6 points of Dexterity damage. The blow renders the hand useless until healed unless the target succeeds at a DC 25 Reflex save. If the save fails by 5 or more, the hand is severed or otherwise mangled such that only regeneration or similar effects can repair it. Regardless of the result of the save, anything held in the wounded hand is automatically dropped, even items held in two or more hands. The target also suffers the effects of a called shot to the hand (if the hand remains usable) for 2d6 minutes.

## HEAD

Called shots to the head are tricky (–5 penalty), as most creatures show some skill at dodging attacks aimed at their faces. Some creatures, such as otyughs and purple worms, lack a proper head altogether. Creatures with multiple heads must be hit by called shots to all their heads in a single round to suffer ill effects, and even then, only suffer the least effect that is inflicted on any single head (so for example, an ettin would need to take critical hits to both heads to receive the effects of a critical called shot to the head).



**Called Shot:** A called shot to the head leaves the target sickened for 1d4 rounds.

**Critical Called Shot:** A critical hit to the head deals 1d6 points of Intelligence, Wisdom, or Charisma damage (randomly determine which) and staggers the target for 1d4 rounds. A successful DC 20 Fortitude save prevents the target from being staggered. The target also suffers the effects of a called shot to the head for 1d4 minutes.

**Debilitating Blow:** A debilitating blow to the head deals 1d6 points of Intelligence, Wisdom, and Charisma damage (roll separately for each), and knocks the target unconscious for 1d10 rounds. A successful DC 25 Fortitude save prevents the target from being knocked unconscious, but leaves it staggered for 1d10 rounds instead. If the save fails by 5 or more, the target is rendered senseless by severe brain trauma (as the feblemind spell) until it receives a heal, greater restoration, or similar effect. The target also suffers the effects of a called shot to the head for 2d6 minutes.

## HEART

A called shot to the heart represents an attempt at a killing blow. If the hit isn't either a critical hit or a debilitating blow, the attempt fails and is just a normal hit. A called shot to the heart can be used for any small, likely fatal location on a creature, such as the only weakness on an unimaginably ancient red dragon. Called shots to the heart are challenging (–10 penalty).

**Called Shot:** A called shot to the heart is just a normal hit with no extra effect.

**Critical Called Shot:** A critical hit to the heart pierces the organ, causing exhaustion and 1d4 points of Constitution bleed damage. A successful DC 20 Fortitude save reduces this to fatigue and 1 point of Constitution bleed damage. In either case, stopping the bleeding requires either regeneration (spell or special ability), magic healing that heals as many points of damage (from one or more sources) as the original blow dealt, or a successful DC 20 Heal check that takes 1d4 rounds to complete.

A critical hit to the heart against a vampire made with a piercing weapon composed entirely of wood leaves the vampire impaled through the heart by the weapon if it fails its Fortitude save, with effects as described in the vampire monster details.

**Debilitating Blow:** A debilitating blow to the heart destroys it, instantly killing any creature that relies on its heart to survive. Creatures that succeed at a DC 25 Fortitude save suffer exhaustion and take 1d6 points of Constitution damage and 1d4 points of Constitution bleed, as do creatures that can survive without a heart.

A debilitating blow to the heart against a vampire made with a piercing weapon made entirely of wood affects the vampire as a critical hit to the heart; for example, it still receives a Fortitude (DC 25) save to avoid the consequences.

## LEG

Legs are the ambulatory limbs of a creature, including feet. Called shots to the leg have no special effect on creatures with five or more legs. Called shots to the leg are easy (–2 penalty).

**Called Shot:** A called shot to a leg lowers the target creature's speed by 10 feet for 1d4 rounds if it has two or fewer legs, and by 5 feet if it has three or four legs. In either case, the creature's speed cannot be reduced below 5 feet per round. Called shots to the leg have no effect on creatures with five or more legs. Hitting the same leg more than once has no extra effect, but the speed penalty for hits on different legs stack. Additionally, any skill or ability checks involving movement (such as Acrobatics or Swim checks) take a –2 penalty for 1d4 rounds.

**Critical Called Shot:** A critical hit to the leg deals 1d4 points of Dexterity damage and knocks the target prone. A successful DC 20 Fortitude save keeps the creature from falling prone. The creature also suffers the effects of a called shot to the leg for 1d4 minutes.

**Debilitating Blow:** A debilitating blow to the leg knocks the creature prone. The blow renders the leg entirely useless until healed, unless the target succeeds



at a DC 25 Fortitude save. If the save fails by 5 or more, the leg is severed or otherwise mangled such that only regeneration or similar effects can repair it. If the save succeeds, the target is instead lamed and moves at half speed until the leg is healed, or until it receives a successful DC 25 Heal check. A creature with a useless or severed leg moves at half speed if it still has more than half of its legs usable; otherwise, it cannot stand up and must crawl to move. The target also suffers the effects of a called shot to the leg (if the leg remains usable) for 2d6 minutes.

## NECK

The neck makes for a difficult but rewarding target. Injuries to the neck keep a creature from speaking easily, and if blood vessels or the windpipe are damaged, such injuries rapidly lead to death. Creatures that lack vulnerable heads generally can't be attacked in the neck either. Called shots to the neck are challenging (–10 penalty).

**Called Shot:** A called shot to the neck makes speaking above a hoarse whisper impossible for 1 round. Spells with verbal components have a 20% chance of failing outright, as do attempts to activate command-word items (although for magic items, the use of the item is not wasted).

**Critical Called Shot:** A critical hit to the neck deals 1d6 points of bleed damage. In addition, the target must succeed at a DC 20 Fortitude save or suffer a crushed windpipe and be unable to breathe or speak, possibly suffocating. A crushed windpipe can be repaired by magical healing (from one or more sources) that heals as many hit points of damage as the original hit dealt, or by a DC 25 Heal check to open up a hole into the windpipe. The latter check deals 2d6 hit points of damage, and leaves the creature still unable to speak. If the target makes its save, it still suffers the effects of a called shot to the neck for 1d4 minutes.

**Debilitating Blow:** A debilitating blow to the neck leaves the target unable to speak or breathe and deals 1d4 points of Constitution bleed. A successful DC 25 Fortitude save reduces this to 2d6 points of regular (hit point) bleed damage, and the target is only unable to speak and breathe for 1d4 minutes. The Consti-

tution bleed damage caused by a debilitating blow to the neck can only be stopped by regeneration (spell or special ability), magical healing (from one or more sources) that heals as many points of damage as the original blow dealt, or a DC 25 Heal check that takes 1d4 rounds to complete.

## VITALS

The vitals correspond to the abdomen on a humanoid: critical organs not well-protected by bone. Attacks on the vitals can also include dastardly “low blows.” Vitals for non-humanoid creatures can include nearly any location that is relatively hard to hit, poorly protected, and debilitating if struck. Called shots to the vitals are tricky (–5 penalty).

**Called Shot:** A called shot to the vitals leaves the target sickened for 1d4 rounds. A successful DC 20 Fortitude save reduces this duration to 1 round. While sickened from the blow, the target cannot run or charge.

**Critical Called Shot:** A critical hit deals 1d4 points of Constitution damage. In addition, the target is nauseated for 1d4 rounds and sickened for 1d6 minutes. A successful DC 20 Fortitude save negates the nauseated condition. While the target is sickened from the blow, it cannot run or charge.

**Debilitating Blow:** A debilitating blow to the vitals deals 1d6 points of Constitution drain, nauseates the target for 1d4 rounds, and sickens it for 2d6 minutes. A successful DC 25 Fortitude save reduces the drain to damage and the nausea to 1 round. If the save fails by 5 or more, the target is disemboweled or otherwise horrifically wounded, and takes 1 point of Constitution bleed damage. The Constitution bleed damage caused by a debilitating blow to the vitals can only be stopped by regeneration (spell or special ability), magical healing that heals as many points of damage (from one or more sources) as the original blow dealt, or a DC 25 Heal check that takes 1d4 rounds to complete.



## CALLED SHOT FEATS

### Improved Called Shot

You are skilled at landing blows right where you want to.

**Prerequisites:** Int 13, Combat Expertise.

**Benefit:** You receive a +2 bonus on attack rolls when making a called shot. When taking a full-round or standard action that gives you multiple attacks, you can replace a single attack with a called shot. You may only attempt one called shot per round.

**Normal:** You can make one called shot per round as a standard action.

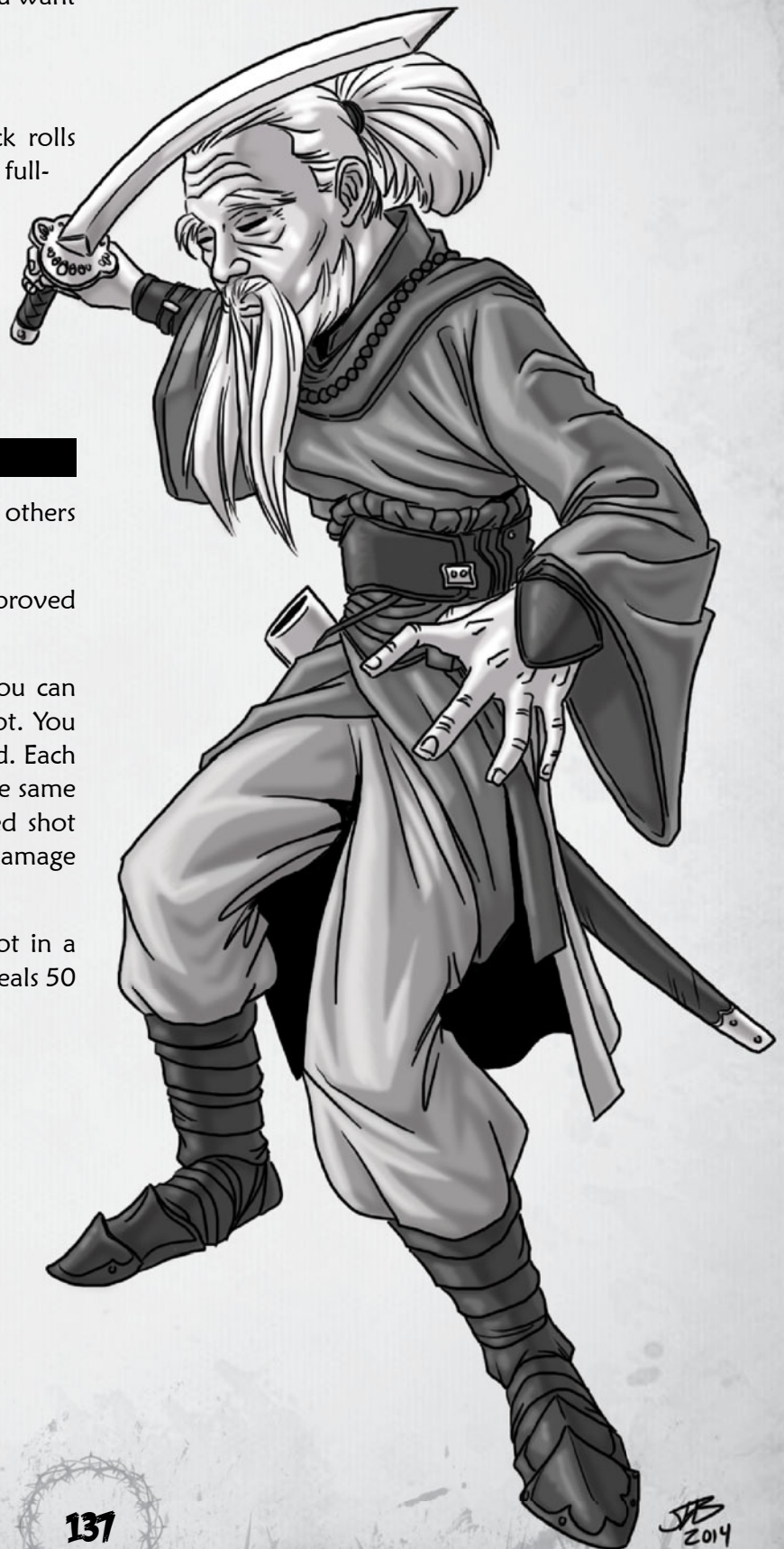
### Greater Called Shot

You can make multiple called shots where others could land but one.

