

Steel and Fury

Combat Maneuvers of the Mighty



Marzio Muscedere



COMPATIBLE WITH
**DCC
RPG**

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INTRODUCTION

"He grunted with satisfaction. The feel of the hilt cheered him and gave him a glow of confidence. Whatever webs of conspiracy were drawn about him, whatever trickery and treachery ensnared him, this knife was real. The great muscles of his right arm swelled in anticipation of murderous blows."

- Robert E. Howard: The Hour of the Dragon

Fighter...reaver...slayer...destroyer. No matter what title you prefer, the warrior is the cornerstone of any fantasy RPG. After all, when was the last time you adventured without a warrior in your party? And if you did, chances are you hired one to accompany you. There is no denying the versatility of the warrior class. Royal knight, mercenary, barbarian, dwarf, archer, these are just some of the many examples of which you can play. Although each archetype lends to its own unique style of gaming, what they all share in common is that they are tough, deadly and an integral part of any adventuring party.

Take for instance the old debate between high and low fantasy in both literature and RPG's. Epic fantasy or sword & sorcery? Which one is better? There is of course no correct answer per se. It all boils down to a matter of preference. While some enjoy to adventure in Middle Earth, others choose to seek gold and glory in the Hyborian Age. Yet no matter which style of fantasy setting you prefer, what is not debatable is that in all fantasy, warriors abound! And rightfully so. It was no accident that sword came before sorcery when they coined the term to define the genre. After all, what are the likes of fell magics before the mighty blade of Howard's iron-thewed Conan, or the blood thirsty axe of Frazetta's Death Dealer, or the indomitable savagery of Wagner's mystic swordsman Kane? Warriors have always been revered in both literature and the real world. Some of our most iconic historical figures have been warriors. Genghis Khan, Alexander the Great, Joan Of Arc and Attila the Hun, just to name a few.

It is right to both fear and respect the warrior. A life devoted to combat and the skill of arms. The mastery of both weapon and body that leaves bloody carnage in his wake. The very embodiment of savagery, the discipline of steel, the unique blend of strength and speed coupled with the iron will to withstand pain and fatigue. Locked in deadly combat, your foe's hot breath burning on your face, the smell of blood, the sound of bones snapping,

flesh rending, and the final result - victory, and a slain foe at your feet. Combat in a fantasy setting should be more than just standing toe to toe and simply following the pattern of...I go...you go. Combat is dynamic and fluid, with combatants taking advantage of tactics and their surroundings. But most of all combat is dangerous and in the hands of a skilled warrior combat is downright deadly. A warrior does the dirty work up close and personal with grisly effect. Yet in the gaming world, outside of a lucky critical hit, this doesn't always seem to translate well.

Take for example the difference between how a wizard and warrior deal with an inferior opponent. A high level spell caster can dispose of a simple adversary relatively quick and with ease. Burning a man to ash or turning his flesh to stone. Where as an equal level warrior, will undoubtedly deliver his foe to the same fate, must do so through a more deliberate and slow process, methodically beating down his foe until death. To speak of it purely in game terms, why must the warrior slowly drain his opponent of hit points round after round where the spell caster can fry them in one? Does Conan need to toil when bringing down a simple bandit cut throat? Is he pressed to fight a galley slave round after round before eventually delivering him to his inevitable demise? The answer is simply no. Conan would make quick work of these lowly adversaries, removing limbs and heads from bodies with expertly placed attacks. And so should you.

Through Mighty Deeds of Arms warriors become even more deadly and rightfully so. Relying on their skillful mastery of arms, not simple luck. Warriors can sever limbs, pulverize organs with terrible blows, crack bones and deliver wicked wounds that bleed uncontrollably... and that is just to name of few. The ability to deliver devastating attacks and use your environment to execute precise and skillful maneuvers lends a more cinematic and visceral feel to your game. Making the warrior a fun and deadly class to play, not simply a meat shield able to absorb damage.

For when sorcery and science fail, when civilizations crumble and fade, when tooth and claw once again hold sway across the land, humanity will pray for a warrior with a sword in hand. So be ready to live by your brawn and cunning, to face down your enemies with steel and fury, be ready for combat as Appendix N intended.

Go ahead and flip to a Deed....it's go time!

Combat as Appendix N Intended

The following work offers a collection of Mighty Deeds of Arms torn straight from the bloody pages of Appendix N material that warriors may enjoy as they quest for gold and glory. Although watching a cultist burn after kicking him into a raging bonfire or shouldering an archer from the top of a tower and hearing him scream as he plummets to his doom is a fun and effective way of using a Mighty Deed, sometimes you just want to shatter your foe's spine or split someone's skull to the teeth in a spray of blood and brains. Stand triumphant over your enemy as he futilely attempts to stuff ropes of intestine back into his torn body or pulverize your foe's internal organs with blunt force trauma. Many of the following Mighty Deeds focus on weapon specific results, allowing warriors the ability to showcase mastery over the weapons they wield through brutal and deadly attacks. But be warned, high reward comes with high risk, triumph and disaster are always opposite sides of the same coin.

Mighty Fumble and Mighty Critical

The Mighty Deeds presented in this book use an optional rule called Mighty Fumble and Mighty Critical. These are both good and bad results specific to the deed attempted and result in wildly heroic or horrific outcomes. Fortune after all, favors the bold!

A Mighty Fumble occurs when a natural roll of 1 is made on both your attack die and deed die results. The Mighty Fumble result is used in place of a regular fumble result.

A Mighty Critical is achieved by successfully scoring a critical hit with your attack die and rolling the highest possible number on your deed die. The Mighty Critical result is used in place of a normal critical hit result. For example, a 6th level warrior scores a Mighty Critical with a natural attack roll of 18-20 (so long as the attack is successful) and a natural deed roll of 8.

Judge's Discretion

Nothing replaces judge's discretion. Although the tables presented in this book are filled with outcomes, some of them might not apply to your given situation. It is after all impossible to present a chart that takes into account every possible situation or outcome. It is up to the judge to determine if the outcome rolled works in that situation. If the judge doesn't think a warrior's punch can shatter a dragon's jaw...then it can't. Or if a warrior's

roll results in a severed arm on a creature with no arms then the judge can change it in a manner he sees fit. A judge may also slide the warrior's deed result up or down on the table dependent upon the situation, strength of opponent or any other contributing factor. The charts presented offer examples and ideas of Mighty Deeds to use in your game. They are by no means gospel and will undoubtedly lead to players and judges expanding or creating their own Mighty Deed charts. Remember the words of the Dark Master, the judge is always right. Let the rules bend to you not the other way around.

Mighty Deeds and Burning Luck

As a general rule Luck can not be burned to effect the outcome of your Mighty Deed. The same as Luck can not be burned to score a critical hit in combat. A natural deed die roll determines the effect of your Deed and can not be effected by burning Luck. The attack die on the other hand can. Therefore, you may burn Luck to add to your attack roll in order to hit an opponent, but by rule you can not burn Luck to alter the outcome of your deed roll.

Mighty Deeds of Arms

"Is there a greater truth in all the land than the warrior and blade?"

It is only the fool that places their trust into that of the unknown. The fleeting luck of the rogue, the fickle whims of the gods or the dark mysteries of the arcane. Is it not the hand that wields the blade the most truth? The rise and fall of empire, the giver of life and bringer of death. All in the flash of the blade, the point of the spear, the hew of the axe. For the discipline of steel carries with it no mystery...only truth.

The sword alone can not kill.

But placed in the hands of the mighty it becomes a tool. An instrument of death, the destroyer of worlds. For I tell you this, it is through mighty deeds of arms that the book of legend is written - and with every slash is red."

- Manual of Puissant Skill at Arms

Bind & Strike

(Two-Weapon Fighting)

“The remaining Pict, a chief by the scarlet tip of his eagle-feather, came savagely to the attack.... The Cimmerian had the advantage of a greater intelligence, and a weapon in each hand. The hatchet, checking its downward sweep, struck the spear aside, and the knife in the Cimmerian’s left hand ripped upward into the painted belly. An awful howl burst from the Pict’s lips as he crumpled, disemboweled...”

- Robert E. Howard: The Black Stranger

Description

When fighting with two-weapons you use your off-hand weapon to bind or pin down an opponent’s weapon, opening up an opportunity for a clean follow up attack.

ROLL	Result
Mighty Fumble	Your attempt ends in disaster as you strike yourself... twice! Take normal damage plus roll two crits on yourself using your crit die and table. You also lose both weapons as they fly from your grasp 1d10+5 feet away in opposite directions. You must spend an action to retrieve each weapon.
3	Your attack hinders your opponent’s range of motion. On next attack opponent suffers a -2 attack penalty.
4	Your off-hand attack redirects your opponent’s arm hindering foe’s next attack and leaving an opening for you. On next attack opponent suffers a -2 attack penalty and you gain a +2 bonus to your attack.
5	You expertly impede your opponent’s next attack and leave foe’s flank unprotected. On next attack opponent suffers a -4 attack penalty and you gain a +4 bonus to your attack.
6	You pin your opponent’s weapon arm with your off-hand attack. Opponent unable to attack with that arm next round and you receive a +5 attack bonus on your next attack.
7+	You skewer your opponent’s arm pinning the limb to foe’s own flank. Opponent can no longer use pinned arm to attack for as long as arm is pinned down. Warrior may continue to pin arm with a successful opposed Strength check each round. Warrior may attack with primary hand at a +6 bonus for each round that pin is maintained.
Mighty Critical	In one fluid and deadly attack you pierce each of your opponent’s limbs pinning them to foe’s own body. Opponent falls to his knees unable to free skewered limbs - you oblige, freeing your weapons and bringing them down in a deadly scissoring motion beheading your opponent in a spray of blood.

Bleeding Strike

(Piercing or Slashing Weapons)

“The panther leapt, forelegs extended, and Gazul let fly... The arrow cut the wet air and caught the animal just under the foreleg, parting the short pale fur, then speared the chest cavity and blood spewed along the barrel. Dark ropes of blood. Heart’s blood.”

- James Silke: Tooth and Claw

Description

Your attack opens a jagged wound that bleeds uncontrollably, weakening your opponent and eventually draining them of life.

Roll	Result
Mighty Fumble	Karma is a bitch. You stumble in your haste to cut your foe and somehow manage to open a gruesome wound on yourself. Take normal damage plus using the table below take a #5 deed roll result modified by Luck (subtracting a positive modifier from the result and adding a negative modifier to the result) and apply it to the damage on yourself. You are considered prone and must use an action to stand. Melee attacks against a prone character receive a +2 bonus.
3	You draw blood, opening a nice gash along one of your opponent’s limbs. The blow did not hit a major artery but the wound is significant enough to deliver an extra 1d3 damage. The opponent will take an extra 1d3 bleeding damage each round until either healed or a successful DC 13 Fort save is made.
4	Blood will flow! You open a nice wound in your opponent’s leg. The blow did not hit a major artery but the wound is significant enough to deliver an extra 1d4 damage. The opponent will take an extra 1d4 bleeding damage each round until either healed or a successful DC 14 Fort save is made.
5	Wicked cut to the chest! A steady pool of crimson begins to puddle at your opponent’s feet. The blow did not hit a major artery but the wound is significant enough to deliver an extra 1d5 damage. The opponent will take an extra 1d5 bleeding damage each round until either healed or a successful DC 15 Fort save is made.
6	You are showered in red! Your devastating blow opens a grisly wound in your opponent’s flank damaging a major artery. Each round opponent takes an extra 1d6 bleeding damage and a temporary loss of 1 Stamina point until either healed or a DC 16 Fort save is made.
7+	It’s raining blood! All in a 15 foot arc are sprayed with blood as you open a gruesome wound across your opponent’s neck damaging a major artery. Each round opponent takes an extra 1d7 bleeding damage and a temporary loss of 2 Stamina points until either healed or a DC 17 Fort save is made.
Mighty Critical	You open your opponent’s jugular with a savage strike. Blood fountains from the grisly wound as your foe slumps to the ground dying in a spreading pool of gore.

Blinding Attack*

“The blinding speed of the barbarian paralyzed the senses of the police and made their actions futile gestures. Caught flat-footed and dazed by his quickness and ferocity, half of them would have been down before they had a chance to fight back, except Posthumus, more luck than skill, threw his arms about the Cimmerian, pinioning his sword-arm. Conan’s left hand leaped to the guard’s head, and Posthumus fell away and writhed shrieking on the floor, clutching a gaping red socket where an eye had been.”

- Robert E. Howard: The God in the Bowl

Description

Blinding attacks usually involve making a called shot to an enemy’s eyes. Examples include throwing sand in an enemy’s face, stabbing a knife through a visor, or impaling a target’s eyeball with an arrow. Blinding attacks obviously must take place where appropriate to the enemy; they are useless against oozes, for example. Against certain opponents, such as a cyclops, the judge may “bump up” results to the next-higher level, given the more serious effect of blinding blows against such creatures.

Roll	Result
Mighty Fumble	You stumble in your attempt and go crashing to the ground. During the fall you somehow manage to strike yourself. Take normal damage plus roll a crit on yourself using your crit die and table. You are considered prone and must use an action to stand. Melee attacks against a prone character receive a +2 bonus.
3	Opponent’s eyes are irritated and stinging, and he has difficulty seeing. On his next attack, the opponent suffers a -2 attack penalty
4	Opponent is temporarily blinded. He suffers a -4 penalty to his next attack roll and may only move at half speed.
5	Opponent is completely blinded for 1d4 rounds. He flails about with wild attacks, suffering a -8 penalty to attack rolls, and can move only in a random direction at half speed.
6	Opponent is completely blinded, as above, for 2d6 rounds.
7+	Opponent is blinded for the next 24 hours. Additionally, he must make a Fort save against the warrior’s attack roll. On a failure, he is permanently blinded.
Mighty Critical	You completely destroy your opponent’s eyes with a grisly attack. Foe is permanently blinded and falls to the ground paralyzed with shock.

* This Deed originally appears in the *Dungeon Crawl Classics Role Playing Game core rulebook* and is reprinted here for ease of reference

Bone Crusher

(Two-Handed Blunt Weapons)

“...the helmeted Barbarian turned the axe flat, swung it and caught the second bat soldier full in the chest as he galloped past. His hollow, birdlike bones disintegrated on impact, and he was driven out of his saddle. He hit the ground with a slap, the middle of his body as shapeless as a bloody leather sack.”

- James Silke: Lords of Destruction

Description

You leave your foe a shattered ruin by delivering a crushing blow to the torso with enough force to pulverize bones.

Roll	Result
Mighty Fumble	You go crashing to the ground, knocking the air out of your lungs leaving you gasping for breath. During the fall you somehow manage to strike yourself. Take normal damage plus roll a crit on yourself using your crit die and table. You are considered prone and must use an action to stand. Attacks against a prone character receive a +2 bonus.
3	Your blow slams into opponent's torso and bruises rib cage. Opponent stumbles desperately trying to catch his breath. On next attack opponent suffers a -2 attack penalty.
4	Your attack snaps 2d3 of your opponent's ribs. Opponent suffers a -2 on all future attack rolls until healed.
5	You shatter your opponent's pelvic bone. Blood begins to leak from nearby orifices...yes those nearby orifices! Opponent falls prone and must spend next attack action to stand. Opponent suffers a -3 on all future attack rolls, loses any Agility bonus to AC and is reduced to moving at ½ speed until healed. Melee attacks against a prone opponent receive a +2 bonus.
6	You smash opponent's rib cage and pierce a lung. Blood begins to bubble from opponent's mouth and nose. Attack causes an extra 1d7 damage from internal bleeding. Opponent suffers a -4 on all future attack rolls until healed, falls prone to the ground in pain and must spend next attack action to stand. Melee attacks against a prone opponent receive a +2 bonus.
7+	Your blow shatters opponent's sternum splintering ribs and collapsing a lung. Blow causes 1d8 points of additional damage from internal bleeding. Opponent must make a Fort save against warrior's damage total (include extra 1d8 in total). Failed Save: Opponent falls to the ground in shock and is considered helpless for 2d4 rounds. Melee attacks against a helpless opponent receive a +1d bonus. Successful Save: Opponent suffers a -5 on all future attack rolls until healed, falls prone to the ground in pain and must spend next attack action to stand. Melee attacks against a prone opponent receive a +2 bonus.
Mighty Critical	Your blow lands directly on the top of your opponent's skull with a hollow thud. Foe's neck is compressed snapping the spinal column like a twig and forcing both eyeballs to shoot out of skull 1d10 +5 feet away. In case you were wondering...opponent dies instantly.