**Prerequisites:** Int 13, Combat Expertise, Improved Called Shot, BAB +6.

**Benefit:** Whenever you make an attack, you can choose to replace that attack with a called shot. You can make multiple called shots in a single round. Each additional called shot after the first made in the same round takes a -5 penalty. In addition, a called shot that deals half the creature's hit points of damage (minimum 40) is a debilitating blow.

**Normal:** You can make only one called shot in a round as a standard action. A called shot that deals 50 points of damage is a debilitating blow.





## APPENDIX TWO: ARMOR AS DAMAGE REDUCTION

Presented originally in Paizo Publishing's Ultimate Combat®, the Armor as Damage Reduction optional rules are great for creating a much more realistic combat.

They do not, however, mesh perfectly with Laying Waste due to the role of AC when determining critical severity. As such, we've modified those rules to fit more seamlessly within this system. For any opportunities where the rules conflict, use the rules presented here when playing with the Laying Waste rules.

Players do not change their armor class, nor do they use Defense in this system. Track your armor class as normal, but still grant yourself the damage reduction. One reason for this change was to make the Armor as Damage Reduction system as simple as possible, while still adding to the gameplay. Secondly, AC is absolutely integral to mitigating critical hits with the Laying Waste system.

### ARMOR VALUE

Armor Value is not the same as Armor Class. Armor Value instead is the amount of protection that armor grants a player character or monster. Individual AVs combine for a total AV which is then treated as a form of Damage Reduction.

### ARMOR

Add half of your armor's AC as Armor Value. For example, a breastplate that grants +6 AC adds 3 AV. Use fractions (half points) and allow them to combine, otherwise round down to the nearest whole number for effect.

### MAGICAL ARMOR

Magical armor simply enhances the AC of the armor, and does not change how AV is calculated. Magical armor affords stronger protection and thus greater AV when calculated.

### NATURAL ARMOR

Add half of your natural armor bonus to AC as Armor Value. For example, a scaled hide that grants +3 AC adds 2 AV.

**Note: Shield, Deflection, Dodge, and Size bonuses only affect Armor Class, and do not add any Armor Value.**

### OVERCOMING ARMOR VALUES

Armor Value can be defeated in several ways.

### ADAMANTINE WEAPONS

Adamantine weaponry ignores Armor Value.

### ADAMANTINE ARMOR

Adamantine armor, however, still retains its Armor Value, even against adamantine weapons.

### WEAPON FINESSE

Weapons with the finesse quality can be skillfully wielded so that they are able to bypass the AV of armor wearers. They may make a challenging called shot (at a -10 penalty) to ignore the AV of a target wearing armor or a creature with natural armor.

### MISSILE WEAPONS

Missile weapons also can be aimed expertly so that they bypass a wearer's AV. They too may make a challenging called shot (at a -10 penalty) to ignore the AV of a target wearing armor or a creature with natural armor.

Also, any attack that ignores an armor bonus to AC also ignores that armor's AV (firearms, for example).



## BRILLIANT ENERGY AND INCORPOREAL

Brilliant energy weapons and incorporeal attacks ignore a target's armor and therefore ignore AV as well.

## SPELLS

Magical effects that deal damage directly to a target ignore AV. If the spell creates a weapon or effect that attacks, then it is subject to AV.

## SWARMS

Creatures with the Swarm type ignore AV when dealing damage.





## APPENDIX THREE:

### HEALING

Healing in the Laying Waste system is handled slightly differently than the standard rules. The rules presented below are intended to add a more gritty and realistic view to healing and recovery from critical wounds.

#### OPTIONAL RULE: STACKING BLEED

Bleed can stack if the GM chooses to allow this. Multiple wounds should be able to cause multiple bleed effects. Under the standard rules bleed does not stack, but the Laying Waste rules are meant to compensate for the lack of extra damage done by critical hits in the standard rules.

#### USING THE HEAL SKILL

**Healing Ability Damage:** The Heal skill will allow you to heal twice the normal amount (i.e., two points) of ability damage overnight.

**Heal Wound:** The Heal skill can be used to treat critical wounds, however it is a complicated endeavor. Surgery for a wound requires 30 minutes and a successful heal check. The DC is equal to the level of critical wound taken.

Light Wound	DC 20
Moderate Wound	DC 30
Severe Wound	DC 40

This allows players to use the heal check to remove most afflictions. It cannot repair missing limbs, or regrow tissue. Each wound healed, and each point of ability damage requires a separate check and an additional 30 minutes.

You cannot take 20 on this check. Should you fail this check by 5 or more, the patient loses 1d4 hit points. If this puts the patient below 0 hit points, he starts dying.

Attempting to heal wounds more quickly requires an extended skill roll with additional successes needed. Each failure that fails by 5 or more deals 1d4 damage

to the target and is cumulative. Attempting surgery hurriedly and unsafely can have deadly consequences. Sometime though, there is little choice.

15 mins	2 successes before 1 failure
10 mins	3 successes before 1 failure
5 mins	4 successes before 2 failures
1 min	5 successes before 2 failures
5 rounds	6 successes before 2 failures

**Resuscitate:** This allows a person to use the Heal skill to possibly bring a target back to life if they have recently perished.

This ability requires the 'treat deadly wounds' action with a DC of 40. If the skill check is successful, the target gains a number of hit points equal to their level. If this brings them back to an acceptable hit point range, they are now living and stabilized.

This use of the Heal skill will only work on those that have recently died. You may only resuscitate someone that has been dead for one minute per point of their Con bonus.

This does not repair any effects that may have caused death either, such as decapitation.

Also note that as per 'treating deadly wounds,' a single target can only benefit from this once per day. This prevents retries for resuscitation.

#### CURATIVE MAGIC

**Curative Touch Attacks:** As with Inflict spells, curative magic should require a touch attack roll. Most times this is waived as the target wants to be touched. As an optional rule, healers can still make the touch attack though, and upon rolling a critical (typically a natural 20) they may roll double the effect of any curative spell, much like a critical hit with a weapon or other offensive spell.



## SCARIFICATION

Some wounds are particularly vicious and leave permanent reminders of the steel that tasted one's flesh.

### MINOR WOUNDS

Any attack that deals more damage than the target's CON score will leave a permanent scar unless that injury is treated with curative magic. Even one point of positive energy is enough to cause any minor wound to heal without scarring.

### MAJOR WOUNDS

The deepest wounds, those dealing more than 50 points of damage leave scars behind regardless of healing magic.

### EFFECTS OF SCARS

In any culture where scars are seen as frightening or abnormal, five minor scars or one major scar causes the subject to suffer a -1 penalty to all charisma-based checks. This works in reverse sometimes though, and could add to all charisma-based checks when dealing with a warrior culture (like the dwarves, or Vikings, for example).





## APPENDIX FOUR: MAGIC

### MAGIC WEAPON ABILITIES

#### DISARMING

**Price** +3 bonus

**Aura** moderate enchantment; CL 10th

##### DESCRIPTION

This special ability can only be placed on melee weapons. A disarming weapon grants the wielder a +2 enhancement bonus on combat maneuver checks to perform a Disarm combat maneuver on a foe. If the wielder performs a critical hit with the weapon, he may choose to instead make a Disarm attempt against his opponent as a free action. These Disarm attempts still provoke attacks of opportunity as normal.

##### CONSTRUCTION REQUIREMENTS

**Craft** Magic Arms and Armor, telekinesis; **Cost** +3 bonus

#### DRAWING

**Price** +3 bonus

**Aura** moderate enchantment; CL 10th

##### DESCRIPTION

This special ability can only be placed on melee weapons. A dragging weapon grants the wielder a +2 enhancement bonus on combat maneuver checks to perform a Drag combat maneuver on a foe. If the wielder performs a critical hit with the weapon, he may choose to instead make a Drag attempt against his opponent as a free action. These Drag attempts still provoke attacks of opportunity as normal.

##### CONSTRUCTION REQUIREMENTS

**Craft** Magic Arms and Armor, telekinesis; **Cost** +3 bonus

#### EXPERTISE

**Price** +1 bonus

**Aura** divination; CL 5th

##### DESCRIPTION

Any wielder of this weapon is considered completely proficient in its use.

##### CONSTRUCTION REQUIREMENTS

**Craft** Magic Arms and Armor, true strike; **Cost** +1 bonus

#### FEINTING

**Price** +3 bonus

**Aura** moderate enchantment; CL 10th

##### DESCRIPTION

This special ability can only be placed on melee weapons. A feinting weapon grants the wielder a +2 enhancement bonus on Bluff checks to perform a Feint combat maneuver on a foe. If the wielder performs a critical hit with the weapon, he may choose to instead make a Feint attempt against his opponent as a free action.

##### CONSTRUCTION REQUIREMENTS

**Craft** Magic Arms and Armor, telekinesis; **Cost** +3 bonus

#### FLESHCHEWING

**Price** +2 bonus

**Aura** transmutation; CL 10th

##### DESCRIPTION

Weapons with this property stick in their target's flesh and continue to deal the weapon's base damage each round until they are ripped free. The target or the wielder may make a Strength check DC 15 as a standard action to rip the weapon free, dealing the weapon's base damage again.

##### CONSTRUCTION REQUIREMENTS

**Craft** Magic Arms and Armor, bane; **Cost** +1 bonus

## GRAVITATIONAL

**Price** +2 bonus

**Aura** transmutation; CL 10th

### DESCRIPTION

Whenever you deal a critical hit, you deal bonus damage as though your critical modifier was one higher. This can never increase your weapon's critical modifier higher than x5.

### CONSTRUCTION REQUIREMENTS

**Craft** Magic Arms and Armor, bull's strength; **Cost** +2 bonus

## HEROIC

**Price** +3 bonus

**Aura** enchantment; CL 10th

### DESCRIPTION

Upon successfully scoring a critical hit, this weapon imbues the wielder with momentary bravery and morale in battle. The target gains a +2 morale bonus on attack rolls, saves, and skill checks until the end of their next round.

### CONSTRUCTION REQUIREMENTS

**Craft** Magic Arms and Armor, heroism; **Cost** +3 bonus

## MAIMING

**Price** +1 bonus

**Aura** transmutation; CL 5th

### DESCRIPTION

Upon successfully scoring a critical hit, this weapon adds a +2 bonus to the wielder's severity checks.

### CONSTRUCTION REQUIREMENTS

**Craft** Magic Arms and Armor, unerring weapon; **Cost** +1 bonus

## MALEFICENT

**Price** +2 bonus

**Aura** enchantment; CL 10th

### DESCRIPTION

Whenever you deal a light or greater critical hit, you may exchange the effect to instead deal a Hex or Malediction you know and are able to cast upon the target instead. You use your caster level. Targets are allowed to make saves as normal. You must choose to exchange the critical effect prior to determining the effect.

### CONSTRUCTION REQUIREMENTS

**Craft** Magic Arms and Armor, bestow curse; **Cost** +2 bonus

## QUICKNESS

**Price** +1 bonus

**Aura** transmutation; CL 5th

### DESCRIPTION

Whenever you deal a critical hit, you may increase your current initiative by +2. This effect is cumulative and changes your place in the initiative order on all consecutive rounds. This effect concludes when combat ends.