Cripple Arm

(Blunt Weapons)

“Olivia cried out at the fury of that stroke. Above the crunch of rending mail, she distinctly heard the snap of the shoulder-bone. The Hyrkanian reeled back, suddenly ashen, blood spurting over the links of his hauberk; his saber slipped from nerveless fingers.”

- Robert E. Howard: Iron Shadows in the Moon

Description

With a mighty blow you crush one of your opponent's arms (tentacle, appendage, extremity, etc.) rendering the limb useless.

Roll	Result
Mighty Fumble	Your rage has unbalanced you. The force of your wild swing results in a dislocated elbow rendering your weapon arm useless until healed. You also somehow manage to strike yourself as your momentum swings you around 360 degrees to the ground in what looks like your own personal ballet of the absurd. Take normal damage plus roll a crit on yourself using your crit die and table. You are considered prone and must use an action to stand. Attacks against a prone character receive a +2 bonus.
3	You smash your opponent in the arm fracturing bones. On next attack opponent suffers a -2 attack penalty. Humanoid creature with a weapon must make a Ref save against warrior's attack roll or drop weapon. An attack action must be used to pick up dropped weapon.
4	Your blow slams into opponent's hand breaking 1d4 fingers (assuming the opponent has fingers). Humanoid creature with a weapon drops its weapon and must use an attack action to retrieve it. Both humanoids and monsters suffer a -2 on all future attack rolls due to the broken bones.
5	Your savage blow crushes opponent's elbow into fragments. If opponent does not have elbow, blow still damages limb. Opponent must make a Fort save against warrior's damage total. Failed Save: Opponent can no longer use limb to attack or hold weapon/shield until healed. Successful Save: Opponent suffers a -3 on all future attack rolls until healed.
6	Your blow lands with a sickening crunch! Compound fracture causes bone to snap and break through skin. Blow causes 1d7 points of additional damage. Opponent can no longer use limb to attack or hold weapon/shield until healed.
7+	Your blow obliterates clavicle, completely dislocating arm from shoulder and sends splintering bone tearing through surrounding blood vessels. Limb is completely useless and can not be used to attack or hold weapon/shield until healed. Blow causes 1d8 points of additional damage from internal bleeding. Opponent falls to the ground howling in pain and is considered helpless for 2d3 rounds. Melee attacks against a helpless opponent receive a +1d bonus.
Mighty Critical	Your blow completely destroys appendage with such force it is removed from the body in a bloody broken mess. Opponent falls to the ground unconscious and bleeds to death in 2d6 messy rounds.

Cripple Leg

(Blunt Weapons)

“The giants answered with roars like the grinding of ice-bergs on a frozen shore and heaved up their shining axes as the maddened Cimmerian hurled himself upon them. A frosty blade flashed before his eyes, blinding him with its brightness, and he gave back a terrible stroke that sheared through his foe’s thigh. With a groan the victim fell...”

- Robert E. Howard: The Frost-Giant’s Daughter

Description

You target your foe’s leg, crippling and rendering the limb useless.

Roll	Result
Mighty Fumble	You smash your weapon against the ground where it ricochets back striking you straight in the face knocking 1d4 of your teeth through the air. You fall prone and take normal damage plus roll a crit on yourself using your crit die and table. If you wield a mundane weapon it is ruined. Magical weapons are not destroyed but land 1d10+5 feet away. You are considered prone and must use an action to stand. Attacks against a prone character receive a +2 bonus. An attack action must be used to retrieve dropped weapon.
3	Your blow slams into opponent’s foot crushing bones and breaking 1d4 toes. On next attack opponent suffers a -2 attack penalty from loss of balance.
4	You fracture opponent’s ankle. Opponent is reduced to moving at ½ speed, loses any Agility bonus to AC and suffers a -2 on all future attack rolls until healed.
5	You crush your opponent’s knee-cap rupturing the surrounding tendons and cartilage. Opponent is reduced to moving at ½ speed, loses any Agility bonus to AC and suffers a -3 on all future attack rolls until healed. Opponent falls prone and must spend next attack action to stand. Melee attacks against a prone opponent receive a +2 bonus.
6	Your blow lands with a sickening crunch, causing foe’s thigh bone to snap and break through skin. Opponent can only crawl at 5 movement speed and loses any Agility bonus to AC until healed. Blow causes 1d7 points of additional damage. Opponent must make a Fort save against warrior’s damage total (include extra 1d7 in total). Failed Save: Opponent falls to the ground screaming in pain and is considered helpless for 2d3 rounds. Melee attacks against a helpless opponent receive a +1d bonus. Successful Save: Opponent suffers a -4 on all future attack rolls until healed, falls prone to the ground in pain and must spend next attack action to stand. Melee attacks against a prone opponent receive a +2 bonus.
7+	You shatter opponent’s hipbone dislocating leg. Opponent falls to the ground howling in pain and can no longer stand. Foe can only crawl at 5 movement speed and loses any Agility bonus to AC until healed. Blow causes 1d8 points of additional damage. Opponent is considered helpless for 2d3 rounds. Melee attacks against a helpless opponent receive a +1d bonus.
Mighty Critical	You shatter opponent’s hip and pelvis. Splintering bone fragments tear through major artery. Foe falls to the ground and bleeds to death in a pain filled 2d3 rounds.

Death From Above

(Mounted Attack)

"A second killer had followed almost on the heels of the first, but Kane's draw was faster and the keen blade sheared through the beast's skull. His horse reared in panic as the others closed in, and Kane had to clamp his legs to its flanks tightly to stay on. Another wolf went down, its skull smashed by the plunging hooves."

- Karl Edward Wagner: Death Angel's Shadow

Description

You and your mount become a single instrument of death against an unmounted foe.

Roll	Result
Mighty Fumble	You spurn your mount too hard and it stumbles and falls taking you down with it in a thunderous crash! Your mount is lame until healed and you take 2d6 damage from the fall. For every damage die that comes up a 6, you break a bone. For each broken bone, you permanently lose 1 point of Strength or Agility (player's choice). The affected limb, rib, or vertebrae never heals quite right and affects the character in some fashion from then on. There is also a 50% chance you are pinned under your mount. A pinned character may attempt a DC 20 Strength check each round until freed. A pinned character is considered entangled and suffers a -1d to attack rolls. Attacks against an entangled character receive a +1d bonus.
3	Your steed butts into foe. Opponent suffers an additional 1d3 damage from the mount's charge. Humanoid creature with a weapon must make a Ref save against warrior's attack roll or drop weapon. An attack action must be used to pick up dropped weapon.
4	You deliver your attack from on high as your steed rams into opponent. Opponent suffers an additional 1d4 damage from the mount's charge. Opponent must make a Ref save against warrior's attack roll. Failure means opponent is knocked prone and must spend its next action to stand. Melee attacks against a prone opponent receive a +2 bonus.
5	You simultaneously strike your opponent as your steed slams into foe. Opponent suffers an additional 1d5 damage from the mount's charge. Opponent is knocked prone and must spend its next action to stand. Melee attacks against a prone opponent receive a +2 bonus.
6	You run down your opponent. Opponent is knocked back a distance equal to half the steed's movement and suffers an additional 1d6 damage from the mount's charge. If the damage die roll comes up a 6, foe breaks a bone. Opponent with a broken bone permanently loses 1 point of Strength or Agility. Opponent must spend next action to stand. Melee attacks against a prone opponent receive a +2 bonus.
7+	Your steed tramples opponent. Opponent is knocked prone and suffers an additional 1d7 damage. If the damage die roll comes up a 6 or 7, foe breaks a bone. Opponent with a broken bone permanently loses 1 point of Strength or Agility. Opponent also loses weapon and is considered stunned for the next 1d4 rounds. Stunned creatures suffer a -2 penalty to attack rolls. Melee against a stunned creature receive a +2 bonus. Opponent must spend an action to pick up dropped weapon.
Mighty Critical	Your attack is worthy of a circus acrobat. You vault from your mount delivering a killing blow to your opponent and vault back onto your mount as it passes all in a single fluid attack...yup that just happened!

Decapitating Strike

(Slashing Weapon)

"The fellow's head thudded on the flags; the body staggered drunkenly, an arch of blood jetting from the severed jugular; then it fell heavily."

- Robert E. Howard: Xuthal of the Dusk

Description

You slice your opponent's head clean off with an expertly placed attack.

Roll	Result
Mighty Fumble	You slash nothing but air. The force of your swing hyperextends your elbow rendering your weapon arm useless until healed. You also managed to strike yourself in the process. Take normal damage plus roll a crit on yourself using your crit die and table
3	You narrowly miss beheading your foe as your blade slices off opponent's ear. Next round, opponent suffers a -2 from loss of balance. If opponent is wearing a helmet the deed has no effect. There is a 70% chance opponent's helmet is knocked off from the attack.
4	Your opponent ducks just in time, but not before your blade cleaves the top of your foe's head removing his scalp and a portion of his skull. Foe is partially blinded as a steady flow of blood washes over his eyes from the torn scalp. Foe suffers a -2 penalty to attack rolls and all melee attacks against foe receive a +2 bonus until healed. If foe is wearing a helmet the deed has no effect. There is a 75% chance opponent's helmet is knocked off from the attack
5	Your blade comes to a jarring halt as it embeds itself in your opponent's skull. Foe collapses to the ground and is considered stunned for 2d4 rounds. Stunned creatures suffer a -2 penalty to attack rolls. Melee attacks against a stunned creature receive a +2 bonus. If foe is wearing a helmet the deed has no effect. There is a 80% chance opponent's helmet is knocked off from the attack
6	You hack into your foe's neck. Opponent must make a Fort save against warrior's damage total. Failed Save: Opponent's head is sliced clean off trailing blood as it sails 1d10+5 feet through the air. Successful Save: You cut your opponent across the neck damaging a major artery, each round opponent takes an extra 1d6 bleeding damage and a temporary loss of 1 Stamina point until either healed or a DC 16 Fort save is made.
7+	Your blade streaks through the air slicing through opponent's neck. Opponent must make a Fort save against warrior's damage total. Failed Save: Opponent's head is sliced clean off trailing blood as it sails 1d10+5 feet through the air. Successful Save: You turn opponent into a giant Pez dispenser cleaving through neck muscles, voice box and jugular. Opponent can no longer speak, takes an extra 1d8 bleeding damage and a temporary loss of 2 Stamina points each round until either healed or a DC 17 Fort save is made.
Mighty Critical	Your blade shears through foe's neck with surgical precision. Opponent's head shoots up from shoulders in an arching fount of blood landing 1d10+5 feet away.

Defensive Fighting

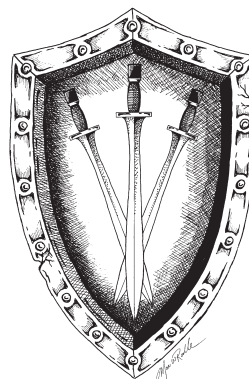
“The warriors of Xuthal howled like mad wolves. Unaccustomed to battle, they were ridiculously slow and clumsy compared to the tigerish barbarian whose motions were blurs of quickness possible only to steel thews knit to a perfect fighting brain...they struck too quick or too soon, and cut only empty air. He was never motionless or in the same place an instant: springing, side-stepping, whirling, twisting, he offered a constantly shifting target for their swords, while his own curved blade sang death about their ears.”

- Robert E. Howard: Xuthal of the Dusk

Description

You chose to fight defensively while attacking, limiting your offensive effectiveness and focusing on your defense. For the purpose of this Deed, the deed die rolled *does not* apply to your damage total but rather is used to increase your AC.

Roll	Result
Mighty Fumble	You stumble and leave yourself wide open for attack. Your primary opponent automatically lands a critical strike on you regardless if their turn has passed or not. Roll on the appropriate table and apply the results.
3	You spring aside and dodge your opponent's attack gaining a +1 AC bonus for the remainder of the round. Do not apply your deed roll to your damage total.
4	You side-step away and dip from danger gaining a +2 AC bonus for the remainder of the round. Do not apply your deed roll to your damage total.
5	You whirl and dive gaining a +3 AC bonus for the remainder of the round. Do not apply your deed roll to your damage total.
6	You twist and duck gaining a +4 AC bonus for the remainder of the round. Do not apply your deed roll to your damage total.
7+	You are a constantly shifting target as you dodge your opponent gaining a +5 AC bonus for the remainder of the round. Do not apply your deed roll to your damage total.
Mighty Critical	You dodge, dip, dive, duck and dodge your opponent's attack with the skill of a trained acrobat or Dodgeball champion, causing them to fumble. Roll on the appropriate fumble table and apply result to your foe. You also manage to land a critical hit on your enemy as your tiger like reflexes allows for a free attack against your foe.



Defensive Maneuvers*

"It seemed to Conan that his sweat-blinded eyes looked down into a rising ocean of steel that seethed and eddied, filling the valley from ridge to ridge. The fight was at a bloody deadlock. The hillmen held the ridges, and the mercenaries, gripping their dipping pikes, bracing their feet in the bloody earth, held the Pass. Superior position and armor for a space balanced the advantage of overwhelming numbers."

- Robert E. Howard: Black Colossus

Description

In certain circumstances, a warrior's greatest Deed may be allowing his comrades to live to fight another day. Shield walls, fighting withdrawals, and back-to-back combat maneuvers can sometimes allow the warrior to support his entire party.

Roll	Result
Mighty Fumble	You stumble and fall, tripping over one of your allies as you try to form-up in a defensive position. The next attack on you is an automatic crit and all of your allies involved in the formation suffer a -3 to AC next round. You are considered prone and must use an action to stand. Melee attacks against a prone character receive a +2 bonus.
3	The warrior fights defensively, improving his chances of surviving. He receives a +1 AC bonus for the next round.
4	The warrior organizes a defensive formation among his allies, such as a shield wall, that is well-suited to the opponent he fights. In addition to causing damage, he positions himself to "anchor" the defensive maneuver, granting a +1 AC bonus to himself and two allies who must be adjacent for the next round.
5	The warrior forms up his allies to best defend themselves. None of the participating allies can move or the defensive position is disrupted. As long as none of the allies move, the warrior and the allies receive a +1 AC bonus for the next round. Up to four allies can benefit.
6	As above, and the warrior organizes a particularly effective defensive position that grants a +2 AC bonus to himself and up to four allies, as long as no one moves. The warrior must continue using his Deed for this specific use to maintain the position. Subsequent Deed rolls do not need to roll 6 or higher, but the warrior cannot attempt another Deed without disrupting the defensive formation. If the warrior chooses to move and he scores an attack die roll of 6 or better, he can maintain a +1 AC bonus for himself and his four allies, provided they move in the same direction at the same speed and maintain their formation.
7+	As above, and the AC bonus is +3 if not moving or +2 if moving.
Mighty Critical	Your defensive formation is impregnable. You and an unlimited amount of allies can be formed up in the defensive position which grants a +6 AC bonus if not moving and a +4 AC if moving. Your formation is worthy of the Battle of Thermopylae.

* This Deed originally appears in the *Dungeon Crawl Classics Role Playing Game core rulebook* and is reprinted here for ease of reference.

Disable Creature's Wing

"But the demon spawn did not dart away.... The thick membrane crinkled at the joints like thin parchment, and the horny appendages closed around Gath's body.