### CONSTRUCTION REQUIREMENTS

**Craft** Magic Arms and Armor, haste; **Cost** +1 bonus

## REGENERATING

**Price** +1 bonus

**Aura** moderate conjuration; CL 10th

### DESCRIPTION

When dealing a critical hit, this enchantment grants the wielder fast healing 1 for a number of rounds equal to your weapon's critical modifier. Multiple applications of this effect stack.

### CONSTRUCTION REQUIREMENTS

**Craft** Magic Arms and Armor, infernal healing; **Cost** +1 bonus



## SHATTERING

**Price** +3 bonus

Aura moderate enchantment; CL 10th

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### DESCRIPTION

This special ability can only be placed on melee weapons. A shattering weapon grants the wielder a +2 enhancement bonus on combat maneuver checks to perform a Sunder combat maneuver on a foe. If the wielder performs a critical hit with the weapon, he may choose to instead make a Sunder attempt against his opponent as a free action. These Sunder attempts still provoke attacks of opportunity as normal.

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### CONSTRUCTION REQUIREMENTS

**Craft** Magic Arms and Armor, telekinesis; **Cost** +3 bonus

## SLAMMING

**Price** +3 bonus

Aura moderate enchantment; CL 10th

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### DESCRIPTION

This special ability can only be placed on melee weapons. A slamming weapon grants the wielder a +2 enhancement bonus on combat maneuver checks to perform a Bull Rush combat maneuver on a foe. If the wielder performs a critical hit with the weapon, he may choose to instead make a Bull Rush attempt against his opponent as a free action. These Bull Rush attempts still provoke attacks of opportunity as normal.

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### CONSTRUCTION REQUIREMENTS

**Craft** Magic Arms and Armor, telekinesis; **Cost** +3 bonus

## SLY

**Price** +3 bonus

Aura moderate enchantment; CL 10th

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### DESCRIPTION

This special ability can only be placed on melee weapons. A sly weapon grants the wielder a +2 enhancement bonus on combat maneuver checks to perform a Dirty Trick combat maneuver on a foe. If the wielder performs a critical hit with the weapon, he may choose to instead make a Dirty Trick attempt against his opponent as a free action. These Dirty Trick attempts still provoke attacks of opportunity as normal.

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### CONSTRUCTION REQUIREMENTS

**Craft** Magic Arms and Armor, telekinesis; **Cost** +3 bonus

## SMITING BURST

**Price** +2 bonus

Aura moderate evocation; CL 10th

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### DESCRIPTION

A smiting burst weapon functions as a holy or unholy weapon that explodes with divine energy upon striking a successful critical hit. The divine energy does not harm the wielder. In addition to the extra divine energy damage from the holy or bane abilities, a smiting burst weapon deals an extra 1d10 points of positive or negative energy damage on a successful critical hit. If the weapon's critical multiplier is x3, add an extra 2d10 points of divine energy damage instead, and if the multiplier is x4, add an extra 3d10 points.

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### CONSTRUCTION REQUIREMENTS

**Craft** Magic Arms and Armor, sudden smiting\*; **Cost** +2 bonus

\*101 1st Level Spells. Copyright 2011, Steven D. Russell; Author: Steven D. Russell.

## THIEVING

**Price** +3 bonus

**Aura** moderate enchantment; CL 10th

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### DESCRIPTION

This special ability can only be placed on melee weapons. A thieving weapon grants the wielder a +2 enhancement bonus on combat maneuver checks to perform a Steal combat maneuver on a foe. If the wielder performs a critical hit with the weapon, he may choose to instead make a Steal attempt against his opponent as a free action. These Steal attempts still provoke attacks of opportunity as normal.

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### CONSTRUCTION REQUIREMENTS

**Craft** Magic Arms and Armor, telekinesis; **Cost** +3 bonus

## TRIPPING

**Price** +3 bonus

**Aura** moderate enchantment; CL 10th

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### DESCRIPTION

This special ability can only be placed on melee weapons. A tripping weapon grants the wielder a +2 enhancement bonus on combat maneuver checks to perform a Trip combat maneuver on a foe. If the wielder performs a critical hit with the weapon, he may choose to instead make a Trip attempt against his opponent as a free action. These Trip attempts still provoke attacks of opportunity as normal.

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### CONSTRUCTION REQUIREMENTS

**Craft** Magic Arms and Armor, telekinesis; **Cost** +3 bonus

## VAMPIRIC

**Price** +2 bonus

**Aura** necromancy; CL 10th

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### DESCRIPTION

When dealing a successful critical hit, you also deal an additional 5 hit points of damage and gain those hit points as temporary hit points. These temporary hit points last for 10 minutes.

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### CONSTRUCTION REQUIREMENTS

**Craft** Magic Arms and Armor, vampiric hunger; **Cost** +2 bonus

## WICKED

**Price** +2 bonus

**Aura** enchantment; CL 5th

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### DESCRIPTION

All critical (and fumble) effect DCs are increased by +2 for any weapon with this property.

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### CONSTRUCTION REQUIREMENTS

**Craft** Magic Arms and Armor, keen edge; **Cost** +2 bonus

## ARMOR AND SHIELD ABILITIES

### ADROITNESS

**Aura** faint enchantment; CL 5th; **Price** +1 bonus

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### DESCRIPTION

This suit of armor or shield grants a +1 resistance bonus on all Reflex saves made while worn or held.

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### CONSTRUCTION REQUIREMENTS

**Craft** Magic Arms and Armor, resistance; **Cost** +1 bonus



## DEFLECTING

**Aura** faint abjuration; CL 5th; Price +1 bonus

### DESCRIPTION

This suit of armor or shield increases the DC of severity checks made against you by +2 while worn or held.

### CONSTRUCTION REQUIREMENTS

**Craft** Magic Arms and Armor, mage armor; **Cost** +1 bonus

## RESILIENCE

**Aura** faint enchantment; CL 5th; Price +1 bonus

### DESCRIPTION

This suit of armor or shield grants a +1 resistance bonus on all Fortitude saves made while worn or held.

### CONSTRUCTION REQUIREMENTS

**Craft** Magic Arms and Armor, resistance; **Cost** +1 bonus

## RESOLVE

**Aura** faint enchantment; CL 5th; Price +1 bonus

### DESCRIPTION

This suit of armor or shield grants a +1 resistance bonus on all Will saves made while worn or held.

### CONSTRUCTION REQUIREMENTS

**Craft** Magic Arms and Armor, resistance; **Cost** +1 bonus

## NEW SPELLS

### FIRST LEVEL SPELLS

## WARMAGE'S COVER

**School** Transmutation; **Level** Sorcerer/Wizard 1

### CASTING

**Casting Time** 1 Standard Action

**Components** S, M (1 pound of mirror shards)

### EFFECT

**Range** Touch

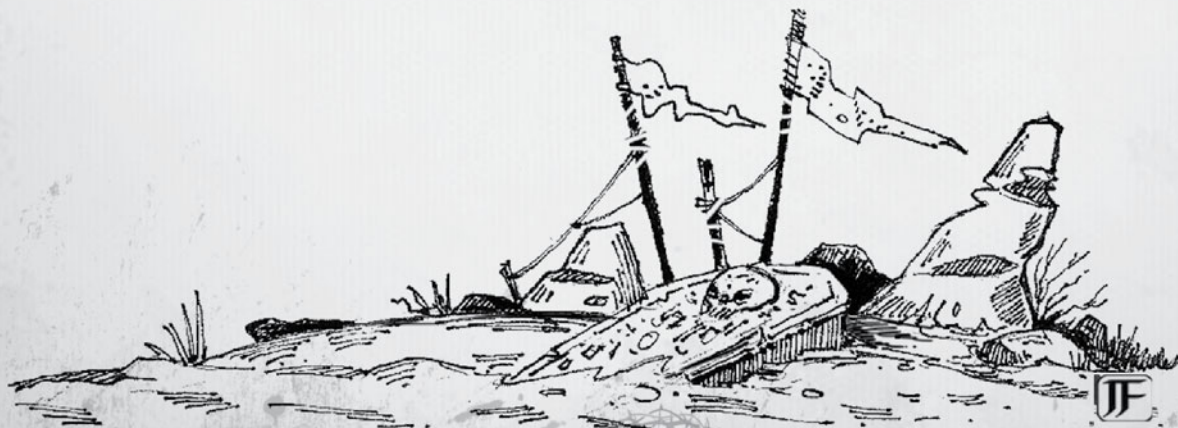
**Effect** Between the caster and one foe is a blurring gauss making the caster invisible

**Duration** 2d4 full rounds of action

**Saving Throw** No; Spell Resistance No

### DESCRIPTION

With a magical snap of the caster's fingers, the copper granules transform into a copper-colored film ten inches taller and twelve inches wider than the caster. The film is thrown into the air and floats to position itself between the caster and some foe the caster sees when igniting the spell. The film prevents the foe from seeing the caster up to three feet away as the foe approaches. At close range the film absorbs the first melee attack the foe successfully tries on the caster. After being struck, the film transforms into 30 caltrops and spreads over the floor in front of the caster. The film moves to position itself between the caster and the foe no matter where each of the two beings move.



## WARMAGE'S BULLET

**School** Transmutation; **Level** Sorcerer/Wizard 1

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### CASTING

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**Casting Time** 1 standard action

**Components** S, M, F

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### EFFECT

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**Range** Short Range 1-30 yards, Medium Range 31-50 yards, Long Range 51-75 yards

**Effect** Enchanted pellet inflicts 'special' damage on impact

**Duration** Instant

**Saving Throw** No; Spell Resistance No

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### DESCRIPTION

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A copper clockwork focus needs to be created with four special chambers. Transmutational magics are combined with dust made out of charcoal, sulfur, and nitrates, adding a special silver pellet. When the focus is activated, it fires a thumbnail-sized silver pellet that begins transmutation as it leaves the focus. Expanding, the pellet is one inch wide at 30 yards and inflicts 1d8 points of damage on impact. Still expanding, the pellet is fist sized at 50 yards and inflicts 1d10 points of damage. From 51-75 yards the pellet is head sized and inflicts 1d12 points on impact. The pellets turn to dust after firing. (Material components: clockwork focus costing 50 gp to make, 1 pound of silver collected under the light of the full moon on the surface of the land, 2 ounces of Halfling blood, and 2 ounces of ogre blood, and a mixture of charcoal, sulfur, and nitrates melted into a wedge and attached to the pellet of copper.)

## SECOND LEVEL SPELLS

### BLADELEAP

**School** Transmutation; **Level** Sorcerer/Wizard 2

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### CASTING

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**Casting Time** 1 swift action

**Components** S, M, F

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### EFFECT

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### RANGE TOUCH

**Effect** A weapon you wield gains reach properties

**Duration** 1 round/level

**Saving Throw** No; Spell Resistance No

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### DESCRIPTION

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A weapon you wield magically stretches and warps as you attack, granting reach. You suffer a -2 penalty to attacks made in this fashion.

## WARMAGE'S INSTANT SHIELD

**School** Abjuration; **Level** Sorcerer/Wizard 1

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### CASTING

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**Casting Time** 1 immediate action

**Components** S

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### EFFECT

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**Range** personal

**Duration** 1 round

**Saving Throw** No; Spell Resistance No

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### DESCRIPTION

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A large semi-transparent shield made of force is suddenly brought into existence with but a gesture. This shield only lasts for one round, but can be summoned in response to an attack, providing a +4 shield bonus to AC. This bonus applies against incorporeal touch attacks, since it is a force effect. The shield has no armor check penalty or arcane spell failure chance.

## WARD BLOWS

**School** Transmutation; **Level** Wizard/Sorcerer **Level** 2, Cleric 2

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### CASTING

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**Casting Time** 1 Standard Action

**Components** V, S, M



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**EFFECT**

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Range Creature touched.

Duration 10 min/level

Save Will negates (harmless); Spell Resistance Yes

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**DESCRIPTION**

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This spell makes armor much more resilient to critical hits and their effects. The spell adds +1 to severity checks to affect the wearer. This increases by +1 per 3 levels up to a maximum of +4.