Gath sank low trying to avoid the hand, and hacked at the lower edge of the wing. The blade bit into finger-bone, cracking it, and the wing twisted and unfolded causing it to pass above...

Gath backed away snorting flames, then suddenly charged. He got inside the wings before they could close, and pivoted, swinging his axe. He hammered one wing aside with a ear-shattering clang, kept pivoting with lightning speed and buried the axe into the chest of the bat."

- James Silke: Lords of Destruction

Description

Your attack disables a creature's wing, limiting its ability to fly.

Roll	Result
Mighty Fumble	You miss wildly and go crashing to the ground in a massive heap. During the fall you somehow manage to strike yourself. Take normal damage plus roll a crit on yourself using your crit die and table. You are considered prone and must use an action to stand. Melee attacks against a prone character receive a +2 bonus.
3	You strike a glancing blow against creature's wing. Next round creature suffers a -2 AC penalty from loss of balance.
4	You damage creature's wing. If the attack was successful while creature was in the air, it must land immediately. Creature suffers a -2 AC penalty until healed and is unable to fly for 1d3 rounds.
5	You open a large hole in creature's wing. Creature unable to fly for 2d3 rounds. If the attack was successful while creature was in the air, foe must make a Reflex save against warrior's damage total. Failed Save: Creature crashes to the ground for ½ falling damage. Successful Save: Creature safely lands but suffers a -3 AC penalty until healed.
6	You shatter a bone in creature's wing. Creature unable to fly until healed. If the attack was successful while creature was in the air, creature crashes to the ground. Foe must make a Reflex save against warrior's damage total. Failed Save: Creature crashes to the ground for full falling damage. Successful Save: Creature suffers ½ falling damage.
7+	You sever creature's wing with a precision attack. If the attack was successful while creature was in the air, creature crashes to the ground for full falling damage. Creature can no longer fly.
Mighty Critical	With one mighty blow you tear through creature's wings and spine completely destroying both. Creature is paralyzed and can no longer move. You may dispatch it at your will.



Disarming Attacks*

“Steel Suit, with a malignant grin, let his mammoth sword play with Gath’s axe head. His blows mangled the blade and sent reverberations up the shaft, through the Barbarian’s grip and into his arm and shoulder. Numbness spread back down his arm and into Gath’s grip. Sensing this, Steel Suit, discarded his grin and struck Gath’s axe where the head joined the handle, ripping it out of the Barbarian’s numbed grip.”

- James Silke: The Prisoner of the Horned Helmet

Description

Disarming attacks include called shots to the hand, shattering an opponent’s weapon, severing a spear shaft, entangling a sword arm, and using the flat of a blade to smack a weapon from an enemy’s hand. Obviously, the opponent must have a weapon for this Deed to succeed; disarming an unarmed opponent would serve no purpose. Creatures with natural weapons – claws, fangs, horns, etc. – cannot be “disarmed” in the traditional sense but can have the use of their weapons limited. See the table below for examples.

Roll	Result
Mighty Fumble	The momentum of your strike carries you forward and you go crashing to the ground in a massive heap. During the fall you somehow manage to strike yourself. Take normal damage plus roll a crit on yourself using your crit die and table. You are considered prone and must use an action to stand. Melee attacks against a prone character receive a +2 bonus.
3	A humanoid creature with a weapon drops its weapon. There is a 50% chance the weapon is knocked out of reach. If the weapon is out of reach, the creature must move to retrieve it and cannot simultaneously attack on its next round (unless it chooses to fight unarmed or draw a new weapon). If the weapon is within reach, the creature can use its next action to recover the weapon and still attack. (Alternate results: stabbed hand throbs in pain, imposing a -1 attack penalty to future rolls; entangled sword arm is tied up, and as long as warrior devotes future combat rounds to maintain the entanglement, the enemy cannot attack.)
4	A humanoid creature with a weapon drops its weapon, which automatically lands out of reach (as above). There is a 50% chance a mundane weapon is sundered in the process. A sundered weapon is shattered or broken and cannot be used (except as an improvised weapon). Magic weapons are never sundered. (Alternate results: stabbed hand is crippled, imposing a -4 attack penalty to future rolls.)
5	A humanoid creature with a mundane weapon has it automatically sundered; a magical weapon is disarmed and lands out of reach. A monster with a natural attack method, such as claws or a bite, has its claws or teeth shattered, imposing a -4 penalty to damage rolls with the affected natural attack for the rest of the combat. Very large monsters, such as dragons, may not be affected or may receive a lesser penalty to damage rolls. (Alternate results: targeted hand is completely severed, requiring attacker to use off-hand for the balance of combat (reference two-weapon combat, core rules p94); sword arm is so thoroughly entangled that the warrior can release his weapon and make attacks with a new one while the target struggles to free itself in 1d4 rounds.)
6	Both humanoids and monsters have a weapon completely compromised. Manufactured weapons are either sundered or disarmed and land out of reach, while natural weapons are shattered. The attacking arm (or mouth or tentacle or whatever) is wounded and future attacks take at least a -4 penalty to damage rolls.
7+	Both humanoids and monsters have a weapon completely compromised. Manufactured weapons are either sundered or disarmed and land out of reach, while natural weapons are shattered. The attacking arm (or mouth or tentacle or whatever) is considered useless and can not be used to attack until healed.
Mighty Critical	You land a devastating strike to your opponent’s spine. Foe falls to the ground completely paralyzed...oh yeah and disarmed too.

* This Deed originally appears in the *Dungeon Crawl Classics Role Playing Game core rulebook* and is reprinted here for ease of reference.

Flurry of Blows

(Staff Attacks)

"...the staff in the tall Khitan's hand licked out, seeming to elongate itself as the yellow man thrust. The point touched the bosom of Thutothmes and he staggered; again and yet again the staff licked out, and Thutothmes reeled and fell dead..."

- Robert E. Howard: The Hour of the Dragon

Description

Rather than making your normal attack you opt for a series of less powerful, lightning quick strikes that disarm, knock down and stun your opponent. On a successful Flurry of Blows Deed your opponent takes normal damage from your attack, regardless of how many blows actually land. The damage is a representation of the cumulative effects of the multiple yet less powerful and quicker strikes.

Example: A warrior wielding a staff has successfully hit his opponent and rolled a 5 on his deed die. He still only rolls 1d4 damage (plus any modifiers) regardless of the fact that four blows were landed against his opponent.

Roll	Result
Mighty Fumble	You swing your staff around only to lose control striking yourself in the face, shattering your nose and leaving you with two black eyes as you crash to the ground in a whirlwind of ineptitude. Take normal damage plus roll a crit on yourself using your crit die and table. You are considered prone and must use an action to stand. Attacks against a prone character receive a +2 bonus.
3	You land two quick blows each to the head and stomach knocking your opponent off balance. On next attack, opponent suffers a -2 attack penalty.
4	You land a three blow combo. Strike to the gut, then to the head and back to the gut, staggering your opponent. Opponent must make a Ref save against warrior's attack roll. Failed Save: Opponent is knocked prone and must spend next action to stand. Melee attacks against a prone opponent receive a +2 bonus. Successful Save: Opponent is not prone but suffers a -4 attack penalty on next attack.
5	You deliver four rapid fire attacks. Striking the head, body, back to head and finishing by knocking your opponent to the ground with a sweeping leg strike. Opponent is considered prone and must spend next action to stand. Melee attacks against a prone opponent receive a +2 bonus. In addition, opponent wielding a weapon must make a Ref save against warrior's attack roll. Failure means weapon goes flying 1d10+5 feet out of reach. An attack action must be used to retrieve dropped weapon.
6	You strike with five lightning quick blows. Striking the head, body, back to head, then weapon arm and finally finishing with a spinning strike to the legs sending both opponent and their weapon (if wielding a weapon) flying through the air 1d10+5 feet in opposite directions. Opponent is stunned for 2d3 rounds. Stunned creatures suffer a -2 penalty to attack rolls. Melee attacks against a stunned creature receive a +2 bonus. An attack action must be used to retrieve dropped weapon.
7+	You become a blur of motion. Landing six devastating strikes. Hitting the body, head, body, head, then swinging your staff up through the groin lifting opponent off its feet only to land your final blow, a massive two handed overhead chop that strikes your opponent in mid-air driving them into the ground. If opponent is wielding a weapon it is knocked 1d10+5 feet out of reach. Opponent must make a Ref save against warrior's attack roll. Failed Save: Opponent is knocked unconscious for 2d3 rounds. Unconscious creatures are considered helpless. Melee attacks against a helpless opponent receive a +1d bonus. Successful Save: Opponent is stunned for 2d3 rounds. Stunned creatures suffer a -2 penalty to attack rolls. Melee attacks against a stunned creature receive a +2 bonus. An attack action must be used to retrieve dropped weapon.
Mighty Critical	You become a whirlwind of motion striking from all directions and angles, resulting in a mewling broken thing lying at your feet in a spreading pool of crimson. Opponent slowly dies from a crushed skull and multiple broken bones.

Grappling Holds/Chokes

His face twisted in bestial fury, Kane grappled with the sea captain. Mavrsal, an experienced fighter at rough and tumble, found himself tossed about like a frail child. Kane's other hand circled its long fingers about his throat, choking off his breath. Desperately he sought to break Kane's hold, beat at him with a mangled wrist, as Kane with savage laughter carried him back against the wall, holding him by the neck like a broken puppet."

- Karl Edward Wagner: Undertow

Description

Warrior uses joint locks and choke holds when grappling an opponent, resulting in either a forced submission, broken bones, loss of consciousness or worse. For the purpose of this Deed a warrior rolls their deed die along with the opposed grapple attack roll. The deed die result determines the maneuver applied so long as the grapple attempt succeeds.

Roll	Result
Mighty Fumble	Bad technique! You dislocate your hip as you awkwardly try to grapple with your foe. Your leg is useless and you can only move at ½ speed and lose any Agility bonus to your AC until healed. You are considered prone and must use an action to stand. Melee attacks against a prone character receive a +2 bonus.
3	You catch your opponent in an arm bar. Opponent must make a Fort save against the differential in the opposed attack rolls. Failed Save: Opponent must immediately submit or have arm broken. Alternatively, the warrior may choose to break foe's arm regardless of submission. A broken limb is considered useless until healed. Successful Save: Arm is not broken but foe is still considered pinned and cannot move or take significant action until he frees himself from the pin by succeeding on next grapple attempt. Warrior receives a +2 bonus on next grapple attempt.
4	You gain side control and put your opponent in a headlock. Opponent must make a Fort save against the differential in the opposed attack rolls. Failed Save: Opponent must immediately submit or be knocked unconscious for 1d4 rounds. Alternatively, the warrior may choose to knock foe unconscious regardless of submission. Unconscious opponents are considered helpless. Melee attacks against a helpless opponent receive a +1d bonus. Successful Save: Foe is not knocked unconscious but is still considered pinned and cannot move or take significant action until he frees himself from the pin by succeeding on next grapple attempt. Warrior receives a +4 bonus on next grapple attempt.
5	You trap your opponent in a nasty leg lock. Opponent must make a Fort save against the differential in the opposed attack rolls. Failed Save: Opponent must immediately submit or have leg snapped. Alternatively, the warrior may choose to snap foe's leg regardless of submission. A broken leg is considered useless and opponent is reduced to ½ movement speed until healed. Successful Save: Leg is not broken but foe is still considered pinned and cannot move or take significant action until he frees himself from the pin by succeeding on next grapple attempt. Warrior receives a +6 bonus on next grapple attempt.
6	You position yourself around your opponent catching foe in a deadly rear naked choke hold. Opponent must make a Fort save against the differential in the opposed attack rolls. Failed Save: Opponent must immediately submit or be knocked unconscious for 2d4 rounds. Alternatively, the warrior may choose to knock foe unconscious regardless of submission. Unconscious opponents are considered helpless. Melee attacks against a helpless opponent receive a +1d bonus. Successful Save: Foe is not knocked unconscious but is still considered pinned and cannot move or take significant action until he frees himself from the pin by succeeding in another grapple check. Warrior receives a +8 bonus on next grapple attempt.
7+	You twist your opponent up in the dreaded crucifix hold. Opponent must make a Fort save against the differential in the opposed attack rolls. Failed Save: Opponent must immediately submit or have both shoulders dislocated. Alternatively, the warrior may choose to dislocate foe's shoulders regardless of submission. Dislocated shoulders result in both limbs considered useless and foe considered helpless until healed. Melee attacks against a helpless opponent receive a +1d bonus. Successful Save: Shoulders are not dislocated but foe is still considered pinned and cannot move or take significant action until he frees himself from the pin by succeeding in another grapple check. Warrior receives a +10 bonus on next grapple attempt.
Mighty Critical	You expertly pin, hold and twist your opponent with the efficiency of a python. Foe's whimpering sobs are suddenly drowned out by the crunching sound of their cracking spine. Opponent is completely paralyzed and dies in your hands.

Headbutt

“Gath charged forward, drove his head into the huge man’s gut and knocked him to the ground. He kept driving, stepped on the Kitzakk’s thigh and chest...”

- James Silke: Prisoner of The Horned Helmet

Description

Coupled with your melee weapon attack you smash your foe with a devastating headbutt. A headbutt that is coupled with a melee weapon attack does not use one of the warrior’s attack actions. A warrior need only roll once for his regular weapon attack. The result of the headbutt is determined by the deed die. A warrior may also use the Headbutt Deed as his primary attack when fighting unarmed.

Example: A 2nd level warrior rolls a 1d20 (action die) plus 1d4 (deed die) to attack with a longsword and Headbutt Deed in the same round. The deed die determines the effect of the headbutt so long as the weapon attack is successful.

Roll	Result
Mighty Fumble	Your headbutt is way off target resulting in a permanently crooked nose as it shatters against your opponent’s chest before you fall to the ground. Take normal damage plus roll a crit on yourself using your crit die and table. You are considered prone and must use an action to stand. Attacks against a prone character receive a +2 bonus.
3	You follow up your melee weapon attack with a headbutt, blackening your opponent’s eye. On next attack, opponent suffers a -2 attack penalty. If opponent is wearing a helmet the deed has no effect. There is a 40% chance opponent’s helmet is knocked off from the blow.
4	Your opponent turns to escape your attack and fails. Your headbutt smashes into side of foe’s head sending your opponent staggering. Opponent must make a Ref save against warrior’s attack roll. Failed Save: Opponent is knocked prone and must spend next action to stand. Melee attacks against a prone opponent receive a +2 bonus. Successful Save: Opponent suffers a -4 attack penalty on next attack. If opponent is wearing a helmet the deed has no effect. There is a 45% chance opponent’s helmet is knocked off from the blow.
5	You shatter your opponent’s nose dropping them with a headbutt straight to the face. Opponent is considered prone. Melee attacks against a prone opponent receive a +2 bonus. If opponent is wearing a helmet the deed has no effect. There is a 55% chance opponent’s helmet is knocked off from the blow.
6	You break your opponent’s jaw with a well placed headbutt to the mouth. Opponent loses 1d6 teeth and is stunned for 1d3 rounds. Stunned creatures suffer a -2 penalty to attack rolls. Melee attacks against a stunned creature receive a +2 bonus. If opponent is wearing a helmet the deed has no effect. There is a 65% chance opponent’s helmet is knocked off from the blow.
7+	You land a ferocious headbutt to the temple bursting your opponent’s ear drum. Opponent is stunned for 2d3 rounds. Stunned creatures suffer a -2 penalty to attack rolls. Melee attacks against a stunned creature receive a +2 bonus. If opponent is wearing a helmet the deed has no effect. There is a 75% chance opponent’s helmet is knocked off from the blow.
Mighty Critical	You finish your melee attack by landing a devastating headbutt that whips your opponent’s head back with a sickening crunch! The force of the blow snaps your opponent’s neck like a rotten branch leaving them paralyzed from the shoulders down.