### WARMAGE'S PIERCING SHOT

**School** Transmutation; **Level** Sorcerer/Wizard 2

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**CASTING**

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**Casting Time** 1 standard action

**Components** S, M

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**EFFECT**

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**Range** medium

**Duration** Instant

**Saving Throw** Partial; Spell Resistance No

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**DESCRIPTION**

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The caster throws a handful of iron filings towards a target, which fire off of their own volition, and with great speed and force. The caster makes a ranged touch attack, dealing 1d6 points of damage, and an additional 1d6 points of damage every two levels thereafter (max 5d6 at 11th level). In addition, the target must make a successful Fortitude save or suffer 1 point of bleed damage.

### THIRD LEVEL SPELLS

### WARMAGE'S PHANTASMAL SHIELD-BEARERS

**School** illusion (figment); **Level** bard 3, sorcerer/wizard 3

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**CASTING**

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**Casting Time** 1 standard action

**Components** V, S

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**EFFECT**

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**Range** personal

**Target** you

**Duration** 1 round/level

**Saving Throw** No; Spell Resistance Yes

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**DESCRIPTION**

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This spell creates a number of phantasmal shield-bearers that aid your defense. When Warmage's Phantasmal Shield-Bearers is cast, 1d4 phantasmal shield-bearers plus one per three caster levels (maximum eight images total) are created. These shield-bearers are semi-substantial, being ethereal figments bearing shields. They appear next to you upon casting this spell. The shield-bearers then take the aid another action each round to help defend you. The shield-bearers have an AC of 12 and 10 hit points, but they do have the incorporeal quality.

### WARMAGE'S STRIKING DISC

**School** Summoning [Force]; **Level** Sorcerer/Wizard 3

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**CASTING**

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**Casting Time** 1 Standard Action

**Components** S, M

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**EFFECT**

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B close

**Duration** 1 round per level

**Saving Throw** No; Spell Resistance No

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**DESCRIPTION**

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The caster throws out the spell and the materials transform into a micro-thin ribbon of force roughly in the shape of a discus. The discus is invisible to everyone, except the caster. The caster's hand motions control the movement of the discus into foes around the wielder. The caster may make ranged touch attacks against his targets within range, dealing 1d8 damage with a critical range of 18-20.

## WARMAGE'S FLOATING SHIELD WALL

**School** Summoning/Enchantment; **Level** Sorcerer/Wizard 3

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### CASTING

**Casting Time** 1 standard action

**Components** V, S, M

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### EFFECT

**Range** medium

**Duration** 1 round per level

**Saving Throw** No; Spell Resistance No

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### DESCRIPTION

The caster throws up the materials of the spell and issues the magical commands and special gestures. The components transmute into a shield wall blocking an area 10' wide per level. The shields levitate in a stationary position, granting the benefits of the shields to any who stand behind them. At the wielder's command, the shield wall can be reconfigured to create a "tortoise shell" covering of shields as well, granting cover to all within.

## FIFTH LEVEL SPELLS

### PLATINUM AVIAN

**School** Transmutation; **Level** Sorcerer/Wizard 5

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### CASTING

**Casting Time** 1 Full Action

**Components** V, M, F

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### EFFECT

**Range** Touch

**Duration** 1 day per level

**Saving Throw** No; Spell Resistance No

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### DESCRIPTION

This clockwork avian is designed to be the eyes of its creator and a mechanical scout. In the form of any large bird, what the creature sees is reflected in a spe-

cial mirror. The avian device moves about at the mental direction of the caster and up to 1 mile away from the caster/level. It flies as high and as fast as the bird whose feathers are used in its construction. The images it sends back are as detailed as the sight of the real bird. For every pound of platinum used in its creation the creature has 10 hit points. Its armor class is that of the avian it duplicates. When the duration of the spell is up the platinum used in its making turns to dust and is blown away by the transmutational winds. The creature cannot be ordered to attack anything.

## SEVENTH LEVEL SPELLS

### WARMAGE'S PHANTASMAL SIEGE ENGINE

**School** Summoning/Enchantment; **Level** Sorcerer/Wizard 7

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### CASTING

**Casting Time** 1 Swift Action

**Components** V, S, M (gold pieces or gems)

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### EFFECT

**Range** Short

**Duration** 1 minute/level

**Saving Throw** No; Spell Resistance No

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### DESCRIPTION

This spell creates a phantasmal siege engine worth no more than 500 gold per caster level. These siege engines are semi-substantial, being ethereal figments and crew. They appear within range upon casting this spell. The siege engine has an AC of 5 + the caster's INT bonus. It has hit points equal to its type, plus 5 x the caster's INT bonus. It also has the incorporeal quality.



# EDGE OF DARKNESS

-Original fiction by Rick Cox

*The reddish brown sky swirls sluggishly over the Keep; the malformed, stringy clouds look like refuse bobbing in a clogged sewer ditch. Purple and black lightning arcs across the sky, leaving light trails the color of aged blood. Daggen'ar Keep, The Shield at the Crevice, sits crumbling at the edge of the Shadow Plane threshold. Behind me, a slick, claustrophobic tunnel the color of a man's intestines leads to the Prime Material. Ahead of me, a ragged scar cut into the building blocks of the planes leads to the front gates, and its reward within. Like a large, extraplanar oyster, the keep hunches over itself at the top of the cliff.*

*Laudivis Warchant hides within the bowels of the structure, hiding from all the blades and spells pointed at him, waiting for him to show his ugly face. Right now, that cursed dwarf is the most wanted man on the Prime. Assassins hide in every shadow, poison lies in every morsel. He thinks he is safe here, at the edge of reality, hiding from his enemies.*

*Laudivis is correct. He is safe here from all but the most powerful of his enemies. Few would dare strike at him here in the crumbling haunt at the edge of the Shadowlands. They would have to leave the safety of their homes, invaders in a strange land.*

*But I am no stranger to this Plane. The shadows start to swirl like a thick fog, curling around my legs, caressing my arms and chest softly like a familiar lover. I am one of theirs, and I have come home.*

*I've been on his trail for years now, and finally, he has nowhere to run. He has her in this cursed rock. She is finally within my grasp.*

*It's time to crack this oyster and take my bloody pearl.*

---

Avelt Sten turns at the sound of his name. His gnarled features seem to draw the thick shadows to him, filling the crevices of his face. His wrought iron eye patch glimmers frostily in the dark evening. His ill-

fitting chainmail shushes softly on his sparse frame.

"Captain Sten! There's something out-"

"Ye've got four words, lad, before I gut ya and toss you over this wall. It's been a long day, and an even longer night. I don't have time for any pansy talk. We are in the Shadowlands, yer gonna see shadows and movement."

The young soldier stammers and burbles to silence. His eyes look troubled. Sten narrows his good eye. Searching the man's face, he notices the dilated pupils, flushed face and flaring nostrils.

Signs of fear. Or is it anger? Sten curses softly under his breath.

"Speak, boy! Or get back to yer rounds!"

"Sir, there's someone outside the walls. I saw them, plain as day, walking up. I thought it was a phantasm, like we were warned, but it seemed like it was kicking up dust. A cloud of black dust followed it."

Sten looks at the wall, and at the other men at their stations. A few are whispering to each other. All are watching the darkness around them. The Prime Material's sun was shining, casting a bloody swath of light on the fortified walls of Daggen'ar.

The old captain runs his hand across his forehead. With a slow shake of his head, he motions for the soldier to lead on. The soldier hurries to his post. He points between two of the moss encrusted merlons. Sten moved forward, looking at the soldier's vantage point. The path cut into the rock was purposefully kept clear of any rocky protrusions to prevent any stealthy approaches. Sten leaned out over the wall. A softly spoken word and the vision from his dead eye flared to life. His eye patch was heavily enchanted and allowed him to see things his still functioning eye couldn't detect.

He saw the generations of enchantments buried in the walls of the Keep, spells of protection and fortification that were lost to generations of casters, spoken by people that have long been dust.



The path was clear, though. Nothing was hidden. He turned back to the soldier. Sten opened his mouth, but the words never came. His real eye saw the soldier that had come to him to report. The magical enchantment created a superimposed image, placing that shorter soldier over a taller, thinner man.

Long black hair hung down to his bare shoulders, and blue eyes glittered in his ashen skin. A history of scars wove a story of violence and terror on his upper body. His corded arms were covered in a pair of black metal bracers. A wicked smile appeared on his face.

“Don’t give away the surprise, old man.” The voice rasped quietly.

Sten reached for his axe, but stumbled back from a bright flicker. He looked down in shock. His chopping arm ended at the wrist, the flesh bubbling and hissing as a vile looking acid oozed across the opening. A look of recognition crossed his face and he opened his mouth to scream, but a flickering blade entered his mouth and out the back of his skull.

Avelt Sten went out with a whimper and a soft crackle as his hair started to smolder. Zhertan eased the body over to the edge of the wall, and with a flip of his wrist, send the body tumbling down.

Avelt Sten. His fall from the parapets made a comforting sound, akin to the meaty bite of his axe those years ago. The crescent moon scar biting into my right side was from that cursed weapon. Sten was younger then, and wouldn’t have fallen for such an easy trick. Hard drink, disease, and drugs had dulled his senses and melted him down to almost nothing. Sten was one of the last ones I saw all those years ago. He was new to Warchant’s cadre then, full of arrogance and spitfire. He had to make a name for himself then. Who else was going to be first to take a chunk out of me?

I was already weakened, the toxin they slipped into my drink already slowing my body down. Sten, the bold, young axman stepped up and struck first. Maybe he thought I’d be an easy kill. Maybe he thought he would ride that one chop to fame, as the man who killed Zhertan.

He was wrong. There were plenty of tricks up my sleeve even then. Each and every day, he was reminded of that fact, whenever he put on that eye patch.

As I looked across the wall, I saw Sten’s well-placed troops. Most of them were probably his kinsmen, solid hill dwarves that had seen a dozen campaigns in their lifetime. All of them wore Sten’s signature blood red tunics. There were perhaps two score of them, huddling in the dim firelight, dampened by the touch of the Shadow. Descendants of earth and stone, they were unused to the immaterial darkness. The coiling tendrils coalesced around me.

I moved forward, blades unsheathed. My footfalls make no noise, and the first triad of guards doesn’t notice me until two of them are dead. The third turns as if to run and is cut down after two steps.

Howls and snarls echo through the still air. A mixed rush of fear and anger raced through me. The hounds brought back a dark flash of pain and a memory of glistening, gnashing teeth. Heavy chains start to rattle and shouts ring out in the bailey. The hounds’ challenging cries alert the other guards, and they start to move. I jump to the landing where the beast master was, but he is gone. Heavy footsteps descend to ground level. A baritone howl erupted from below, a sound that had no place in the throat from which it emerged.

A sharp twang and a heavy bolt whistles by my head. The bolt’s tip is smooth, a diamond shaped chamber with a small vial of glittering liquid, one that will collapse on impact, releasing something unpleasant. I launch myself into a roll down the stairs, taking the corner blind. The bolt crashes into the concrete and a cloud of glittering smoke fills the area.

Glitterdust. One of the best thief deterrents there is. It’s hard to hide when you are sparkling like a handful of jewels. I keep my momentum, moving down the stairs. More bolts slam around me, and the dust is starting to rain gently on the courtyard.

I hit the courtyard mid-roll, and come to my feet. Troops are moving along the walls, squad leaders barking orders in Dwarven. A golden cloud of dust



hangs in the air, a sharp counterpoint to the blood-stained sky. Tendrils are already reaching down, coating everything they touch. I turn, taking a few precious seconds to get my bearings. I move forward and see five canine shapes stalking me. Ears back and teeth bared, they are crouched and ready to spring. I have no doubt that their powerful back legs could easily cover the distance.