Howling Fury/Rage

“Then, with a burst of fury...Conan was over the rail and on the deck of the Tigress....The fighting- madness of his race was upon him, and with a red mist of unreasoning fury wavering before his blazing eyes, he cleft skulls, smashed breasts, severed limbs, ripped out entrails, and littered the deck like a shambles with a ghastly harvest of brains and blood.”

- Robert E. Howard: Queen of the Black Coast

Description

You fly into a savage battle rage, channeling all your fury into delivering devastating blows at the expense of your own defense.

Note: A warrior may successfully rage only a number of times equal to their level per day.

Roll	Result
Mighty Fumble	You are mad with the red rage and are unable to distinguish friend from foe. Warrior's battle rage lasts for 1 round per level and warrior must attack for the full duration of rage. Warrior is unable to focus on a single target and will immediately attack nearest ally. There is a 50% chance each round for the duration of the rage that the warrior will chose to attack a different friend. Warrior receives a +7 bonus to hit and damage rolls as well as suffering a -7 to AC for duration of the rage.
3	You let lose with a savage battle cry. Warrior receives a +3 bonus to hit and damage rolls as well as suffering a -3 to AC for duration of the rage. Your battle rage lasts for 1 round per level. Warrior must rage for full duration and is unable to attempt rage again until current rage expires.
4	Wild eyed and snarling you unleash fury. Warrior receives a +4 bonus to hit and damage rolls as well as suffering a -4 to AC for duration of the rage. Your battle rage lasts for 1 round per level. Warrior must rage for full duration and is unable to attempt rage again until current rage expires.
5	You fly into a berserking frenzy unleashing brutal attacks. Warrior receives a +5 bonus to hit and damage rolls as well as suffering a -5 to AC for duration of the rage. Your battle rage lasts for 1 round per level. Warrior must rage for full duration and is unable to attempt rage again until current rage expires.
6	You attack with the ferocity of a wounded tiger. Warrior may temporarily expend points of his Personality or Intelligence score to enhance the damage on his current attack only. For every ability point he expends, he adds +1d12 to his damage roll. Warrior receives a +6 bonus to hit and damage rolls as well as suffering a -6 to AC for duration of the rage. Your battle rage lasts for 1 round per level. Warrior must rage for full duration and is unable to attempt rage again until current rage expires.
7+	Your rage is terrifying to behold as you become mad with blood lust. Warrior may temporarily expend points of his Personality or Intelligence score to enhance the damage on each successful hit for the duration of the rage. For every ability point he expends, he adds +1d12 to his damage roll. Warrior also receives a +7 bonus to hit and damage rolls as well as suffering a -7 to AC for duration of the rage. Your battle rage lasts for 1 round per level. Warrior must rage for full duration and is unable to attempt rage again until current rage expires.
Mighty Critical	Your rage is worthy of legend! You immediately strike down your opponent with a terrific blow. Also, each successful attack on any opponent for the duration of your rage is an automatic critical hit. Your battle rage lasts for 1 round per level. The tale of this battle will not be easily forgotten.

Jousting Attacks

“A tall warrior in gleaming armor couched his lance and charged to meet the lord of Tor. They met like a thunderclap. The Nemedian’s lance, striking his foe’s helmet, snapped bolts and rivets and tore off the casque, revealing the features of Pallantides. But the Aquilonian’s lance-head crashed through shield and breast-plate to transfix the baron’s heart. A roar went up as Amalric was hurled from his saddle, snapping the lance that impaled him...”

- Robert E. Howard: The Hour of the Dragon

Description

When on a mounted charge with a lance or spear, you deliver a perfect strike not only dealing double damage dice but also sending your foe flying from his saddle.

Roll	Result
Mighty Fumble	Big mistake! You lose your balance and fall from your saddle directly into the path of your foe’s charging mount. Take 2d6 points of damage as you are trampled. For every damage die that comes up a 6, you break a bone. For each broken bone, the character permanently loses 1 point of Strength or Agility (player’s choice). The affected limb, rib, or vertebrae never heals quite right and affects the character in some fashion from then on. In addition to the damage, you also manage to strike yourself. Take normal damage plus roll a crit on yourself using your crit die and table.
3	Your blow unbalances rider. Rider must make a DC 13 Strength check. Failure means the rider is thrown from mount and suffers an additional 1d4 damage from the fall. An opponent flung from a mount is considered prone and must spend next action to stand. Melee attacks against a prone opponent receive a +2 bonus. If opponent has a non-magical shield it is shattered. Magical shields are not destroyed but land 1d10+5 feet away.
4	You land a solid blow. Rider must make a DC 14 Strength check. Failure means the rider is thrown from mount and suffers an additional 1d4+1 damage from the fall. An opponent flung from a mount is considered prone and must spend next action to stand. Melee attacks against a prone opponent receive a +2 bonus. If opponent has a non-magical shield it is shattered. Magical shields are not destroyed but land 1d10+5 feet away.
5	You slam rider in chest. Rider must make a DC 15 Strength check. Failure means the rider is thrown from mount and suffers an additional 1d4+2 damage from the fall. An opponent flung from a mount is considered prone and must spend next action to stand. Melee attacks against a prone opponent receive a +2 bonus. If opponent has a non-magical shield it is shattered. Magical shields are not destroyed but land 1d10+5 feet away.
6	Your blow blasts rider. Rider must make a DC 16 Strength check. Failure means the rider is thrown from mount and suffers an additional 1d4+3 damage from the fall. An opponent flung from a mount is considered prone and must spend next action to stand. Melee attacks against a prone opponent receive a +2 bonus. If opponent has a non-magical shield it is shattered. Magical shields are not destroyed but land 1d10+5 feet away.
7+	Great maneuver! Rider must make a DC 17 Strength check. Failure means the rider is thrown from mount and suffers an additional 1d4+4 damage from the fall. An opponent flung from a mount is considered prone and must spend next action to stand. Melee attacks against a prone opponent receive a +2 bonus. If opponent has a non-magical shield it is shattered. Magical shields are not destroyed but land 1d10+5 feet away.
Mighty Critical	Nothing can stand in your way. In one terrific strike you send both rider and mount to their doom as they tumble end over end in a horrific crash. When the dust settles you bear witness to a heap of twisted limbs and ruined flesh as both rider and mount are indistinguishable in the carnage.

Kick

“Conan bounded back from the waving bills and his leap carried him outside the ring of his foes, to where Arus stood fumbling at his crossbow. A savage kick in the belly dropped him, green faced and gagging, and Conan’s sandaled heel crunched square in the watchman’s mouth. The wretch screamed through a ruin of splintered teeth, blowing bloody froth from his mangled lips.”

- Robert E. Howard: The God in the Bowl

Description

Coupled with your melee weapon attack you boot your foe with a solid kick. A kick that is coupled with a melee weapon attack does not use one of the warrior’s attack actions. A warrior need only roll once for his regular weapon attack. The result of the kick is determined by the deed die. A warrior may also use the Kick Deed as his primary attack when fighting unarmed.

Example: A 2nd level warrior rolls a 1d20 (action dice) plus 1d4 (deed die) to attack with a long sword and Kick Deed in the same round. The deed die determines the effect of the kick so long as the weapon attack is successful.

Roll	Result
Mighty Fumble	Poor form! You shatter your leg as your kick slams into your opponent’s hip at a bad angle. Your leg is useless and you can only move at ½ speed and lose any Agility bonus to your AC until healed. In addition you somehow manage to strike yourself on the way down. Take normal damage plus roll a crit on yourself using your crit die and table. You are considered prone and must use an action to stand. Attacks against a prone character receive a +2 bonus.
3	You follow up your normal attack with a boot straight to your opponent’s gut. On next attack, opponent suffers a -2 attack penalty. If opponent is wearing metal armor the deed has no effect.
4	You deliver a knee to your opponent’s groin with force. Opponent must make a Ref save against warrior’s attack roll. Failed Save: Opponent is knocked prone and must spend next action to stand. Melee attacks against a prone opponent receive a +2 bonus. Successful Save: Opponent suffers a -4 attack penalty on next attack. If opponent is wearing metal armor the deed has no effect.
5	A well placed side kick dislocates opponent’s knee. Opponent is considered prone and must spend next action to stand. Melee attacks against a prone opponent receive a +2 bonus. Opponent loses any Agility bonus to AC and moves at ½ speed until healed. If Opponent is wearing metal armor the deed has no effect.
6	You break your opponent’s jaw with a ferocious flying knee to the chin. Opponent loses 1d6 teeth and is stunned for 1d3 rounds. Stunned creatures suffer a -2 penalty to attack rolls. Melee attacks against a stunned creature receive a +2 bonus. If opponent is wearing a helmet the deed has no effect. There is a 65% chance opponent’s helmet is knocked off from the blow.
7+	You land a spinning roundhouse kick to the temple bursting your opponent’s ear drum. Opponent is stunned for 2d3 rounds. Stunned creatures suffer a -2 penalty to attack rolls. Melee attacks against a stunned creature receive a +2 bonus. If opponent is wearing a helmet the deed has no effect. There is a 75% chance opponent’s helmet is knocked off from the blow.
Mighty Critical	You finish your normal attack by landing a devastating spinning roundhouse kick against the side of your opponent’s head. The force of the blow leaves your opponent a babbling idiot for the rest of his days...oh yeah and paralyzed too.



Muting Strike

“Conan hoped the man would not discover him, but some instinct warned the Stygian. He turned abruptly from his destination, which apparently was the stair, and stepped straight to the recess. As he jerked aside the velvet hanging, a hand darted from the shadows, crushed the cry in his throat and jerked him headlong into the alcove, and the knife impaled him.”

- Robert E. Howard: The Hour of the Dragon

Description

You smash your opponent in the face, limiting foe's ability to cast spells, shout out for help or even speak. Some examples of the use of this deed may include the silencing of a city watchman's cry for help, halting the commands of a field general in battle or even disrupting the dark incantations of a vile sorcerer.

Roll	Result
Mighty Fumble	You fall prone in a bedazzling display of imbalance and strike yourself on the way to the ground. Take normal damage plus roll a crit on yourself using your crit die and table. You are considered prone and must use an action to stand. Attacks against a prone character receive a +2 bonus.
3	(B) You smash your opponent in the face bruising foe's jaw. (P) You stick your opponent through the cheek. (S) You cut through your opponent's cheek leaving them with a large red twisted smile. Foe is unable to shout or speak with any volume above a normal talking voice next round. Spell casting opponents suffer a -2 to next spell check.
4	(B) You break your opponent's jaw with a solid blow. (P) You stab opponent in the face severing tendons in jaw. (S) You slash opponent in the face severing tendons in jaw. Foe spits 1d4 broken teeth from a bloody mouth and can only speak in hushed tones next round. Spell casting opponents suffer a -4 to next spell check.
5	(B) Your blow shatters opponent's jaw with a sickening crunch. (P) You jam your weapon into opponent's mouth shattering foe's jaw. (S) Your swing severs opponent's jaw bone with surgical precision. 2d4 teeth go flying amidst a spray of blood. Foe can only speak in a barely audible whisper next round. Spell casting opponents suffer a -6 to next spell check.
6	(B) You land a direct hit to your opponent's throat damaging foe's voice box. (P) You pierce your opponent's throat damaging foe's voice box. (S) You slash your opponent across the throat damaging foe's voice box. Opponent can no longer speak or cast spells for 2d4 rounds or until healed.
7+	(B) You land a devastating blow to the chin causing your opponent's teeth to clash together severing foe's tongue. (P) You punch a hole through one side of your opponent's face and out the other, completely severing foe's tongue. (S) Your blade sweeps through your opponent's mouth completely severing the tongue and leaving your foe with an ear to ear grin. Opponent can no longer speak or cast spells until healed.
Mighty Critical	The force of your blow is so devastating it completely removes your opponent's lower jaw from face sending it flying 1d10+5 feet through the air. Opponent collapses to the ground unconscious and dies from shock within the hour.

Paralyze Arm

(Piercing Weapons)

“He rushed in, hacking madly, but Conan, recognizing him, shattered his sword with a short terrific chop and with a powerful push of his open hand sent him reeling to the floor. The king took Ascalante’s point in his left arm, and the outlaw barley saved his life by ducking and springing backward from the swinging ax.”

- Robert E. Howard: The Phoenix on the Sword

Description

With deadly precision you paralyze one of your opponent’s arms (tentacle, appendage, extremity, etc.) rendering the limb useless.

Roll	Result
Mighty Fumble	Your trying way too hard. You stumble and fall somehow impaling yourself with your own weapon. Take normal damage plus roll a crit on yourself using your crit die and table. You are considered prone and must use an action to stand. Attacks against a prone character receive a +2 bonus.
3	Your thrust penetrates deep, tearing into the muscle in one of your opponent’s limbs. On next attack, opponent suffers a -2 attack penalty. Humanoid creature with a weapon must make a Ref save against warrior’s attack roll or drop weapon. An action must be used to pick up dropped weapon.
4	You skewer your opponent in the hand tearing through tendons and ligaments. Humanoid creature with a weapon drops its weapon and must use an action to pick it up. Both humanoids and monsters suffer a -2 on all future attack rolls until healed.
5	You savagely stab your weapon through your opponent’s elbow severing tendons and destroying cartilage. If opponent does not have an elbow, blow still damages limb. Opponent must make a Fort save against warrior’s damage total. Failed Save: Opponent can no longer use limb to attack or hold weapon/shield until healed. Successful Save: Opponent suffers a -3 on all future attack rolls until healed.
6	Your strike lands with such force that it drives through your opponent’s upper arm and continues on piercing foe’s flank. Blow causes 1d7 points of additional damage. Opponent must make a Fort save against warrior’s damage total (include extra 1d7 in total). Failed Save: Opponent can no longer use limb to attack or hold weapon/shield until healed. Successful Save: Opponent suffers a -4 on all future attack rolls until healed.
7+	You drive and twist your weapon deep into your opponent’s shoulder blade with a sickening pop! Thrust obliterates rotator cuff, shearing through muscle and tendons completely dislocating arm from shoulder. Limb is completely useless and can not be used to attack or hold weapon/shield until healed. Blow causes 1d8 points of additional damage from internal bleeding. Opponent suffers a -5 on all future attack rolls until healed and falls prone to the ground in pain and must spend next attack action to stand. Melee attacks against a prone opponent receive a +2 bonus.
Mighty Critical	Your blow spears opponent clean through the chest skewering your foe’s heart like an apple. You notice the horror in your opponent’s eyes as he dies watching his beating heart impaled on the end of your weapon.

Paralyze Leg

(Peircing Weapons)

“The dart whistled through the air, came to an abrupt stop in Gath’s knee. He stared down at it, defying the pain. But it was too much....his strength left him, and he dropped forward...”

- James Silke: Tooth and Claw

Description

With deadly precision you paralyze one of your opponent’s legs, limiting foe’s movement and balance before ultimately rendering the limb useless.

Roll	Result
Mighty Fumble	Your weapon snaps and ricochets back striking you straight in the face puncturing your cheek and tongue leaving you with a permanent lisp. You fall prone and take normal damage plus roll a crit on yourself using your crit die and table. You are considered prone and must use an action to stand. If you wield a mundane weapon it is ruined. Magical weapons are not destroyed but land 1d10+5 feet away. Attacks against a prone character receive a +2 bonus.
3	Your blow penetrates into opponent’s foot severing tendons and breaking bones. On next attack, opponent suffers a -2 attack penalty from loss of balance.
4	You skewer your opponent through the calf muscle. Opponent is reduced to moving at ½ speed, loses any Agility bonus to AC and suffers a -2 on all future attack rolls until healed.
5	You drive your weapon through your opponent’s knee-cap destroying the surrounding tendons and cartilage. Opponent is reduced to moving at ½ speed, loses any Agility bonus to AC and suffers a -3 on all future attack rolls until healed. Opponent falls prone and must spend next attack action to stand. Melee attacks against a prone opponent receive a +2 bonus.
6	Your weapon goes through your opponent’s thigh and out the other side. Opponent can only crawl at 5 movement speed and loses any Agility bonus to AC until healed. Blow causes 1d7 points of additional damage. Opponent must make a Fort save against warrior’s damage total (include extra 1d7 in total). Failed Save: Opponent falls to the ground screaming in pain and is considered helpless for 2d3 rounds. Melee attacks against a helpless opponent receive a +1d bonus. Successful Save: Opponent suffers a -4 on all future attack rolls until healed, falls prone to the ground in pain and must spend next attack action to stand. Melee attacks against a prone opponent receive a +2 bonus.
7+	You impale your opponent through the hip and twist your weapon with a gruesome crunch! Twisting weapon shears through muscle and tendons completely dislocating leg from hip bone. Opponent can only crawl at 5 movement speed and loses any Agility bonus to AC until healed. Blow causes 1d8 points of additional damage. Opponent falls to the ground howling in pain and is considered helpless for 2d3 rounds. Melee attacks against a helpless opponent receive a +1d bonus.
Mighty Critical	You tear a massive hole into your opponent’s gut. Opponent falls to the ground desperately trying to force ropes of intestines back into wounded body - not going to happen. Opponent dies a painfully slow and grisly death.