The hounds stand about chest high, their thick fur bristling at the sight of me. They are dragging lengths of chain behind them. Looking at their eyes, I can see they aren't a breed that occurs in the wild. The pupils narrow in vertical slits, taking in the light that fills the courtyard. For as big as they are, they move damnably quiet. The growling has stopped, and all of them move slowly, with purpose. Four begin to pace around me, clockwise. I spin with them, sighting on one the entire time. The final beast starts to pace around the others in a bigger circle, going counter clockwise.

The larger one on the outside of the ring looks familiar. The corded muscle ripples beneath its skin. Like my own, its hide is a history of scars, blood and pain written in the oldest of languages. Her eyes are all too human and possess a feral intelligence that no animal should. They burn with the shared hatred of her master.

Zash. Ak'thar's animal companion. This is going to get messy, quickly.

A low rumble echoes through the stone. I'm aware that even the crossbowmen are intimidated. They haven't fired a single shot.

The inner circle picks up the pace, while Zash slows down, her lean body inches closer to the ground. Her lip curls and a thin line of foamy drool slithers to the ground.

The circle mirror her movements, and fall into a stalking stance. This is a dance they've performed before. I struggle to keep more than one in my vision at a time. I clang my blades together, hoping to startle them, but they don't flinch.

Their measured steps are almost mesmerizing. I find

myself falling into a pattern. My sword points dip the tiniest bit. The ever present primal howl changes pitch. The inner circle of beasts starts to close the trap. Their lips curl into a silent snarl.

As I watch, the chains slithered towards the collars with a metallic hiss. Within a moment, they melded with the spiked collars. Those must have cost a fortune. A hulking, shaggy figure entered the firelight from across the bailey. A heavy pelt covers the head and back of the man, who closes in on seven feet tall. The hood is a snarling wolf's head, with a scarred and tattooed face filling the open jaws. The cloak spreads behind the man, all the way down to his ankles. I remember when Ak'thar won that cloak. He slew an alpha werewolf, and had taken its skin as a prize. Beneath the wolf sits a cast iron breastplate, six mithril rings and linchpins dangling. A feral grin stretches across his face, matching the snarl of his helmet.

"I finally get to taste your blood, Shadowman. I have waited a long time for this."

"Take your pack and go home, Ak'thar, this isn't your fight."

"Warchant says fight, I fight. Warchant says run, I still fight."

His muscles bulge and a blood-chilling scream erupts from his lips. He raises an ugly, barbed club and moves forward. The hounds nearest to me scream with him, and I pick up a pulse of power lance from the breastplate to the collars. Muscles bulge and twitch; skin contorts and tears. Zash is overtaken with a similar bloodlust, but she is more controlled, used to the change. The courtyard seems much smaller now as it is filled with five beasts ensnared by the barbarian's deadly rage.

The spell over the archers must have been broken, because an order to fire rung out from above. The crossbows play their part of this bloody symphony as dog and man start the deadly dance.

Zash pivots and darts, instantly moving to flank, bloodshot eyes reflecting hatred. I pivot around, avoiding a direct hit by an arrow. I'm partially outlined by the glittering dust, making it easier for them



to track my movements. A large iron brazier sits in the middle of the bailey while smaller ones sit in the four corners. They give off a decent amount of heat and light, amplified by the golden cloud slowly falling to the cobblestones.

The dogs spring as I turn to flee, angling towards the steps I came down. I hit the sixth stair and push backwards, spinning in the air over the snarling bodies. I stab downward, scoring a hit on the two closest to me. I land in a crouch and skid away from the steps, blades out at my side. Spinning upon my knees, I cross my blades before me.

The stench of the acid eating through hair and skin reaches my nostrils, but the dogs don't react. One dog shakes the shock off like water, and launches another snarling attack. I roll backwards and catch it in the chest with my feet, pushing off. I slide farther back on the stone and it flops weirdly backwards on its hind legs. I piston out my left sword, taking a leaping dog in the chest midair. My blade found its heart and the cur is dead before it crashes into me. I manage to get my knees under it before it pins me to the ground. I feel the corpse jerk as bolts bury themselves into the dead flesh. The bowmen are getting closer. Zash's jaws snap at my face and shoulder, her massive paws digging at the stone. I roll the dead dog towards her. In her blind rage, she snaps her jaws on the corpse's back and starts to chew, her sharp teeth tearing through the flesh and crunching the bone. I yank my sword out and roll away.

I use the momentum to dance around the pack of wild dogs, barely managing to avoid their teeth. I have to move too much to avoid getting taken down, so I don't have time to put full strength into my attacks. Ak'thar charges towards me, but I keep his dogs between him and me, preventing him from getting a straight shot.

Zash tears through the corpse and howls, blood streaming down her jowls. Ak'thar joins in her howl and throws himself at me, crossing the courtyard impossibly fast. Before I know it, his barbed club slams into my side. The air is blasted from my lungs and I find myself airborne. I try to spin into a controlled landing, but broken ribs hinder my mobility. I hit the

ground with a groan, and the dogs are on me.

I manage to wedge my blade in the mouth of the first attacker. Jaws that could splinter my thighbone close on the magical blade and a bloody, burning snout falls to the ground next to me. Sharp teeth clamp onto my right arm. Half of them are wrapped around my steel bracer, but enough of the back teeth overlap to grind into my bare skin. The hound starts to thrash, and I feel my arm pop. My blade, Rise, spins out of my grasp. I reverse the grip on my free blade and drive it into the side of the hound attached to my wrist. The dog bites harder and I hear his teeth start to splinter. Electricity arcs through his body, causing his muscles to jerk and twitch.

Pain lances through my leg as Zash clamps down on my boot. I expect her to tear my foot off, but instead, she jerks back sharply, her tail and rump bouncing up in the air. I move a short distance in her direction. The hound on my arm digs in and starts to pull away. Shards of teeth rain down on my face. I feel like my body is going to split apart.

Zash pulls again, and the other dog pulls again. Rise continues to pump lightning into the dog and his jaws weaken slightly. I jerk my bloody arm out of his mouth. The dog rears back and launches forward again to grab onto me. I slash out with Rise once, dragging the point across his exposed throat. Blood sprays over my face and chest, but I find myself with a free hand and blade.

Without the resistance, Zash is starting to yank backwards. She's dragging me towards Ak'thar, who is grinning evilly.

Great.

I kick out at her, jamming my boot heel into her eye. She tightens her grip and starts to drag faster. I hear the scrabbling of claws on stone and see the remaining hound coming towards me. I bark out a quick spell, ignoring Zash and her deadly grip. Ice crawls down my blade, and when the hound approaches, I bring Rise down in a weak downward slash. The blade crashes into the dog's skull, cleaving through skin and bone.



Lightning flashes and ice bursts through the dog's flesh. A single whimper escapes from its throat before death claims it. Changing tactics, I whisper a quick spell as Zash drags me closer to impending doom. Ak'thar doesn't seem in a hurry to crush me. I imagine I look like shit. Bruises and blood are splashed across my side, my arm is drenched in blood, and my boot and foot are torn to shreds.

Black energy arcs down my blade and I sit up and dig the tip of the blade into Zash's head, below her ear. A sharp crackle and the spell discharges. Healing energy races through my body as my vampiric touch steals her life. Her skin sags, and blood erupts from the wound on her neck. I feel my ribs knit themselves together, and the wound on my arm starts to close. She lets go of my leg and tries to pull away.

I use the blade as a lever and drag myself closer to her. Hooking her back legs with my ankles, I pull her on top of me. My free hand is wrapped around the back of her neck, pinning her jaws closed against my shoulder. I slice her side open with my blade. She whines and squeals as the lightning sparks and cracks. Her hair starts to smolder.

Ak'thar screams in pain and rage. The scream turns into a wet, throaty howl. His blind rage has allowed his inner beast free. When he defeated the werewolf, he was also bitten. His face elongates and sprouts coarse fur. His back hunches painfully, and bones crack as his knees invert, reshaped like a canine's hind legs. His club drops to the stone floor. The werewolf skin cloak has twined around him completely, taking hold of him. Ak'thar throws himself on top of Zash, his filthy claws digging furrows in the stone.

Zash's screams sound almost human compared to the sounds coming from the werewolf. I keep Zash pinned to me, using her as cover from Ak'thar's teeth and claws. I slide my blade between Zash's ribs and right out of her back. Rise buries deep into Ak'thar's gut. I feel his body jerk as lightning burns through him.

Yet, still he fights. Zash goes limp, her deadweight the only thing between me and a pissed off, raging werewolf.

The slaver jaws snap and clench over the corpse, and I use my knees and my blade buried in the body to keep him at bay. One hand starts to tear through the dead flesh to get to me, while the other one digs deep into my shoulder. Skin and tendons rip, but I continue to twist the blade.

He buries his muzzle into the neck of his companion and starts ripping and tearing, trying to get at my throat. Blood and mangled bits of flesh rain down on me as the dead hound's head flops and bounces. I feel more than see him bite through the neck of my dog shield, and know that it's not far from breaking through. Zash's hide moves weirdly as his jaws work and tear.

I push out with my knees and pull back my blade. I drive the blade through my mangy shield and feel the black rapier's blade dig into Ak'thar's side. The bite of the blade tears flesh, and the lightning seems to anger him more. I keep twisting and thrusting but the blade isn't scoring deeply. His ribs are deflecting most of the blows.

The smell of smoldering hair starts to fill my nose. He continues to dig and bite, and I can see the tip of his muzzle moving beneath the skin of the dog shield. I continue digging the blade into his side, and I feel the blade push through, possibly between the ribs. Pinned with my blade, Ak'thar begins to weaken. Soon, he rolls to the side and falls off with a growl.

I kick the dead dog off my body, and throw myself away from the struggling werewolf. I roll towards my other blade. Ak'thar is struggling to his feet. Blood is pooled around him. How he has the strength to stand is the stuff of legends. I stand shakily, squaring off with him. A dead hound lies at my feet, and a quick flick of a blade separates the head from body.

Ak'thar ambles forward, claws poised to attack. I wedge a toe under the severed head and kick it towards Ak'thar. I break his line of sight for a second and he falters, slowing his charge. I swipe my blades in an X pattern, and the tips of his claws patter to the ground. He roars and body checks me. His attack sends me backwards. He stumbles over the carcass at his feet. I leap forward, leading with my blades. They



bury themselves in his chest, my momentum pushing him back. He trips over the mess at his feet, and I land on top of him. The hilts of my blades hit his breastplate with a hollow clang. The rapiers have pinned him to the stone.

I roll off him, gasping. He is struggling to move, but the magicks of the blades are eating away at him. Small puffs of light as Rise pumps electricity into him, and a hot sizzling sound as Fall's acid eats away at his flesh.

Like water, the werewolf visage melts, showing his tattooed face twisted in pain. He looks at me, blood frothing from his lips. His eyes still burn with hate.

"You should have run, Ak'thar."

"Fuck you, Shadowman! You should have died, mind broken and sitting in a pool of your own shit. How did you get out of that place?"

"Doesn't matter. What does matter is that you, and everyone else is going to die a slow death. You shouldn't have turned on me."

I stand up and whisper the twisting words of magic. My hands crackle with black energy. I place my hands upon his face. He tries to turn away from me, but his attempts are feeble. He screams as the black energy floods through his head. His eyes pop and gush down the sides of his face. His heels drum on the stone and his hands slap and scramble for a hold. Energy floods my body, repairing tissue and mending bone.

Ak'thar stops moving, his cheeks are sunken in and blood runs out of his nose. I remove my blades from his chest. A bolt whistles past my head. I turn and see an archer duck behind a wall.