Pierce Internal Organs

(Piercing Weapons)

“Conan sprang as a dying tiger springs...Before he could either strike or parry, the king’s poniard sheathed itself in his throat, above the gorget, slanting downward into his heart. With a choked gurgle he reeled and went down, and Conan ruthlessly tore his blade free as his victim fell.”

- Robert E. Howard: The Hour of the Dragon

Description

Your precision thrust impales one of your opponent’s organs causing massive internal damage.

Roll	Result
Mighty Fumble	You stumble and fall somehow stabbing yourself in the groin...ouch! You immediately void your bowels in what can only be described as your most embarrassing moment. But it only gets worse, take normal damage plus roll a crit on yourself using your crit die and table. You are considered prone and must use an action to stand. Attacks against a prone character receive a +2 bonus.
3	You stab your opponent in the gut. Foe stumbles desperately trying to catch his breath. On next attack, opponent suffers a -2 attack penalty.
4	Your opponent twists in an attempt to avoid your thrust and you pierce a kidney. Opponent suffers a -2 on all future attack rolls from the pain until healed. Opponent must make a Fort save against warrior’s damage total. Failure means the opponent is knocked prone and must spend next attack action to stand. Melee attacks against a prone opponent receive a +2 bonus.
5	Straight shot right to the liver! Opponent immediately falls prone in excruciating pain and must spend next attack action to stand. Opponent suffers a -3 on all future attack rolls until healed. Melee attacks against a prone opponent receive a +2 bonus.
6	You stab your opponent through genitals puncturing foe’s bladder and slicing intestines. Opponent immediately voids bowels in a horrible bloody mess. Attack causes an extra 1d7 damage from internal bleeding. Opponent suffers a -4 on all future attack rolls until healed. Opponent also falls prone to the ground in pain and must spend next attack action to stand. Melee attacks against a prone opponent receive a +2 bonus.
7+	You puncture your opponent’s lung causing 1d8 points of additional damage from internal bleeding. Opponent must make a Fort save against warrior’s damage total (include extra 1d8 in total). Failed Save: Opponent falls to the ground in shock and is considered helpless for 2d4 rounds. Melee attacks against a helpless opponent receive a +1d bonus. Successful Save: Opponent suffers a -5 on all future attack rolls until healed, falls prone to the ground in pain and must spend next attack action to stand. Melee attacks against a prone opponent receive a +2 bonus.
Mighty Critical	You drive your weapon clean through foe’s ear and out the other in a spray of blood and quivering brain matter - instant death.

Pin Opponent

(Ranged Weapons)

"There was fury in Kane's eyes. The arbalest in his arms shuddered. Ionor shrieked in clawing agony as the iron-barbed quarrel tore into her belly and flung her back against the tree. She should have fallen then; instead she hung there, writhing in torment. At point-blank range the quarrel had drilled through her spine and sunk into the gnarled trunk.

She struggled frantically to break free, but her strength suddenly failed.....Her slumped figure hung limply from the apple tree, impaled on the spike like a shrike's prey on a thorn."

- Karl Edward Wagner: Raven's Eyrie

Description

In a display of deadly accuracy your ranged attack pins your opponent to an object (ground, tree, table, wall, etc).

Note: Ranged attack must deal piercing damage.

Roll	Result
Mighty Fumble	If wielding a crossbow or bow your string snaps striking you in the face. If wielding a thrown missile weapon you stumble and fall in mid throw. Either way take normal damage plus roll a crit on yourself using your crit die and table. You are considered prone and must use an action to stand. Attacks against a prone character receive a +2 bonus.
3	Your missile pins a piece of your opponent's clothing (armor, boot, cloak, etc.) to an object (ground, wall, table, tree, etc.). Opponent must use next action to remove embedded missile. Opponent suffers a -2 attack penalty until missile is removed.
4	You pin one of your opponent's limbs (leg, arm, hand, foot, tentacle, etc.) to an object (ground, wall, table, tree, etc.). Opponent must use next action to remove embedded missile and suffers an extra 1d5 damage when doing so. Opponent suffers a -2 on all future attack rolls due to the damaged limb until healed.
5	You pin one of your opponent's limbs (leg, arm, hand, foot, tentacle, etc.) to foe's own body. Opponent must use next action to remove embedded missile and suffers an extra 1d6 damage when doing so. Opponent suffers a -3 on all future attack rolls due to the damaged limb until healed.
6	Your missile skewers both of your opponent's legs pinning them together. Opponent falls prone and is unable to move until missile is removed. An action must be used to remove embedded missile and opponent suffers an extra 1d7 damage when doing so. Opponent must spend another attack action to stand once missile is removed. Melee attacks against a prone opponent receive a +2 bonus.
7+	Your missile impales your opponent through the torso pinning foe to an object (ground, wall, table, tree, etc.) causing 1d8 points of additional damage. Each round that the opponent remains pinned results in an additional 1d8 points of damage. Opponent must make a Fort save against warrior's original attack roll to free itself. Each attempt to remove the missile uses an attack action. A pinned opponent suffers a -1d to attack rolls. Attacks against a pinned opponent receive a +1d bonus.
Mighty Critical	You pin your opponent to an object straight through the forehead scrambling their brains. Nice shot!

Pulverize Internal Organs

(Two-Handed Blunt Weapons)

“Conan pivoted on his heel and struck in from the side. The ax crunched through the steel cuirass and Volmana crumpled with his whole left side caved in.”

- Robert E. Howard: The Phoenix on the Sword

Description

Your savage attack destroys one of your opponent's organs causing massive internal damage.

Roll	Result
Mighty Fumble	You stumble and fall bouncing your weapon off the ground straight back into your groin. You immediately void your bowels in what can only be described as your most embarrassing moment. But it only gets worse, take normal damage plus roll a crit on yourself using your crit die and table. You are considered prone and must use an action to stand. Attacks against a prone character receive a +2 bonus.
3	Your blow slams into opponent's solar plexus. Foe stumbles desperately trying to catch his breath. On next attack, opponent suffers a -2 attack penalty.
4	You side-step your opponent as you swing and land a massive kidney strike. Opponent suffers a -2 on all future attack rolls from the pain until healed.
5	Perfect liver shot! Opponent immediately falls prone retching in excruciating pain and must spend next attack action to stand. Opponent suffers a -3 on all future attack rolls until healed. Melee attacks against a prone opponent receive a +2 bonus.
6	Blast to opponent's genitals burst bladder and scrambles foe's intestines. Opponent immediately voids bowels in a horrible bloody mess. Attack causes an extra 1d7 damage from internal trauma. Opponent suffers a -4 on all future attack rolls until healed. Opponent also falls prone to the ground in pain and must spend next attack action to stand. Melee attacks against a prone opponent receive a +2 bonus.
7+	Your blow collapses opponent's lungs. Opponent suffers 1d8 points of additional damage from internal trauma. Opponent must make a Fort save against warrior's damage total (include extra 1d8 in total). Failed Save: Opponent falls to the ground in shock and is considered helpless for 2d4 rounds. Melee attacks against a helpless opponent receive a +1d bonus. Successful Save: Opponent suffers a -5 on all future attack rolls until healed, falls prone to the ground in pain and must spend next attack action to stand. Melee attacks against a prone opponent receive a +2 bonus.
Mighty Critical	You smash your opponent directly in the center of chest sending shock waves ripping through foe's core liquefying all major organs. Opponent falls dead to the ground in a gelatinous heap. Nothing more than a sack of ground meat and blood.

Punch

“Even as the dagger flashed in the dim light, Conan caught the dusky wrist and smashed his clenched right fist against the Stygian’s jaw. The man’s head went back against the stone wall with a dull crunch that told of a fractured skull.”

- Robert E. Howard: The Hour of the Dragon

Description

Coupled with your melee weapon attack you use your empty off hand to smash your foe with a powerful punch. A punch that is coupled with a melee weapon attack does not use one of the warrior’s attack actions. A warrior need only roll once for his regular weapon attack. The result of the punch is determined by the deed die. A warrior may also use the Punch Deed as their primary attack when fighting unarmed.

Example: A 2nd level warrior rolls a 1d20 (action dice) plus 1d4 (deed die) to attack with a long sword and punch in the same round. The deed die determines the effect of the punch so long as the weapon attack is successful.

Roll	Result
Mighty Fumble	You miss wildly shattering your fist against your opponent’s chest. Your hand is useless until healed. You also manage to trip and strike yourself on the way to the ground. Take normal damage plus roll a crit on yourself using your crit die and table. You are considered prone and must use an action to stand. Attacks against a prone character receive a +2 bonus.
3	You follow up your normal attack with a quick hard jab blackening your opponent’s eye. On next attack, opponent suffers a -2 attack penalty. If opponent is wearing a helmet the deed has no effect. There is a 40% chance opponent’s helmet is knocked off from the blow.
4	You follow through by connecting with a solid hook to the temple sending your opponent staggering. Opponent must make a Ref save against warrior’s attack roll. Failed Save: Opponent is knocked prone and must spend next action to stand. Melee attacks against a prone opponent receive a +2 bonus. Successful Save: Opponent is not knocked prone but suffers a -4 attack penalty on next attack. If opponent is wearing a helmet the deed has no effect. There is a 45% chance opponent’s helmet is knocked off from the blow.
5	A shattered nose and torrent of blood is the result of driving your forearm straight into your opponent’s face. Opponent is considered prone and must spend next action to stand. Melee attacks against a prone opponent receive a +2 bonus. If opponent is wearing a helmet the deed has no effect. There is a 55% chance opponent’s helmet is knocked off from the blow.
6	You break your opponent’s jaw with a wicked elbow strike to the chin. Opponent loses 1d6 teeth and is stunned for 1d3 rounds. Stunned creatures suffer a -2 penalty to attack rolls. Melee attacks against a stunned creature receive a +2 bonus. If opponent is wearing a helmet the deed has no effect. There is a 65% chance opponent’s helmet is knocked off from the blow.
7+	You land a massive haymaker to the temple bursting your opponents ear drum. Opponent is stunned for 2d3 rounds. Stunned creatures suffer a -2 penalty to attack rolls. Melee attacks against a stunned creature receive a +2 bonus. If opponent is wearing a helmet the deed has no effect. There is a 75% chance opponent’s helmet is knocked off from the blow.
Mighty Critical	You follow up your normal attack by landing a devastating spinning back fist against the side or your opponent’s head. The force of the blow fractures your foe’s skull leaving them in a permanent coma. Say goodnight!



Pushbacks*

"The barbarian rammed the boulder with a resounding bang of metal and thud of bone. The boulder shuddered and leaned backwards....Gath roared again and heaved forward, legs driving. Suddenly drawn by its own weight, the rock ripped from his grasp and rolled backwards, bounding and crashing from side to side down the slight incline...The one-eyed man lay on the road, his chest and head flattened by the boulder which had rolled over him. His entire body now leaked in the manner of his empty eye socket. Another bandit lay to the side of the road. His head was not where it should of been. It had been sheared off by a sharp rock protruding from the wall of the gully and lay about ten feet further down the road. The third man was still stuck to the rock, moaning and kicking weakly as he tried to pry himself free."

- James Silke: Tooth and Claw

Description

Pushbacks include shield bashes, tackles, bull rushes, tables hurled into enemies, doors smashed into opponents on the other side, and so on. Generally speaking, any attempt to use brute strength to forcefully move an opponent is considered a pushback.

Roll	Result
Mighty Fumble	You stumble and fall hitting the ground hard! Take 1d6 damage from the fall. If the damage die comes up a 6, you break a bone and permanently lose 1 point of Strength or Agility (player's choice). The affected limb, rib, or vertebrae never heals quite right and affects the character in some fashion from then on. In addition to the damage, if you are wielding a weapon you also manage to strike yourself. Take normal damage plus roll a crit on yourself using your crit die and table. In either case you are considered prone and must use an action to stand. Melee attacks against a prone opponent receive a +2 bonus.
3	A creature the same size as the warrior is pushed back a few feet – enough space to open access to a door or staircase the target was defending.
4	A creature the same size as the warrior is pushed back a distance equal to half the warrior's movement. A humanoid creature up to 50% larger than the warrior, such as a large orc or a small ogre, is pushed back a few feet. A stable, quadrupedal creature such as a horse or cow can also be pushed back a few feet.
5	The warrior can shove back a creature up to twice his size, such as a fully-grown ogre or a small giant, a distance equal to his full movement. Furthermore, he can pick up and hurl such a creature up to half his normal movement. This can allow the warrior to shove creatures off a nearby cliff, through a railing, out a chapel's stained-glass window, and so on.
6	The warrior can push back several oncoming opponents, such as a charging mass of goblins or a wall of marching men-at-arms. He can shove back a creature up to three times his size and can even budge creatures like small dragons and large basilisks.
7+	As above, and the warrior can affect creatures that would be seemingly impossible for someone his size to push back.
Mighty Critical	As above, except creatures are considered stunned for 1 round per warrior level. Stunned creatures suffer a -2 penalty to attack rolls. Melee attacks against a stunned creature receive a +2 bonus.

* This Deed originally appears in the *Dungeon Crawl Classics Role Playing Game core rulebook* and is reprinted here for ease of reference

Precision Shot*

(Ranged Attack)

“Conan bracing his feet wide on the heaving poop-deck, lifted his bow. Conan drew the shaft to his ear....Arrows fell in a rain about the Argus, and men cried out.

“Up, lads!” he roared, loosing with a viscous twang of cord. On the deck of the pirate lay half a dozen bodies an earnest of Conan’s archery.”

- Robert E. Howard: Queen of the Black Coast

Description

A precision shot is one that boggles the mind with its accuracy. These feats of precision include severing the hangman’s noose with a well-placed arrow from twenty paces, lodging a sword in the dragon’s mouth so it cannot use a breath weapon, and smashing the evil cleric’s anti-holy symbol so he loses control over his un-dead minions. When declaring a precision shot, the warrior must declare exactly which target he is attempting to affect. For example, “I hurl my spear and try to shatter the hinge on the enemy’s helmet visor” or “I swing my sword and try to sever the knight’s stirrup.” This category also includes called shots that attempt to do additional damage. For example, aiming for an opponent’s head, trying to sever a monster’s neck, a belly shot against a lumbering chaos beast, and so on. Called shots may do additional damage based on the roll, as noted below.

Roll	Result
Mighty Fumble	If wielding a crossbow or bow your string snaps striking you in the face. If you are wielding a thrown missile weapon you stumble and fall in mid throw. Either way take normal damage plus roll a crit on yourself using your crit die and table. You are considered prone and must use an action to stand. Melee attacks against a prone opponent receive a +2 bonus.
3	The warrior can hit a small object that is nearby – either at melee range or very close range via missile fire. For example, he can hit a holy symbol displayed by a cleric, a banner flown by a cavalier nearby, or an ogre’s tusk. A called shot here may do up to 1d4 points of additional damage (judge’s discretion).
4	The warrior can hit a target that is normally within the province of only the most skilled swordsmen or archers. For example, he can shoot an apple off someone’s head or hit the bull’s-eye at 100 yards. A called shot here may do up to 1d5 points of additional damage (judge’s discretion).
5	The warrior can make a near-impossible shot that includes slicing a narrow rope with an arrow from 100 yards away, hurling a dagger into a coin from across a moat, or stabbing a sword through the one vulnerable scale on the vast scaly hide of an ancient dragon. A called shot here may do up to 1d6 points of additional damage (judge’s discretion).
6	The warrior can make precise shots, such as the ones above, while also blinded and deafened – he relies on his other senses to attempt such an incredible maneuver. A called shot here may do up to 1d7 points of additional damage (judge’s discretion).
7+	The warrior can make precise shots that seem beyond the abilities of mortal man – provided he can contrive an explanation. For example, he can shoot an arrow through a doorway to hit the evil wizard in the throat in the room beyond, explaining that the arrow actually went through the narrowest crack between the door and its frame. He can hurl a stone more than half a mile to knock out the goblin kidnapper as he gallops away on horseback, explaining that a passing hawk carried the stone in its beak for several hundred yards, then let it continue on its original trajectory. A called shot here may do up to 1d8 points of additional damage (judge’s discretion).
Mighty Critical	You strike your opponent through the eye, liquefying brain. Grey matter slowly begins to leak from ears and nose as foe stumbles away to find a comfortable place to die.

* This Deed originally appears in the *Dungeon Crawl Classics Role Playing Game core rulebook* and is reprinted here for ease of reference.

Rallying Maneuvers*

“On either ridge the hillmen wavered. One rushing toward the plateau, froth dripping from his beard. “Flee! Flee!” he slobbered. “Who can fight Natohk’s magic?”

With a snarl Conan bounded from his boulder and smote him with the beef-bone; he dropped, blood starting from his nose and mouth. Conan drew his sword, his eyes slits of blue bale-fire.

“Back to your posts!” he yelled. “Let another take a backward step and I’ll shear his head! Fight, damn you!”

The route halted as quickly as it had begun. Conan’s fierce personality was like a dash of ice-water in their whirling blaze of terror.”

- Robert E. Howard: Black Colossus

Description

The mighty hero, bounding to the front of combat, can restore order to broken ranks. A bellowing war cry, a heroic charge, a frothing bloodthirsty maniac exemplifying bloody prowess: the right rallying maneuver by a great warrior can make an army fight better than it ever has before.

Roll	Result
Mighty Fumble	Your attempt to boost morale is an epic failure as you trip and fall striking yourself on the way to the ground. Take normal damage plus roll a crit on yourself using your crit die and table. In addition you are prone and must use an action to stand. Melee attacks against a prone character receive a +2 bonus. All followers in line of sight of your blunder must make a morale check at a -6 penalty.
3	The warrior can let loose a war cry or perform some flashy maneuver that rallies his troops around him. Nearby hirelings and retainers that have failed a morale check get a second check and recover their wits if they succeed.
4	The warrior urges his allies to form up around him and leads the charge! He must be at the forefront of the battle, succeeding in his attacks and setting an example for his followers, who receive a +1 bonus to morale checks for the remainder of the round.
5	The warrior performs some dramatic combat maneuver that inspires courage. Allies and followers receive a +1 bonus to morale checks for the rest of the round. Additionally, if the warrior kills his opponent this round or causes a critical hit (or some other spectacular blow), all allies and followers receive a +1 attack bonus for the next round.
6	The warrior’s incredible maneuver affects not only nearby allies and followers, but potentially an entire army. The benefits are as above, but extend to as many as 100 followers, as long as they can see the hero.
7+	As above, and the benefits extend to as many followers as can see the hero – potentially an entire army of thousands of men!
Mighty Critical	As above, plus followers receive a +6 bonus to morale checks and a +6 attack bonus for remainder of fight so long as the warrior is fighting as well.

* This Deed originally appears in the *Dungeon Crawl Classics Role Playing Game core rulebook* and is reprinted here for ease of reference.

Rend Armor

(Two-Handed Weapons)

“Methodically Red Helmet trimmed Gath’s shield down until half the wood was gone and the iron belts looked like chewed meat.... The impact of the huge Kitzakk’s blow had popped the leather thongs holding his armor in place. It dripped off him like old flesh and fell to the ground.”

- James Silke: The Prisoner of the Horned Helmet

Description

You sacrifice inflicting maxim damage to your opponent, instead opting to destroy your opponent’s armor by crushing shields and caving in breast plates. On any successful Mighty Deed of Arms, the defending party’s armor is damaged so severely that the armor’s AC bonus is reduced by the amount of the deed die instead of causing hit point damage.

Example: A defender has full plate mail (AC bonus of +8). The attacker hits with a deed die of 3, so the defender’s AC modifier from armor is reduced to +5. If the next attack hits with a deed die of 5, the defender’s AC bonus drops to 0! Once the armor bonus is reduced to 0, the deed die translates to hit point damage as usual. If the defender has a shield, only the shield may be destroyed with the initial successful deed roll.

Roll	Result
Mighty Fumble	You swing wildly missing your opponent, strike yourself and fall straight on your back like a turtle. Take normal damage plus roll a crit on yourself using your crit die and table. You are considered prone and must use an action to stand. Attacks against a prone character receives a +2 bonus.
3	Your attack rips through your opponent’s armor. Reduce your opponent’s AC by -3. If opponent has a shield, only the shield may be destroyed with this attack. Magic armor can only be damaged by weapons of greater magical power (e.g. A magic weapon with a +3 bonus can only damage magic armor with a +2 bonus or less.) Do not apply the deed die roll to damage.
4	You smash your opponent’s armor. Reduce your opponent’s AC by -4. If opponent has a shield, only the shield may be destroyed with this attack. Magical armor can only be damaged by weapons of greater magical power (e.g. A magic weapon with a +3 bonus can only damage magic armor with a +2 bonus or less.) Do not apply the deed die roll to damage.
5	Your attack splinters your opponent’s armor. Reduce your opponent’s AC by -5. If opponent has a shield, only the shield may be destroyed with this attack. Magical armor can only be damaged by weapons of greater magical power (e.g. A magic weapon with a +3 bonus can only damage magic armor with a +2 bonus or less.) Do not apply the deed die roll to damage.
6	Your attack cracks your opponent’s armor. Reduce your opponent’s AC by -6. If opponent has a shield, only the shield may be destroyed with this attack. Magical armor can only be damaged by weapons of greater magical power (e.g. A magic weapon with a +3 bonus can only damage magic armor with a +2 bonus or less.) Do not apply the deed die roll to damage.
7+	You cleave through your opponent’s armor. Reduce your opponent’s AC by -7. If opponent has a shield, only the shield may be destroyed with this attack. Magical armor can only be damaged by weapons of greater magical power (e.g. A magic weapon with a +3 bonus can only damage magic armor with a +2 bonus or less.) Do not apply the deed die roll to damage.
Mighty Critical	Your attack caves in foe’s chest sundering your opponent’s armor and heart, leaving foe crushed in his splintered armor like a mangled beetle. Opponent falls to the ground shattered and dies. Magical armor can only be damaged by weapons of greater magical power (e.g. A magic weapon with a +3 bonus can only damage magic armor with a +2 bonus or less). Attack disregards any shield.

Scare/Intimidate

“He stood like an image of the unconquerable primordial—legs braced far apart, head thrust forward, one hand clutching the wall for support, the other gripping the ax on high, with the great corded muscles standing out in iron ridges, and his features frozen in a death snarl of fury—his eyes blazing terribly through the mist of blood which veiled them. The men faltered—wild, criminal and dissolute though they were, yet they came of a breed men called civilized, with a civilized background; here was the barbarian—the natural killer. They shrank back—the dying tiger could still deal death. Conan sensed their uncertainty and grinned mirthlessly and ferociously.

“Who dies first?” he mumbled through smashed and bloody lips.”

- Robert E. Howard: The Phoenix on the Sword

Description

You intimidate and strike fear in your opponent weakening your foe's resolve in combat.

Note: Some monsters are immune to the Scare/Intimidate Deed. Automatons, animated statues, golems, and other mindless creations do not fear death and thus do not make morale checks. The same is true of unintelligent un-dead such as zombies and skeletons.

Roll	Result
Mighty Fumble	Your opponent sees through your feigned bravado. All the beating on your chest and stomping of your feet leaves you looking like a fool and open for attack. Your opponent automatically lands a critical hit on you as well as knocking you to the ground. You are considered prone and must use an action to stand. Attacks against a prone character receive a +2 bonus.
3	Your opponent second guesses decision to fight you and must make a morale check (DC 13 Will save). Failed Check: Enemy will flee from combat for 1 round per warrior level. Successful Check: Enemy continues fighting but suffers a -2 on next attack roll.
4	Your opponent looks really worried and must make a morale check (DC 14 Will save). Failed Check: Enemy will flee from combat for 1 round per warrior level. Successful Check: Enemy continues fighting but suffers a -2 on all future attack rolls for the remainder of the fight.
5	Your opponent is scared and must make a morale check (DC 15 Will save). Failed Check: Enemy will flee from combat for 1 round per warrior level. Successful Check: Enemy continues fighting but suffers a -3 on all future attack rolls for the remainder of the fight.
6	Your opponent is terrified and must make a morale check (DC 16 Will save). Failed Check: Enemy will flee from combat for 1 round per warrior level. Successful Check: Enemy falls to his knees begging for mercy and wets himself. Melee attacks against a kneeling opponent receive a +2 bonus
7+	Your opponent is scared stiff and must make a morale check (DC 17 Will save). Failed Check: Enemy soils himself and is literally scared stiff. Foe is considered helpless for 1 round per level of warrior. Melee attacks against a helpless opponent receive a +1d bonus. Successful Check: Enemy will flee from combat for 1 round per warrior level.
Mighty Critical	You are a terror to behold. Opponent is petrified and unable to move. You may strike foe dead at your leisure.

Sever Arm

(Slashing Weapons)

“Conan’s action was a blur of speed...his sword, flashing like a jet of white lightning, sheared through one of those massive arms between shoulder and elbow. A great spout of blood deluged the sward as the severed member fell, twitching horribly...”

Robert E. Howard: Iron Shadows in the Moon

Description

Your savage slash severs one of your opponent’s arms (tentacle, appendage, limb, etc.)

Roll	Result
Mighty Fumble	You over extend yourself. The force of your wild swing results in a dislocated shoulder rendering your weapon arm useless until healed. You also somehow manage to strike yourself as your momentum swings you around 360 degrees in a pirouette of failure. Take normal damage plus roll a crit on yourself using your crit die and table. You are considered prone and must use an action to stand. Attacks against a prone character receive a +2 bonus.
3	You slash tendons in your opponent’s limb. On next attack, opponent suffers a -2 attack penalty. Humanoid creature with a weapon must make a Ref save against warrior’s attack roll or drop weapon. An action must be used to pick up dropped weapon.
4	You carve a nice size chunk out of your opponent’s triceps. Humanoid creature with a weapon drops its weapon and must use an action to pick it up. Both humanoids and monsters suffer a -2 on all future attack rolls due to the pain until healed.
5	You sever your opponent’s bicep causing the muscle to snap back into shoulder like an elastic band. Opponent must make a Fort save against warrior’s damage total. Failed Save: Opponent can no longer use limb to attack or hold weapon/shield until healed. Successful Save: Opponent suffers a -3 on all future attack rolls until healed.
6	Bones splinter and tendons part as you slash through your opponent’s elbow. If opponent does not have elbow, blow still renders limb useless. Blow causes 1d7 points of additional damage. Opponent must make a Fort save against warrior’s damage total (include extra 1d7 in total). Failed Save: Opponent can no longer use limb to attack or hold weapon/shield until healed. Successful Save: Opponent suffers a -4 on all future attack rolls until healed.
7+	You sever your opponent’s arm. Roll a 1d3 for result: (1) Arm severed at wrist. (2) Arm severed at elbow. (3) Arm severed at shoulder. Each round opponent takes an extra 1d8 bleeding damage and a temporary loss of 2 Stamina points until either healed or a DC 15 Fort save is made. Opponent falls prone and must spend next attack action to stand. Melee attacks against a prone opponent receive a +2 bonus.
Mighty Critical	Your blow completely severs limb with such force it is removed from the body in a bloody mess, flying through the air 1d10+5 feet away. You immediately follow through with a second attack severing the other limb with equal effect. You pause to admire your own personal version of the Venus De Milo as foe falls to the ground bleeding to death.

Sever Leg

(Slashing Weapons)

“Catlike Conan wheeled and thrust murderously for Demetrio’s groin. The Inquisitor’s instinctive recoil barely deflected the point which sank into his thigh, glanced from the bone and ploughed out through the outer side of the leg. Demetrio went to his knee with a groan, unnerved and nauseated with agony.”

- Robert E. Howard: The God in the Bowl

Description

You aim your attack low slashing under your opponent’s guard severing one of your foe’s legs.

Roll	Result
Mighty Fumble	You smash your weapon against the ground where it ricochets back in your face severing your ear clean off in the process. You fall prone and take normal damage plus roll a crit on yourself using your crit die and table. If you wield a mundane weapon it is ruined. Magical weapons are not destroyed but land 1d10+5 feet away. You are considered prone and must use an action to stand. Attacks on a prone character receive a +2 bonus.
3	You slice open your opponent’s calf muscle. On next attack, opponent suffers a -2 attack penalty from loss of balance.
4	You open a grisly cut in your opponent’s upper leg. Opponent suffers a -2 on all future attack rolls until healed. Opponent must make a Fort save against warrior’s damage total. Failure means the opponent is knocked prone and must spend next attack action to stand. Melee attacks against a prone opponent receive a +2 bonus.
5	You slash your opponent across the hamstring severing tendons. Opponent is reduced to moving at ½ speed, loses any Agility bonus to AC and suffers a -3 on all future attack rolls until healed. Opponent falls prone and must spend next attack action to stand. Melee attacks against a prone opponent receive a +2 bonus.
6	You gash your opponent in the knee cutting through all surrounding cartilage and muscle. Opponent can only crawl at 5 movement speed and loses any Agility bonus to AC until healed. Blow causes 1d7 points of additional damage. Opponent must make a Fort save against warrior’s damage total (include extra 1d7 in total). Failed Save: Opponent falls to the ground screaming in pain and is considered helpless for 2d3 rounds. Melee attacks against a helpless opponent receive a +1d bonus. Successful Save: Opponent suffers a -4 on all future attack rolls until healed, falls prone to the ground in pain and must spend next attack action stand. Melee attacks against a prone opponent receive a +2 bonus.
7+	You sever your opponent’s leg. Roll 1d3 for result: (1) Leg severed at ankle. (2) Leg severed at knee. (3) Leg severed at hip. Each round opponent takes an extra 1d8 bleeding damage and a temporary loss of 2 Stamina points until either healed or a DC 15 Fort save is made. Opponent is no longer able to stand and can only crawl at 5 movement speed, loses any Agility bonus to AC and suffers a -1d to attack rolls. Melee attacks against a legless opponent receive a +1d bonus.
Mighty Critical	Your blow completely severs opponent’s leg with such force it is removed from the body in a bloody mess, flying through the air for 1d10+5 feet. You immediately follow through with a second attack severing the other leg with equal effect. Looks like somebody needs a chair or better yet a coffin.



“Woe to you, Oh Earth and Sea, for the Warrior wields his blade with might, because he knows the deed to be done... Let him who hath understanding reckon the number of the deed for it is a human number, its number is anything three and above.”

- Anonymous, “Ode to The Maiden in Iron”

Shield Bash

“Claws caught the rim of his shield, but Gath had anticipated the tactic. Before the animal could plant its hind feet on the ground to haul the shield aside, he dropped his axe and sank into a low crouch, pulling both shield and animal toward him and driving the butt end of the shield up under the cat. He caught the full weight of the leopard on the face of the shield and heaved the animal back over his head into the shadowy interior of the cave...”