I sprint towards the stairs. Crossbow bolts whiz angrily around me. Taking the stairs three at a time, I barrel through a handful of crossbowmen moving for a better vantage point. My blades slash in rainbows of crimson, and the red tunics fall in a heap. I hit the top of the wall and find it empty.

A quick investigation of the battlements shows that all of Sten's crimson tunics are gone, demoralized and fled into the Shadow. I move down the stairs back

into the courtyard. The ground is covered with golden flecks and blood.

At the door into the keep, I see the body of the dog that was unfortunate enough to bite my blade. His sides are hitching and shuddering, and small keening sounds escape with every labored breath from his torn face. His body is ravaged by pain. One quick slash and I put him out of his misery.

After all, I'm not a monster.

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"After all, I'm not a monster," Laudivis says grandly, eyes boring into Ajayalah, who is staring at him defiantly. Her dark eyes full of rage, making her even more beautiful. He sits at the head of a black stone table, all of his lieutenants and lackeys fawning at his sides. I stand at his right, watching her with interest. Bold as a bugbear, she walked in here, demanding his assistance.

To my left stands Randix, Laudivis' pet caster. Between Randix and I, we could handle most of the intimidation Laudivis needed. If something needed to be broken, Laudivis always had other lackeys to call upon.

"Only a monster would demand such payment for so little work." Ajayalah's voice dripped scorn, eyes as sharp as her words.

"No, my dear. A monster is not greedy. A monster would not hear your request. A monster,..." he stops to take a drink of his wine. My cue.

"A monster," he continues, "wouldn't take kindly to one invading his home. A monster would react with violence."

I move closer to her, purposefully invading her boundaries. I slowly stalk circles around her. I see beads of sweat on her forehead and upper lip. At this intimate distance, I see her pulse throbbing in her neck. She is frightened, but is doing her best to hold it in. I continue to circle slowly.

"A monster would have taken offense to being called names in his manor. A monster wouldn't hear of such demands of assistance, with no real reason or offer of



payment.”

Her dark eyes lock onto mine. Gold flecks stand out in the green of her irises. She resists turning her head when I pass outside of her periphery.

“A monster would have you beaten, raped, and spit-  
ted for tomorrow’s meal, my dear.”

At this range, I hear the sharp hitch in her breath as I run a finger through the bottom edges of her hair. Goosebumps spring out of her skin, and she is trembling. She raises her hand to the side of her head self-consciously and feels her hair floating on the air. She starts, all bravado broken and twirls, trying to find me. She turns full circle and finds me staring at her, blocking her view of Laudivis. She starts and utters a sharp cry of surprise. Tears spring out at the corners of her eyes. Broken and scared for her life, she lowers her lashes.

“I am sorry for my attitude, Lord Warchant. I am at wits end, trying to figure out how to deal with the problem.”

A snap of his fingers summons me back to his side. Randix winks and grins at me as I take my place.

“Good boy.” He whispers. I give him the middle finger.

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The courtyard is completely silent. The crackling flames pop and snap as the final bits of the glitterdust ignite. I take one last glance around at the walls. No hidden sharpshooters are watching me; no master warriors come charging out of the shadows at me.

I can turn back now. I can walk back through the planar intestine and go back home. A moment of indecision grips me. I need to find out if she’s in there, with him. He needs to pay.

I put my hand on the door handle. With Rise at bear, I step into Daggen’ar Keep.

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As I cross the threshold, I hold my breath. My spine tingles as I pass through the weakened enchantments

that, in the height of their power, could make a dragon think twice about entering uninvited. The weight of magic still thrums in the stone, reaching out to the furthest corners of the keep like tributaries leading out from a large river. The closer one gets to the center, the stronger the magic gets.

I close my eyes and can almost see the lines of magic coursing around the keep like a spider web. The center spirals upward, to the central tower. There, the magic loses focus, the tattered remains of the web drifting in the aether. The energy lies there, uncontrolled. The fact that I made it into the keep with relative ease and all but skipped through the door cements my suspicions.

Randix isn’t in the Scrying Tower.

I’m standing in the remains of the entry hall. A set of stairs winds up the wall to the left, going up. After about fifteen feet, the stairs end in a smooth break. The edge looks sharp enough to cut. Rubble lies below it, a pile of broken wood and stone. The ceiling above me is gone as well, broken by the same force that smashed its way through the stairs. The pieces of the ceiling lie strewn about the entryway, spread out in a too neat arc, with me on the inside. My eyes trace the dimensions of the arc. They match up with the stairs, the ceiling and the unnoticed damage to the outer wall. I’m standing in the middle of a perfect sphere.

I narrow my eyes. The more I study the entry way, the more I see. Symbols are spread about the chamber. Sigils of power carved in the rubble to look like cracks. Arcane writings etched in the stairs and ceiling, a delicate script I almost missed. Some of the symbols are deeply evil, dancing shapes hide behind them, shadows my eyes slide off of.

I’ve walked right into his trap. There is enough magic aimed at me to stop me from doing anything stupid. A soft scrape from beyond the arc of rubble and the dust stirs slightly.

The trap hasn’t been sprung yet. The triggering runes aren’t complete. An invisible finger swipes and more arcane runes appear in the dust. This one makes my



eyes water and my mind scream. Symbols I've seen all too recently. A voice in my head, one from another time and place, urges me to flee, to hide deep within the recesses of my mind.

The dust stops stirring, a single stroke left before the spell is complete. I move a step forward to conceal slipping a hand into a pocket.

"I wouldn't do that." Randix' peculiar voice echoes out. "Not unless you want to remember. Those first weeks in the Room were hard, weren't they? Not knowing what was real and what was phantasm."

The pile of rubble that used to be the stairs shakes and moves like it's breathing. Smaller pieces of rubble peel off the large mass and stumble unsteadily to what look like legs. The first one has a piece of wooden bannister as a leg. Its head is the top of a lantern from the wall. The flame lights up. It moves forward.

Another one appears, this one draped in the rotted carpet that ran up the stairs. The material hangs down the creature's back like a cape. One arm ends in a rounded piece of polished wood, intricate carvings running up the thing's arm like tattoos. The piece of wood used to be the bottom of the handrail.

More and more of them spring up from the pile, and soon a dozen different manikins of different shapes and sizes flank me. They make incoherent noises and growls, like small animals.

"You are probably asking yourself if what you are seeing is real, or if you're starting to hallucinate again. We all knew you were batshit crazy. All the signs were there. You just refused to see it."

"Bullshit. You drugged me for weeks to get my defenses down; you and that bitch of yours. What was her name? Marlin? Martina?"

The manikins get agitated. I've cracked his façade a bit. Good.

"Her name was Mara."

I laugh loudly. "That's right, Mara. How's she doing? She saved up enough to get that eye regenerated? How about those scars I gave her? She still look like

some mud hole hooker desperate enough to take a roll with a lizard man?"

The manikins charge and bright lights fill the room.

The bright flash dies down, leaving me temporarily blinded. Randix' peculiar laughter fills the cavern amidst the pained groans of the goblins. Warchant sent Randix, Ak'thar and myself to help Ajayalah and her people with their infestation.

A tribe of goblins from a few miles north dug too deep into the ground and uncovered something that should have remained buried. A few orgies and sacrifices later, they had more power than they knew what to do with. Their Dark Master wanted more, so they moved towards the nearest community: Andribar.

Ajayalah's father was the leader of the farming community of Andribar, and quickly ran out of options. The goblins ran rampant over the community. Powerful as they were, they were only goblins. A double handful of humans with pitchforks and woodcutting axes didn't have a chance against the diabolists, but against the three of us?

They didn't stand a chance.

As my eyes cleared, I heard the meaty thumps of Ak'thar finishing off the stunned goblins. Deeper in the complex, screams echoed. Some of the freeblades were butchering the rest of the goblins. Some of the voices sounded female, a number of them sounded like children. I told myself they were already corrupted by whatever dark forces the tribe sold their souls to, but I would never know for sure.

"Thanks for the warning, Ran. I truly hate it when you do that."

His odd laughter echoed again. This time, the manikins he surrounds himself with amplified the sound, giving it an ethereal lilt. Six of his creations were still functional, and they moved around the cavern, poking into the darker corners.

"You should know by now, Zhertan, that anything I cast is going to leave you dazed. I'm just that good."

I snort. I see Randix standing still, head cocked as he



stares into the darkness. He is still for a long moment, and I notice that all of his manikins are standing still as well. Randix sees me staring at him, and he tosses me a smirk and a wink.

“You see something?” I ask, watching his face closely.

“No, just thinking.” I know he’s lying. His right eye narrows slightly, a tic he has displayed since I’ve known him. I open my mouth to call bullshit, but the rest of the crew approach. A couple of the freeblades come in, pouches heavy and weapons bloodied. Behind them comes Mara. She wraps her arms around Randix from behind and whispers in his ear. Her blue eyes are bright, almost too bright. She’s been using again. The tight smile on Randix’ face tells me he knows that as well. I can’t read her lips, but I see that she tries to hide the object she slips into his pocket. It looks like a chunk of coal or other dark stone, a half formed shape buried in the rough mineral.

Her ice chip eyes lock on mine, and for a second the glacier melts with a burning hatred. I toss a wink and a leer her way. She moves so fast I have trouble tracking her movements. In a single fluid move, she drew Randix’ dagger and flung it at me. Instincts kicked in and I crossed my arms over my heart. The dagger pinged off of my bracers. The force was enough to ricochet the blade up and over my shoulder.

The freeblades turn at the sound, still skittish from the encounter with the goblins. Howls ring out and echo off the stone, braying hounds who’ve scented blood. A deeper, more primal growl undercuts the fevered snarls, a throwback sound that makes the freeblades draw closer to the light. As the dogs grow closer, the rattling of chains on stone is heard.

A hulking shadow crowds the cavern, his presence larger than life. His pack of hounds snaps and snarls, lunging at the end of their chains. Four dogs dig into the ground, held back by Ak’tar’s bodyweight. A massive wrought iron breastplate anchors his dogs to his torso. Mithril linchpins keep the chains attached, allowing him to release them with a flick of his wrist.

Foam flecks his beard as he grunts and snarls. As one, the pack stops lunging at the end of the chains and

drop to their bellies. Ak’tar’s burning gaze sweeps the area. He glares at the nearest freeblade and then stomps hard in his direction. The hired man flinches back and draws his blade halfway out of its scabbard before realizing it.

The man looks down at the naked portion of blade, horror dawning on his face. A second later a hound tears that look off of his face, taking part of his jaw with it. The man stumbles back and two more hounds grab his arm and opposite hip. The fourth latches onto his ankle.

Everyone else turns away as piteous cries turn to wet smacking sounds. I look at Ak’tar.

“Dogs were hungry.”

Randix and Mara turn away, whispering in the dark.

“You can’t go around eating the help! Eventually there won’t be any more! Then who’s going to carry all the loot?” Ak’tar reaches down and snatches the dead man’s pouch. He shakes it and then puts it away.

“I keep what I carry.”

“I’m sure Laudivis would appreciate that.”

Ak’tar grunts and seems to back down. The only person he seems to fear is Warchant. I wonder where the dwarf found this beast.

The skittering on stone cues me in to the host’s rushing attack. I throw myself to the side. A piece of stone smashes into the wall behind me. More rocks pepper the area as I roll and spin. My vision starts to return, and I see three of the manikins closing in. One is almost as big as a dwarf, the bannister that makes up his hand connects with my jaw. My head snaps back. I throw myself back with the blow, kicking out and up with both my feet. I use the momentum to complete a backflip, putting more room between myself and the larger of the manikins. I land, back to the wall. I flick Rise and Fall across my chest and a number of the smaller missiles crash to the ground.

“You’ve lost your edge, Rand. There was a time where I’d be dead already. Is that why Mara left? Having trouble keeping your wand up?”