- James Silke: Tooth and Claw

Description

You slam your shield into your opponent with thunderous force. In addition to the normal shield bash damage your attack may knockdown, disarm or knockout your foe.

Roll	Result
Mighty Fumble	You misstep as you strike landing your blow at an awkward angle destroying both your shield and your arm before you go spinning to the ground. Your shield arm is broken and useless until healed. During the fall you somehow manage to strike yourself. Take normal damage plus roll a crit on yourself using your crit die and table. You are considered prone and must use an action to stand. Attacks against a prone character receive a +2 bonus. Magical shields are not sundered but land 1d10+5 feet away and require an action to retrieve it.
3	Your shield slams into opponent's torso and bruises rib cage. In addition to the normal shield bash damage, opponent stumbles desperately trying to catch his breath. On next attack, opponent suffers a -2 attack penalty.
4	Your shield sweeps into your opponent catching them off-guard. Humanoid creature with a weapon must make a Ref save against warrior's attack roll or drop weapon. An action must be used to pick up dropped weapon. In addition to the normal shield bash damage, opponent suffers a -2 attack penalty on next attack from lack of balance.
5	You bring your shield down hard crushing your opponent's knee. In addition to the normal shield bash damage, opponent suffers a -2 on all future attack rolls until healed. Opponent is also knocked prone and must spend next attack action to stand. Melee attacks against a prone opponent receive a +2 bonus.
6	You smash your shield into your opponent's face. In addition to the normal shield bash damage, foe loses 1d6 teeth and must make a Ref save against warrior's attack roll. Failed Save: Opponent is stunned for 1d3+1 rounds. Stunned creatures suffer a -2 penalty to attack rolls. Melee attacks against a stunned creature receive a +2 bonus. Successful Save: Opponent is considered prone and must spend next attack action to stand. Melee attacks against a prone opponent receive a +2 bonus.
7+	You drive the top of your shield directly under your opponent's chin shattering foe's jaw. In addition to the normal shield bash damage, opponent is stunned for 2d4 rounds. Stunned creatures suffer a -2 penalty to attack rolls. Melee attacks against a stunned creature receive a +2 bonus.
Mighty Critical	You shield bash opponent in the midsection causing foe to buckle over, then you follow through with a viscous strike as you slam the edge of your shield down on the back of your foe's neck. Your opponent collapses to the ground in wide eyed horror, paralyzed from the shoulders down.

Stand Your Ground

(Unmounted Warrior VS Mounted Opponent)

"The first horsemen were upon them, hooves striking sparks as they drew rein....Kane's knife caught one rider in the throat, spilling him from the saddle.... Angry faces snarled down at him as the horsemen pressed in. Kane parried one blow, hamstringing the horse as it bolted past. Its rider died as he fell. Another horse screamed and fell, hamstringed from behind. Its rider vaulted clear, landed heavily. Steel flashed low to the ground and the mercenary's head rolled free....Kane lunged for the horseman nearest him. Stunned, the Waldann remembered his shield an instant too late. Kane's upward thrust disemboweled him.... Two horsemen remained. Kane went for them, but they had had enough. They bolted past him, driving for the gate. One of the riders made it. His hoofbeats clattered for a long while up the winding roadway."

- Karl Edward Wagner: Lynortis Reprise

Description

An unmounted warrior delivers a blow with such force and skill against a mounted enemy it sends the rider tumbling from his saddle.

Roll	Result
Mighty Fumble	Big mistake! You stumble and fall directly into the path of the charging mount. Take 2d6 points of damage as you are trampled. For every damage die that comes up a 6, you break a bone. For each broken bone, the character permanently loses 1 point of Strength or Agility (player's choice). The affected limb, rib, or vertebrae never heals quite right and affects the character in some fashion from then on. In addition to the damage, you also manage to strike yourself. Take normal damage plus roll a crit on yourself using your crit die and table.
3	Your blow unbalances rider. Rider must make a DC 13 Agility check. Failed Check: Rider is thrown from mount and suffers an additional 1d4 damage from fall. An opponent flung from a mount is considered prone and must spend next action to stand. Melee attacks against a prone opponent receive a +2 bonus. Successful Check: Rider remains on mount but suffers a -2 attack penalty on next attack.
4	Your blow spooks mount into a bucking frenzy. Rider immediately drops weapon and must make a DC 14 Agility check. Failed Check: Rider is thrown from mount and suffers an additional 1d4+1 damage from fall. An opponent flung from a mount is considered prone and must spend next action to stand. Melee attacks against a prone opponent receive a +2 bonus. Successful Check: Rider remains on mount but suffers a -2 attack penalty on next attack.
5	You blast rider in chest, flipping foe over backwards onto his head. Opponent suffers an additional 1d4+2 damage from fall. Rider loses weapon and is considered stunned for the next 1d4 rounds. A stunned creature suffers a -2 penalty to attack rolls. Melee attacks against a stunned creature receive a +2 bonus. Opponent must spend an action to pick up dropped weapon.
6	Your blow hits both mount and rider, severing the beast's spine. Both rider and mount go crashing to the ground in a jumbled heap. Mount is instantly killed. Opponent suffers an additional 1d4+3 damage from fall. In addition, rider loses weapon and is pinned under fallen mount. A pinned victim can attempt to escape once per round by making a DC 16 Strength check. A pinned opponent is considered entangled and suffers a -1d to attack rolls. Attacks against a pinned opponent receive a +1d bonus.
7+	In one terrific and awe inspiring maneuver you unseat rider and vault onto his mount. Rider goes crashing to the ground and the mount is now yours. Opponent suffers an additional 1d4+4 damage from fall. Rider loses weapon and is considered stunned for the next 1d4 rounds. A stunned creature suffers a -2 penalty to attack rolls. Melee attacks against a stunned creature receive a +2 bonus. Opponent must spend an action to pick up dropped weapon.
Mighty Critical	Nothing can stand in your way! In one terrific strike you send both rider and mount to their doom as they tumble end over end in a horrific crash. When the dust settles you bear witness to a heap of twisted limbs and ruined flesh as both rider and mount are indistinguishable in the carnage.

Subdual Weapon Knockout

(Subdual Damage Attacks)

“He hammered the dagger from Gath’s hand, kicked him in the chest spinning him around. Then, deliberately using the flat of his blade, he struck him across the back driving him face first into the door and laughed again. Gath, stunned, hung against the door supporting himself...”

- James Silke: The Prisoner of the Horned Helmet

Description

Using either the flat of your blade, pommel of your sword or a subdual damage dealing weapon, you knock your opponent unconscious.

Roll	Result
Mighty Fumble	You’re doing it wrong. Take normal damage plus roll a crit on yourself using your crit die and table as you strike yourself on the way to the ground. You are considered prone and must use an action to stand. Melee attacks against a prone character receive a +2 bonus. If you wield a mundane weapon it is ruined. Magical weapons are not sundered but land 1d10+5 feet away and require an action to retrieve it.
3	You bring the flat of your blade down on your opponent. Roll subdual damage. If subdual damage does not drop opponent below 0 hit points, opponent must make a Fort save against warrior’s subdual damage total. Failure means foe is knocked unconscious for 1 round. Unconscious opponents are considered helpless. Melee attacks against a helpless opponent receive a +1d bonus. If opponent is wearing a helmet the deed has no effect. There is a 40% chance opponent’s helmet is knocked off from the blow.
4	You strike your opponent on the top of the head. Roll subdual damage. If subdual damage does not drop opponent below 0 hit points, opponent must make a Fort save against warrior’s subdual damage total. Failure means foe is knocked unconscious for 1d3 rounds. Unconscious opponents are considered helpless. Melee attacks against a helpless opponent receive a +1d bonus. If opponent is wearing a helmet the deed has no effect. There is a 45% chance opponent’s helmet is knocked off from the blow.
5	You smash your opponent in the face. Roll subdual damage. If subdual damage does not drop opponent below 0 hit points, opponent must make a Fort save against warrior’s subdual damage total. Failure means foe is knocked unconscious for 1d4 rounds. Unconscious opponents are considered helpless. Melee attacks against a helpless opponent receive a +1d bonus. If opponent is wearing a helmet the deed has no effect. There is a 55% chance opponent’s helmet is knocked off from the blow.
6	You slam your weapon against the side of your opponent’s head. Roll subdual damage. If subdual damage does not drop opponent below 0 hit points, opponent must make a Fort save against warrior’s subdual damage total. Failure means foe is knocked unconscious for 1d5 rounds. Unconscious opponents are considered helpless. Melee attacks against a helpless opponent receive a +1d bonus. If opponent is wearing a helmet the deed has no effect. There is a 65% chance opponent’s helmet is knocked off from the blow.
7+	You crack your opponent between the eyes. Roll subdual damage. If subdual damage does not drop opponent below 0 hit points, opponent must make a Fort save against warrior’s subdual damage total. Failure means foe is knocked unconscious for 1d6 rounds. Unconscious opponents are considered helpless. Melee attacks against a helpless opponent receive a +1d bonus. If opponent is wearing a helmet the deed has no effect. There is a 75% chance opponent’s helmet is knocked off from the blow.
Mighty Critical	Say good night! You knock your opponent out cold for a good 10 minutes.

Throw Shield

“Instinctively, the Barbarian swung around, hammering with the flat of his shield, and bought himself a little room.”

- James Silke: The Prisoner of the Horned Helmet

Description

As an act of desperation or an attempt to surprise your foe, you hurl your shield at your opponent. The attack may result in the shield being sundered.

Roll	Result
Mighty Fumble	Bad idea! You lose control of your shield, striking yourself and sending it straight backwards 15 feet. Take normal damage plus roll a crit on yourself using your crit die and table. In addition, roll an attack against the first being (friend or foe) within 15 feet of your backside. Your shield is sundered. A sundered shield is shattered or broken and cannot be used. Magical shields are not sundered but land 1d10+5 feet away and require an action to retrieve it.
3	You throw your shield striking your opponent with a glancing blow. Opponent takes normal shield bash damage and suffers a -2 attack penalty on next attack. In order to retrieve your shield you must spend an action to do so. There is a 30% chance your shield is sundered. A sundered shield is shattered or broken and cannot be used. Magic shields are not sundered.
4	You toss your shield striking your opponent with a solid blow. Opponent takes normal shield bash damage and suffers a -4 attack penalty on next attack. In order to retrieve your shield you must spend an action to do so. There is a 25% chance your shield is sundered. A sundered shield is shattered or broken and cannot be used. Magic shields are not sundered.
5	You hurl your shield catching your opponent by surprise. Opponent takes normal shield bash damage and must make a Ref save against warrior's attack roll. Failed Save: Opponent is knocked prone and must spend next attack action to stand. Melee attacks against a prone opponent receive a +2 bonus. Successful Save: Opponent suffers a -6 attack penalty on next attack. In order to retrieve your shield you must spend an action to do so. There is a 20% chance your shield is sundered. A sundered shield is shattered or broken and cannot be used. Magic shields are not sundered.
6	You heave your shield smashing your opponent in the head. Opponent takes 2x shield bash damage and must make a Ref save against warrior's attack roll. Failed Save: Opponent is stunned for 1d3 rounds. Stunned creatures suffer a -2 penalty to attack rolls. Melee attacks against a stunned creature receive a +2 bonus. Successful Save: Opponent is considered prone and must spend an action to stand. Melee attacks against a prone opponent receive a +2 bonus. In order to retrieve your shield you must spend an action to do so. There is a 15% chance your weapon is sundered. A sundered shield is shattered or broken and cannot be used. Magic shields are not sundered.
7+	You launch your shield striking your opponent in the face with a resounding blow! Opponent takes 2x damage and is stunned for 2d3 rounds. Stunned creatures suffer a -2 penalty to attack rolls. Melee attacks against a stunned creature receive a +2 bonus. In order to retrieve your shield you must spend an action to do so. There is a 10% chance your shield is sundered. A sundered shield is shattered or broken and cannot be used. Magic shields are not sundered.
Mighty Critical	Your shield streaks through the air like a discus catching your opponent across the neck. Foe collapses to the ground with a severed jugular, dying in a spreading pool of blood.

Throw Weapon

“Conan hesitated; then without warning he threw his sword. Caught off guard, Thugra Khotan had no time to avoid the cast. The point struck beneath his heart and stood out a foot behind his shoulders.”

- Robert E. Howard: Black Colossus

Description

As an act of desperation or an attempt to surprise your foe you throw a non-ranged melee weapon (i.e. sword, mace, battleaxe) at your opponent. The attack may cause massive injury but may also result in the weapon being sundered.

Roll	Result
Mighty Fumble	Bad idea! You lose control of your weapon, striking yourself and sending it straight backwards 15 feet. Take normal damage plus roll a crit on yourself using your crit die and table. In addition, roll an attack against the first being (friend or foe) within 15 feet of your backside. Your weapon is shattered or broken and cannot be used (except as an improvised weapon). Magic weapons are not sundered but land 1d10+5 feet away and require an action to retrieve it.
3	You throw your weapon striking your opponent with a glancing blow. Opponent takes normal weapon damage and suffers a -2 attack penalty on next attack. In order to retrieve your weapon you must spend an action to do so. There is a 30% chance your weapon is sundered. A sundered weapon is shattered or broken and cannot be used (except as an improvised weapon). Magic weapons are not sundered.
4	You toss your weapon striking your opponent with a solid blow. Opponent takes normal weapon damage and suffers a -4 attack penalty on next attack. In order to retrieve your weapon you must spend an action to do so. There is a 25% chance your weapon is sundered. A sundered weapon is shattered or broken and cannot be used (except as an improvised weapon). Magic weapons are not sundered.
5	You hurl your weapon catching your opponent by surprise. Opponent takes normal weapon damage and is knocked prone. Melee attacks against a prone opponent receive a +2 bonus. In order to retrieve your weapon you must spend an action to do so. There is a 20% chance your weapon is sundered. A sundered weapon is shattered or broken and cannot be used (except as an improvised weapon). Magic weapons are not sundered.
6	You heave your weapon smashing your opponent in the chest. Opponent takes 2x weapon damage and must make a Ref save against warrior's attack roll. Failed Save: Opponent is stunned for 1d3 rounds. Stunned opponent's suffer a -2 penalty to attack rolls. Melee attacks against a stunned opponent receive a +2 bonus. Successful Save: Opponent is considered prone and must spend next attack action to stand. Melee attacks against a prone opponent receive a +2 bonus. In order to retrieve your weapon you must spend an action to do so. There is a 15% chance your weapon is sundered. A sundered weapon is shattered or broken and cannot be used (except as an improvised weapon). Magic weapons are not sundered.
7+	You launch your weapon striking your opponent with a solid blow! (B) Weapon strikes foe in the face knocking out 1d10 teeth. (P) Weapon is embedded in foe's chest. (S) Weapon slashes foe's throat. Opponent takes 2x weapon damage and is stunned for 2d3 rounds. Stunned creatures suffer a -2 penalty to attack rolls. Melee attacks against a stunned creature receive a +2 bonus. In order to retrieve your weapon you must spend an action to do so. There is a 10% chance your weapon is sundered. A sundered weapon is shattered or broken and cannot be used (except as an improvised weapon). Magic weapons are not sundered.
Mighty Critical	You catapult your weapon with deadly force and accuracy. (B) Weapon strikes opponent in the head caving in foe's skull. (P) Weapon is embedded in opponent's chest piercing foe's heart. (S) Weapon decapitates foe and sends head sailing 1d10+5 feet through the air. Opponent is dead. In order to retrieve your weapon you must spend an action to do so.

Trips and Throws*

"But on the turret stood a wild barbaric figure, half naked, blood-stained, brandishing a great sword. And from the multitude rose a roar that rocked the towers, 'The king! It is the king!'"