The manikins move in a flanking motion, forcing me to move. The larger manikin charges, its bannister fist leading the way. A double swipe as I dance out of the way and its arm drops. Off balance, it crashes into the wall. I bury Fall in between what passes for a neck and a torso. I leave the blade there, letting the acid do the work.

Without the juggernaut to contend with, the battlefield is now mine. Spinning and jumping, I dance through the hail of stones, leaving a trail of scorched stone and burning wood in my wake. I stop at the edge of the circle, and I see Randix, fingers poised to complete the triggering rune. His lips are moving silently as he casts the spell. I fling both hands out. He instinctively dodges the blade, even though it is still feet from him.

My hidden pouch strikes him right in the face. A cloud of grey dust envelopes his head and he falls backward. He sucks in a deep breath as if to yell, and makes a wet gagging sound. Fingers scrabbling at his face, he starts to scream. Blood rains down onto the stone as he starts to break skin. Spittle and phlegm starts to flow from the corners of his mouth.

The effects of the deadleaf flower are never pretty. Dwarven sorcerers call it “Stonemelt” and will kill from a distance anyone even suspected of carrying it. The flower is rumored to grow in soil fertilized with the remains of artifacts destroyed by the strongest of anti-magic spells. Others say it only grows in the Monastery of Starcrash, rumored to be permanently immune to magic. The kobold alchemist that sold it to me said his was watered with the humors of a dead god.

Regardless of where it came from, Spellsores seeks out and eats away at the arcane essence of mages. Others have been known to slit their own throats to end the torment.

Even from here, my arms break out in large, angry sores. I feel the energy drain out of me. A few moments of weakness drop me to my knees. The moment passes, and I stand. Behind me, I hear Fall clatter to the ground.

Randix has backed himself against the wall and is gasping for breath. He sits in a puddle of pus and vomit. Blood fans out from his nostrils and the sides of his mouth. He coughs out a fine spray of blood and pus. Sores cover his face and hands, deforming his features. One eye is bulging out weirdly.

“Wuh..wuh...wuh...” He stutters, his useless hands twitching in his lap. His tongue is thick and white, poking out from between his bleeding lips like a slug.

“A lethal dose of Spellsores. An old friend of mine found a way to concentrate its potency.”

I raised my arms. My forearms were covered in leaking sores. Spells I had prepared earlier in the day were gone. The skin burns, and I knew he must be in agony. His breathing came in clicking gasps. His lungs were filling with liquid quickly. He would drown in his own bodily fluids, filled with his stolen arcane energy.

Good.

His one good eye flickers minutely over my shoulder. I slide a blade out of a sheath on my waist, using my torso as a shield. Closing my eyes, I focus on the sounds in the room. Other than Randix’ labored breathing, I hear a soft whisper of air. I drop to one knee and spin, slashing upward with the blade.

Mara, once beautiful beyond words, is now a withered husk of a woman. The blade enters right below her waist and slides up, splitting skin with a sound of wet leather tearing. The smell of offal fills the air as the blade slices through intestine and organs. Blood gushes down my arms as I continue up, splitting her throat and burying the blade in her brain. Her dying eyes are level with mine. The one I took is a mass of scar tissue, but the other is still as blue as a frozen sea. Her mouth works for a moment, and I can see my blade glistening in the back of her throat. I lean in and kiss her tenderly. I can taste blood and steel on her lips.

“You picked the wrong dragon, darlin’.” I whisper as the life leaves her body. With a sharp twist, I separate the body from the head. The pile of meat collapses.



I toss the head into Randix' lap. He jerks and babbles unintelligibly.

I kneel down before him. His eyes track my movements in jerks and twitches. He probably only sees shadows and silhouettes now. The bulging eye erupts with a silent pop, and fluid begins to pour down his chest. He grunts wetly, like he is trying to clear his throat. His hands slap at the severed head in his lap, fingers spasming wildly.

"One thing my time in the Asylum taught me, Rand, is to strike hard. You might not get a second chance. Everything is a battle of life or death. There is no room for weakness. No time for ego. If Warchant wasn't so full of himself, he would have done the job quickly and cleanly."

I grab his lolling head by the chin and jerk his face toward mine.

"The need for acknowledgment of ones' deeds is a powerful drug. All of you wanted someone to know how powerful you were." I stand up and start to pace, a habit from my time in the Room.

"The difference between you and me is that I know what I am capable of. I fought my way out of the Room! I survived everything it threw at me, and survived!"

I grab him by the shoulders and lift his limp body up.

"I saw the true face of evil you worshipped! I saw the visions dancing in its head, and I saw everything you did to me?"

I punctuate my anger with slams on the stone. The first one gets a bubbling shriek. The second, a wet groan. The third rewards me with stillness. I close my eyes and calm my breathing.

Moments later, clarity has returned. I drop the body on the stone. I retrieve Fall from the rubble, and continue on. The interior of the castle is still in good condition. The rooms are bare; heavy white sheets cover most of the furniture. Signs scattered here and there show that the freeblades must have slept in here. The cesspit smell of troops crammed in a small area.

I walk the halls for minutes, expecting more troops to appear from ambush, trying to stop my advance. I move up through the keep, and the closer to the top I get, the more things feel wrong.

Below, the keep felt lived in. The stink of garbage and piss was present. The bedrolls were scattered around the floors in a familiar, haphazard pattern. Here, the bedrolls weren't used. Some weren't even set up. Rucksacks of gear were placed next to a rolled blanket; both still crouched on the floor, waiting to be unpacked. Some extra water skins hung, unused. A quick check shows them about half full of water.

Tepid. The taste of the treated skin was heavy in the liquid. They had been sitting a while. A few larger bags and crates stood in the corner, no doubt full of rations and foodstuffs, going to rot.

The top floor housed two or three rooms and the Throne Room. The gear placed here was peppered with arms and armor. The soldiers didn't even have their combat gear. Were they instructed to leave it?

Dark pulses of energy rolled down the hallway from the throne room doors. The heavy pieces of iron looked like they were sweating, the way they would if they had sat in the summer's heat.

Close inspection shows that the doors, covered in beaten gold, are melting. Dribbles of molten liquid runs down the door, the once beautiful etchings nothing but a smeared blur.

A breathe deeply, and push on the door. My hand leaves an indentation in the soft gold, and then the door swings open.

Most of the Throne Room is open and empty. Upon a dais is the massive stone throne of this place. A cone of light from above paints it in shadows, but I know there's someone sitting in it. My guess is Warchant. He doesn't seem to have noticed me. His eyes are locked on the wall to his side.

Another cone of light off to the side highlights the soft planes and curves of a naked female body. Ajayalah. Black chains are fastened at her throat, wrists, and ankles. Her head is bowed, covering her face with her



long black hair. Small scars pucker along her arms and belly, while older ones hide on her thighs and calves. The slack chains snake away into the darkness.

The room wavers around me, heat distortions making it hard to focus. There are no obvious signs of the intense heat, nor does it seem uncomfortable in here. I look at the wall that has Warchant's complete attention. The wall shows the skyline of an impossible city, buildings and spires twisting towards a bronze colored sky. The buildings shimmer and shake when I try to focus on them, making it hard to identify any architectural themes. My eyes slide off of the slick streets and the small inhabitants moving along them. In the distance, I see a familiar building that stands menacingly over the city. The windows seem to glow with an inner light, and I can almost make out movement...

I look away from the Room, my stomach clenched into a tight knot.

I look away. I move closer to the dais.

"Isn't it beautiful, Zhertan?" His voice is dry and rough like a dull blade across a whetstone.

"I don't know if I'd call the City of Wrought Iron a beautiful sight, Laudivis. Impressive, yes, but not beautiful."

I continue to move forward slowly. As I get closer, I can see him for the first time in the better part of a decade. His face is ashen and pouchy. He's lost a lot of weight and hair. His once magnificent beard is thinned out and patchy. He swims in his once fine clothes. The rings rattle around his knobby and twisted hands. His hand rests on a thin white wand. His fingers twitch and I stop.

"So...it has come to this. You have come to kill me; to exact vengeance for my betrayal. You have carved a trail of death through my empire, and here I am, barely alive and no sport at all for you."

His laughter cuts through the room. I hear the chains rattle slightly. I glance over and see her eyes glitter through the curtain of hair. A glimmer of hope spills out of one eye and leaves a glistening track down her

pale cheek.

"I came for her, Laudivis. It was all for her."

"Her? You came all this way for a woman?! You killed those you called brothers for HER!!"

The old dwarf surged up and forward, wand extended. I was already moving. Bolts of white hot energy burst from the wand. The air sizzled around me, causing my hair to stand on end. I stopped face to face with him, and I saw the madness that lived there. The door to the City has taken its toll on him.

The wand twitched my direction and I swung Fall across my chest. The wand parted easily, a single purple spark flashing from the broken item. Laudivis stared at it, dumbly. I threw myself off the dais and across the floor.

The pent up energy from the wand exploded outward. The force lanced across my back and sent me spinning across the ground. I heard him scream shrilly as the burning cloud of electricity engulfed him. He hit the floor on the other side of the dais with a meaty slap.

My eyes cleared from the brilliant flash. Ajayalah was staring down at me. The smell of ozone was thick enough to make my eyes water and my throat close up. I hear Warchant gasping for breath across the room. I stand up an arm's length from the cone of light holding Ajayalah. I see her lips move, her voice a whisper in the dark.

"My Love..."

I lay on the stinking floor of the taproom, my blood pouring out of my body. Sten is bellowing and cursing. He holds a bloodied wad of bandages to his face. He stomps on my face. I feel my cheekbones and teeth shatter beneath his boot. I feel the gummy remnants of his eyeball beneath my fingernails.

I see the room through a distant tunnel. I see Zash's large head bury itself in my open guts - a liquid sloshing sound - and I feel my body jerk and twist. Ajayalah appears, and attempts to push the dog away. Zash growls and worries at a bit of meat that may or may not be my intestines.



Ajayalah caresses my cheek. She pours a cold, clear liquid down my throat. Freezing heat washes through my body and all of my muscles tense up. I groan through gritted and broken teeth. My flesh pulls and tightens as it starts to repair itself.

Ajayalah swipes at the dog with her blade, and Zash scoots off with a snarl. A piece of me dangles from the side of her mouth. A solid thump beside my head, and I glance up to see Warchant. He frowns down at me, finger tapping rhythmically on the wand sheathed at his side.

“Why keep him alive? We’ve gotten what we want from him.”

“You’ve gotten what you need from him. I have not.”

Warchant snorts.

“He’s never going to tell you what happened. You might as well kill him and torture his spirit. You’d have an easier time getting answers that way. If you want, I can have a word or two with his ghost...”

I’ve regained enough control over my hands to give him the finger. He laughs, and spits in my face.

“He will talk. My father has associates in the City.”

The way she said it had darker implications. She wasn’t talking about any city in the realm. My soul shuddered at the implications.

“Suit yourself. Get him out of here before my boys decide to take more shots at his arrogant ass. There wasn’t enough of him to go around for the likes of us.”

I feel my body lifted off the ground. I have an arm draped over the shoulders of Ajayalah and someone else. I have enough strength to stare Warchant in the eye. He grins and approaches. His thick fingers grab onto my hair and yank my head back.

“Remember, kid, I was ready to let you die, but she’s the one that wants to lock you up in that place. For whatever life you have left, you’ll remember the punishment for crossing me.”

I feel a sharp tearing in my abdomen. I look down

and see a black bladed knife buried in my guts. Dark blood starts to ooze out of the wound.

Warchant turns away. My eyes droop and close. His turned back is the last vision I have of the world for many years.

I watch Ajayalah closely. Her eyes follow me, but the rest of her body seems to be immobile. The chains reek of binding enchantments that cut her off from any power she would be able to access.

“My love, you came for me.” Her voice is a mere shade of what it once was. Her pain hangs in every word. I slowly circle her sphere of light. I take in every detail of that perfect body. It hasn’t changed in almost ten years.

A symphony of words and pain wash over me. I struggle to find the right words for the moment. My hands tighten on the hilt of the black dagger at my waist.

“You turned on me, Ajayalah. You sold me out to him.” I gesture at the far side of the room. “And you think I came to rescue you?” I laugh in her face.

“You healed me when I’m all but dead, and you sent me to my own private Hell!”

“I had to! There was no other way! If I’d let you walk away, you would have gotten yourself killed!”

Even bound and defenseless, her honeyed voice almost has me convinced. I almost believe that she had no choice but to confine me in the Asylum. There was no other option for me but to be tortured by monsters for years.

I almost believe that this is my fault for destroying the idol. I took the idol the goblins worshipped and smashed it when I was alone. The voices hidden within the crude statue were too much. Warchant had already succumbed. The presence of that entity had perverted everyone in the company.

Ajayalah and her father, though, were in deeper than anyone else. The goblins were drawn to their village by the black rites that were committed in Its’ name. The being called out to them, and they took the idol back to their warren. The small cult was no match for

the goblins, so they reached out for Warchant. He sent us in to wipe out the goblins and return the idol.

I start as I realize I have one of the manacles on her wrist in my hands, picks ready to work open the lock. I hadn't realized she was this strong while bound. If these chains weren't here, I wouldn't have stood a chance.

I drop her arm to her side. I move around in front of her, looking into her eyes.

"Where's your father, my love?" I ask.

Her eyes flicker to the cityscape over my shoulder.

"He attends a council meeting with Our Lord. He will be back soon. Zhertan free me, and we can leave this place. We must hurry, or he will return and then we can never get away."

Her eyes threaten to pull me in, to drown me in their love for me. In the reflection I see myself giving my last breath for her, sacrificing myself for her.

When her eyes widen, I see the twisted reflection of my grin as the blade pierces her heart. The madness is plain on my face in her deep, liquid eyes. Years of torture buried that seed deep within me, and my hate fed it until this bloody bloom appeared.

I watch the life fade from her eyes and the shock melt away. I plant a soft kiss on her cheek.

"You shouldn't have turned on me."

I wipe the blade on her bare skin. I turn to see Warchant trying to crawl away. He is laboriously making his way to the portal to the city. A long streak of blood lies behind him. The last trail he will ever leave.

He stops and rolls over to face me. His legs are a shattered and bloody mess.

"You...came all this way...just to kill her?" he wheezes.

"Yes."

"Did it ever occur to you that I would have given her to you freely? She's been nothing but trouble since you left. I would have gifted her to you and gone my

own way. None of this would have had to happen. Years of blood and death, easily avoided."

"You are forgetting one thing, Laudivis."

"What?"

I twirl the black blade in my hand. His eyes widen as he sees it.

"I wouldn't have been able to give you your knife back."

My twisted smile appears, and he starts to shriek.

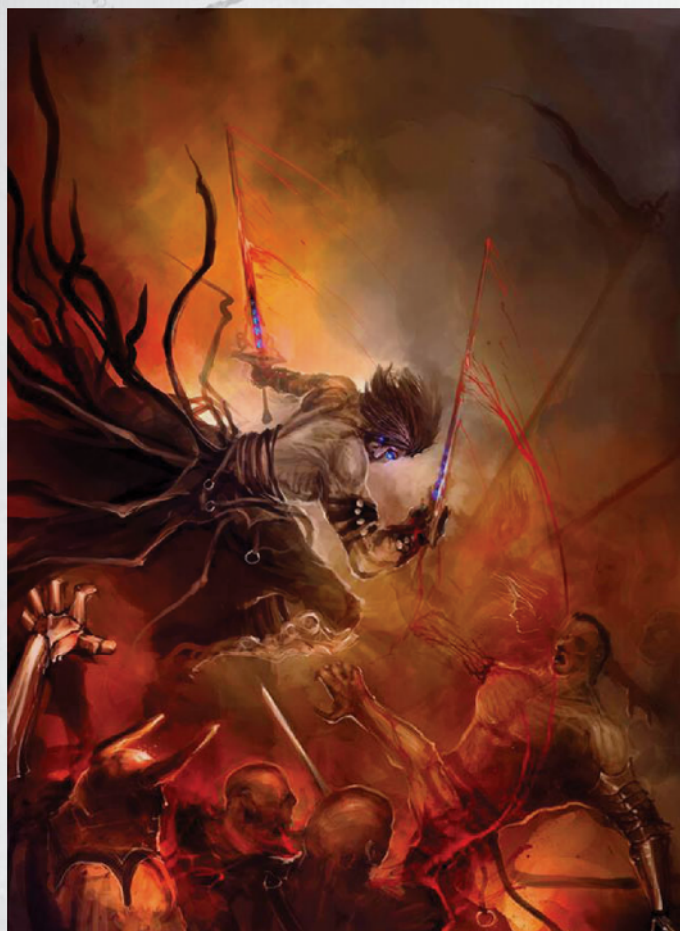
Once I'm done, I sit in the throne, feet up on the mangled corpse before me. Beyond the wall, through the portal, is another piece of the puzzle. Ajayalah's father. And their master. Two more reasons I lost years of my life to madness and pain. Soon, one will come walking through that portal. And I'll be waiting.

Once I'm done with one, I'll go find the other one.



# ZEHRTAN, LAYING WASTE

## ICONIC NPC



### Zehrtan

Male Fetchling Magus 15

N Medium outsider (native)

**Init** +8; **Senses** darkvision 60 ft., low-light vision; Perception +15

### DEFENSE

**AC** 28, touch 17, flat-footed 24 (+8 armor, +4 Dex, +3 natural, +3 deflection)

**hp** 108 (15d8+30)

**Fort** +11, **Ref** +9, **Will** +9

**Defensive Abilities** shadow blending; Resist cold 5, electricity 5

### OFFENSE

**Speed** 30 ft.

**Melee** +1 corrosive rapier +14 (1d6+3/15-20/×2+1d6 acid) and +1 dueling, shock rapier +14/+9/+4 (1d6+6/15-20/×2+1d6 electricity)

**Special Attacks** spellstrike

### Spell-Like Abilities

1/day—*disguise self*, *plane shift* (self only, shadow or material plane) (DC 17), *shadow walk* (DC 15)

**Magus Spells Prepared** (CL 15th; concentration +22):

**5th** (4/day)—*cloudkill* (DC 22), *cloudkill* (DC 22), *wall of force*, *cone of cold* (DC 22)

**4th** (5/day)—*stoneskin*, *black tentacles*, *greater invisibility*, *greater invisibility*, *wreath of blades*

**3rd** (7/day)—*blink*, *displacement*, *dispel magic*, *vampiric touch*, *vampiric touch*, *vampiric touch*, *vampiric touch*

**2nd** (7/day)—*mirror image*, *mirror image*, *spider climb*, *invisibility*, *web* (DC 19), *blur*, *scorching ray*

**1st** (7/day)—*shocking grasp*, *shocking grasp*, *shocking grasp*, *shield*, *frostbite*, *frostbite*, *true strike*

**0** (at will)—*mage hand*, *daze* (DC 17), *daze* (DC 17), *arcane mark*, *detect magic*

### STATISTICS

**Str** 20, **Dex** 19, **Con** 14, **Int** 24, **Wis** 10, **Cha** 10

**Base Atk** +11; **CMB** +16 (+18 disarm); **CMD** 33 (35 vs. disarm)

**Feats** Arcane Strike, Critical Focus, Extra Arcana, Extra Arcana, Extra Arcana, Improved Critical (rapier), Intensified Spell, Power Attack, Two-weapon Fighting, Weapon Focus (rapier)

Traits bruising intellect, killer, magical lineage

**Skills** Acrobatics +17, Appraise +12, Bluff +15 (+17 to Feint), Climb +9, Diplomacy +15 (+10 to improve other creatures' attitudes towards you), Fly +8, Heal +5, Intimidate +25 (+20 to improve other creatures' attitudes towards you), Knowledge (arcana) +25, Knowledge (dungeoneering) +15, Knowledge (geog-



raphy) +8, Knowledge (history) +8, Knowledge (nobility) +8, Knowledge (planes) +17, Knowledge (religion) +8, Perception +15, Ride +8, Spellcraft +15, Stealth +16, Survival +3, Swim +9, Use Magic Device +4; Racial

Modifiers +2 Knowledge (planes), +2 Stealth

**Languages** Aklo, Common, Dark Folk, Draconic, Ignan, Infernal, Shadowtongue, Terran

**SQ** arcane pool, condescending, spell combat, spell recall, knowledge pool, magus arcana (arcane accuracy, arcane edge 7, critical strike [1/day], devoted blade, prescient defense, quickened magic [1/day], reflection, spell shield +7)

**Other Gear** +1 Corrosive Rapier, +1 Dueling, Shock Rapier, Amulet of natural armor +3, Belt of physical might (Str & Dex +4), Boots of speed (10 rounds/day), Bracers of armor +8, Headband of vast intelligence +6 (Bluff, Diplomacy), Ring of protection +3, 150 GP

## SPECIAL ABILITIES

**Arcane Accuracy +7 (Su)** 1 Arcane Pool: +7 to attack rolls until the end of your turn.

**Arcane Edge 7 (Su)** 1 Arcane Pool: Add 7 Bleed damage to an attack.

**Arcane Pool (+4) (14/day) (Su)** Infuse own power into a held weapon, granting enhancement bonus or selected item powers.

**Arcane Strike** As a swift action, add +1 damage, +1 per 5 caster levels and your weapons are treated as magic for the purpose of overcoming damage reduction.

**Boots of speed** (10 rounds/day) Affected by haste.

**Condescending** -5 to Diplomacy and Intimidate checks to improve others' attitudes toward you.

**Critical Focus +4** to confirm critical hits.

**Critical Strike (1/day) (Su)** When you score a critical hit with a melee weapon, you may cast a touch range spell as a swift action and immediately make the touch attack.

**Darkvision (60 feet)** You can see in the dark (black and white vision only).

**Devoted Blade (Su)** Add either anarchic, axiomatic, holy, or unholy special ability to arcane pool options.

**Energy Resistance, Cold (5)** You have the specified Energy Resistance against Cold attacks.

**Energy Resistance, Electricity (5)** You have the specified Energy Resistance against Electricity attacks.

**Greater Spell Combat (Ex)** Use a weapon with one hand at -2 and cast a spell with the other.

**Improved Spell Recall (Su)** Spend your Arcane Pool to recall spells you have already cast.

**Intensified Spell** You can cast a spell that can exceed its normal damage die cap by 5 (if you have the caster level to reach beyond that cap).

**Killer** Add weapon's critical modifier to its critical bonus damage.

**Knowledge Pool (Su)** Spend Arcane Pool points to prepare a magus spell that is not in your spellbook for 1 day.

**Low-Light Vision** See twice as far as a human in low light, distinguishing color and detail.

**Magical Lineage (Shocking Grasp)** A chosen spell counts as 1 level lower when metamagic feats are applied to it.

**Power Attack -3/+6** You can subtract from your attack roll to add to your damage.

**Prescient Defense (Su)** 1 Arcane Pool: Gain +7 bonus to AC and Reflex saves vs. struck opponent.

**Quickened Magic (1/day) (Su)** 1/day, cast a spell as if Quickened without altering the level.

**Reflection (Su)** Use Arcane Pool points equal to the level of an incoming spell to reflect it or fewer to give a bonus to any saves vs. the spell.

**Shadow Blending (Su)** Miss chance in dim light increases to 50%. This does not grant total concealment.

**Spell Shield +7 (Su)** 1 Arcane Pool: +7 to AC until the end of your next turn.

**Spellstrike (Su)** Deliver touch spells as part of a melee attack.



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