Arpello stood transfixed; then with a cry he drew and leaped at Conan. With a lion-like roar the Cimmerian parried the whistling blade, then dropping his own sword, gripped the prince and heaved him high above his head by crotch and neck.

"Take your plots to hell with you!" he roared, and like a sack of salt, he hurled the prince of Pellia far out to fall through empty space for a hundred and fifty feet. The people gave back as the body came hurtling down, to smash on the marble pave, splattering blood and brains, and lie crushed in its splintered armor, like a mangled beetle."

- Robert E. Howard: The Scarlet Citadel

Description

Trips and throws include any attempt to knock an enemy off its feet. Whether it's hooking an enemy's leg, stabbing a kneecap, knocking an opponent off-balance, hurling an enemy away, sweeping an enemy's legs, or some other maneuver, these Deeds allow the warrior to knock an enemy prone, limit his movement, and potentially keep him down.

Roll	Result
Mighty Fumble	Your feet get tangled and you hit the ground hard, shattering your jaw and leaving you unable to speak above a whisper until healed. During the fall you somehow manage to strike yourself. Take normal damage plus roll a crit on yourself using your crit die and table. You are considered prone and must use an action to stand. Melee attacks against a prone character receive a +2 bonus.
3	The warrior can knock an enemy off-balance. The enemy gets a Ref save against the warrior's attack roll. Failure means the enemy is knocked prone and must spend its next attack action standing up. Remember that melee attacks against a prone opponent receive a +4 bonus.
4	Against a normal human-sized opponent, the warrior automatically knocks the target prone. Creatures up to 50% larger than the warrior or those that are quadrupedal or otherwise sure-footed receive a Ref save to avoid being knocked prone.
5	A human-sized opponent is knocked down and thrown up to 10 feet away. Creatures up to twice the size of the warrior can be knocked down, but they receive a Ref save to avoid being knocked prone.
6	A creature up to twice the size of the warrior can be thrown up to 10 feet away automatically. Additionally, the warrior can use his next action to continue to pin down the opponent, forcing him to remain prone. Exceptionally strong opponents may be able to make an opposed Strength check to stand up.
7+	As above, and the warrior can trip or throw creatures that seem far too large to be affected.
Mighty Critical	As above, except creatures are considered stunned for 1 round per warrior level. Stunned creatures suffer a -2 penalty to attack rolls. Melee attacks against a stunned creature receive a +2 bonus.

* This Deed originally appears in the *Dungeon Crawl Classics Role Playing Game core rulebook* and is reprinted here for ease of reference.

Whirlwind Attack

(Two-Handed Weapons)

"A stride short of the waiting spear tips, he planted his foot and, pivoting on it, swung his axe in a wide sweeping arc. The blade carved a half moon out of the spears...His axe was back over his head, coming down fast. This time it fed itself on meat and bone. Slavers fell spouting blood from necks, chests and arms. Blue- grey bodies writhed in wet fountains. The axe kept at its task as a howl of savage pleasure rang out from the horned helmet."

- James Silke: The Prisoner of the Horned Helmet

Description

When being surrounded by multiple foes you become a whirlwind of death striking one or more opponents with the same attack so long as they are within melee range. A warrior need not make another attack or damage roll regardless of the number of opponents indicated by the deed die. Simply use the original attack roll against all indicated opponents within range. If the original attack roll is sufficient to beat the new opponent's AC, apply the original damage roll as well.

Example: A warrior surrounded by enemies successfully hits his opponent with an attack roll of 15 and rolls a 6 on the Whirlwind Deed, dealing a total of 9pts of damage. Because the deed die was a 6, the warrior has also attacked all opponents in melee range within 360 degrees of the warrior. If the original attack roll of 15 is sufficient to beat any of the new opponents AC, they suffer 9pts of damage as well.

Roll	Result
Mighty Fumble	Whoops! You end up striking yourself before spinning to the ground. Take normal damage plus roll a crit on yourself using your crit die and table. In addition, you are prone and must use an action to stand. Melee attacks against a prone character receive a +2 bonus.
3	The force of your blow carries through and you are able to strike a second opponent that is within range. Apply the original attack roll to a second opponent within melee range. If the original attack roll is sufficient to beat the new opponent's AC, apply the original damage as well.
4	You can strike up to three opponents within range with your mighty swing. Apply the original attack roll to a maximum of three opponents within melee range. If the original attack roll is sufficient to beat any of the new opponent's AC, apply the original damage as well.
5	You cut a swath of destruction before you, striking up to four opponents within range. Apply the original attack roll to a maximum of four opponents within melee range. If the original attack roll is sufficient to beat any of the new opponent's AC, apply the original damage as well.
6	You and your weapon become a whirlwind of doom! All opponents in range within 360 degrees of the warrior are attacked. Apply the original attack roll to all opponent's within 360 degrees of the warrior. If the original attack roll is sufficient to beat any of the new opponent's AC, apply the original damage as well.
7+	You and your weapon become a cyclone of death! All opponents in range within 360 degrees of the warrior are attacked. Apply the original attack roll to all opponents within 360 degrees of the warrior. If the original attack roll is sufficient to beat any of the new opponent's AC, apply the original damage as well. In addition, all opponents hit must make a Ref check against warrior's attack roll or fall prone. Prone opponents must use an action to stand. Melee attacks against a prone opponent receive a +2 bonus.
Mighty Critical	You are more deadly than a whirling ball of butcher knives! You strike dead your first opponent and successfully score a crit on all other opponents in range within 360 degrees, as they go toppling over like scattered sticks before a storm. Roll a crit using your crit die and table for all opponents in melee range within 360 degrees of the warrior. Bards will sing of this battle for years to come.

Appendix A: Condition Modifiers

Condition	Attack Roll Modifier	
	Melee	Missile Fire
Attacker is...		
Invisible	+2	-
On higher ground	+1	-
Squeezing through a tight space	-1d	-1d
Entangled (in a net or otherwise)	-1d	-1d
Using an untrained or improvised weapon	-1d	-1d
Stunned	-2	-2
Firing a missile into melee*	-	-1
Defender is...		
Behind cover	-2	-2
Blinded	+2	+2
Entangled	+1d	-1d
Helpless (paralyzed, sleeping, bound)	+1d	+1d
Prone, kneeling or sitting	+2	-2
Stunned	+2	+2

* 50% chance of striking an ally if attack misses.

Appendix B: Optional Rules

Strength of Opponent and Mighty Deeds

The following method for calculating a warrior's mighty deed result is for those judges who run an even more gritty and dangerous game, where any encounter could be the characters last and combat with overly powerful enemies is a sure way to get yourself killed. After all, if the characters decide they want to charge a dragon at 2nd-level, let them suffer the consequences. When calculating a warrior's Mighty Deed of Arms result, the strength of the opponent is factored into the overall success of the deed attempted. Therefore a warrior's mighty deed attempt does not only factor in the skill level of the warrior, but the strength (HD level) of the opponent as well, better reflecting the dire situation a warrior finds himself when battling a powerful enemy.

Strength of Opponent Modifier

Subtract 1 from a warrior's mighty deed roll for every 2 full Hit Dice levels an opponent exceeds the warrior's current level. The amount subtracted only affects the deed result not the attack or damage modifiers. See table on next page.

Example #1: A 4th-level warrior attempts a mighty deed against a 6HD-Minotaur. When calculating the warrior's deed result subtract 1 from the deed die roll, as the Minotaur's HD exceeds the warrior's level by 2. Therefore a D6 -1 is rolled, in this situation the best the warrior can hope for is a 5 on their deed result.

Remember, the amount subtracted does not affect attack or damage modifiers, only deed results. The original number rolled is still used to calculate damage and attack modifiers.

Example #2: A 6th-level warrior attempts a deed against a 17HD-Cloud Giant. When calculating the warrior's deed result subtract 5 from the deed die roll, as the Cloud Giant's HD exceeds the warrior's level by 11.

Therefore a D8 -5 is rolled, in this situation the best the warrior can hope for is a 3 on their deed result. Remember, the amount subtracted does not affect attack or damage modifiers, only deed results. The original number rolled is still used to calculate damage and attack modifiers.

Example #3: A 2nd-level warrior attempts a deed against a 12-HD Giant Scorpion. When calculating the warrior's deed result subtract 5 from the deed die roll, as the Giant Scorpion's HD exceeds the warrior's level by 10. Therefore a D4-5 is rolled, in this situation the warrior is completely outmatched and would be unable to successfully score a mighty deed against such an overly powerful opponent, save for a mighty critical which disregards strength of opponent. Remember, the amount subtracted does not affect attack or damage modifiers, only deed results. The original number rolled is still used to calculate damage and attack modifiers.

Mighty Fumble and Mighty Critical

Mighty Fumbles and Mighty Criticals are not affected by strength of opponent. A Mighty Fumble still occurs when a natural roll of 1 is made on both your attack die and deed die and a Mighty Critical still occurs when successfully scoring a critical hit with your attack die and rolling the highest possible number on your deed die. There should always be the chance for a David and Goliath moment in any encounter, where the unfathomable happens and a legend is born.

Mighty Deed Modifier by Opponent HD

Cross-check warrior level with opponent HD level and subtract number indicated from the deed die result only. Attack and damage modifiers are not affected.

ND = No Deed possible. Only allow for Mighty Critical and Mighty Fumble.

	WARRIOR LEVEL									
	1	2	3	4	5	6	7	8	9	10
OPPONENT HIT DICE	1	—	—	—	—	—	—	—	—	—
	2	—	—	—	—	—	—	—	—	—
	3	ND	—	—	—	—	—	—	—	—
	4	ND	-1	—	—	—	—	—	—	—
	5	ND	-1	-1	—	—	—	—	—	—
	6	ND	ND	-1	-1	—	—	—	—	—
	7	ND	ND	-2	-1	-1	—	—	—	—
	8	ND	ND	-2	-2	-1	-1	—	—	—
	9	ND	ND	ND	-2	-2	-1	-1	—	—
	10	ND	ND	ND	-3	-2	-2	-1	-1	—
	11	ND	ND	ND	-3	-3	-2	-2	-1	-1
	12	ND	ND	ND	ND	-3	-3	-2	-2	-1
	13	ND	ND	ND	ND	-4	-3	-3	-2	-2
	14	ND	ND	ND	ND	-4	-4	-3	-3	-2
	15	ND	ND	ND	ND	ND	-4	-4	-3	-3
	16	ND	ND	ND	ND	ND	-5	-4	-4	-3
	17	ND	ND	ND	ND	ND	-5	-5	-4	-4
	18	ND	ND	ND	ND	ND	ND	-5	-5	-4
	19	ND	ND	ND	ND	ND	ND	-6	-5	-5
	20	ND	ND	ND	ND	ND	ND	-6	-6	-5
	21	ND	ND	ND	ND	ND	ND	-7	-6	-6
	22	ND	ND	ND	ND	ND	ND	-7	-7	-6
	23	ND	ND	ND	ND	ND	ND	-8	-7	-7
	24	ND	ND	ND	ND	ND	ND	-8	-8	-7
	25	ND	ND	ND	ND	ND	ND	ND	-8	-8
	26	ND	ND	ND	ND	ND	ND	ND	-9	-8
	27	ND	ND	ND	ND	ND	ND	ND	-9	-9
	28	ND	ND	ND	ND	ND	ND	ND	ND	-9
	29	ND	ND	ND	ND	ND	ND	ND	ND	-10
	30	ND	ND	ND	ND	ND	ND	ND	ND	-10
	31	ND	ND	ND	ND	ND	ND	ND	ND	-10
	32	ND	ND	ND	ND	ND	ND	ND	ND	-11

Appendix C: Blank Mighty Deeds Record

Deed Name: _____

Description

ROLL	Result
Mighty Fumble	
3	
4	
5	
6	
7+	
Might Critical	

Appendix D: Deeds by Weapon

Unarmed: Blinding Attacks, Defensive Fighting, Disarming Attacks, Grappling Holds/Chokes, Headbutt, Howling Fury/Rage, Rallying Maneuvers, Kick, Punch, Pushbacks, Scare/Intimidate, Trips & Throws

Battleaxe: Bleeding Strike, Blinding Attacks, Death From Above, Decapitating Strike, Defensive Fighting, Defensive Maneuvers, Disable Creature's Wing, Disarming Attacks, Headbutt, Howling Fury/Rage, Kick, Muting Strike, Pushbacks, Rallying Maneuvers, Rend Armor, Scare/Intimidate, Sever Arm, Sever Leg, Stand Your Ground, Subdual Weapon Knockout, Throw Weapon, Trips & Throws, Whirlwind Attack

Blackjack: Blinding Attacks, Defensive Fighting, Disarming Attacks, Headbutt, Howling Fury/Rage, Kick, Muting Strike, Punch, Pushbacks, Rallying Maneuvers, Scare/Intimidate, Subdual Weapon Knockout, Trips & Throw

Blowgun: Bleeding Strike, Blinding Attacks, Defensive Maneuvers, Disable Creature's Wing, Disarming Attacks, Muting Strike, Paralyze Arm, Paralyze Leg, Pierce Internal Organs, Pin Opponent, Precision Shot, Rallying Maneuvers, Scare/Intimidate, Trips & Throws

Club: Bind & Strike, Blinding Attacks, Cripple Arm, Cripple Leg, Death From Above, Defensive Fighting, Defensive Maneuvers, Disable Creature's Wing, Disarming Attacks, Headbutt, Howling Fury/Rage, Kick, Muting Strike, Punch, Pushbacks, Rallying Maneuvers, Scare/Intimidate, Stand Your Ground, Subdual Weapon Knockout, Throw Weapon, Trips & Throws

Crossbow: Bleeding Strike, Blinding Attacks, Defensive Maneuvers, Disable Creature's Wing, Disarming Attacks, Muting Strike, Paralyze

Arm, Paralyze Leg, Pierce Internal Organs, Pin Opponent, Precision Shot, Rallying Maneuvers, Scare/Intimidate, Stand Your Ground, Trips & Throws

Dagger: Bind & Strike, Bleeding Strike, Blinding Attacks, Defensive Fighting, Defensive Maneuvers, Disable Creature's Wing, Disarming Attacks, Headbutt, Howling Fury/Rage, Kick, Muting Strike, Paralyze Arm, Paralyze Leg, Pierce Internal Organs, Pin Opponent, Punch, Pushbacks, Precision Shot, Rallying Maneuvers, Scare/Intimidate, Stand Your Ground, Trips & Throws

Dart: Bleeding Strike, Blinding Attacks, Defensive Maneuvers, Disable Creature's Wing, Disarming Attacks, Muting Strike, Paralyze Arm, Paralyze Leg, Pierce Internal Organs, Pin Opponent, Precision Shot, Rallying Maneuvers, Scare/Intimidate, Trips & Throws

Flail: Blinding Attacks, Cripple Arm, Cripple Leg, Death From Above, Defensive Fighting, Defensive Maneuvers, Disable Creature's Wing, Disarming Attacks, Headbutt, Howling Fury/Rage, Kick, Muting Strike, Punch, Pushbacks, Rallying Maneuvers, Scare/Intimidate, Stand Your Ground, Throw Weapon, Trips & Throws

Garrote: Defensive Fighting, Defensive Maneuvers, Headbutt, Kick, Muting Strike, Punch, Pushbacks, Rallying Maneuvers, Scare/Intimidate, Subdual Weapon Knockout, Trips & Throws

Handaxe: Bind & Strike, Bleeding Strike, Blinding Attacks, Death From Above, Decapitating Strike, Defensive Fighting, Defensive Maneuvers, Disable Creature's Wing, Disarming Attacks, Headbutt, Howling Fury/Rage,

Kick, Muting Strike, Pin Opponent, Punch, Pushbacks, Precision Shot, Rallying Maneuvers, Scare/Intimidate, Sever Arm, Sever Leg, Stand Your Ground, Subdual Weapon Knockout, Trips & Throws

Javeline: Bleeding Strike, Blinding Attacks, Defensive Maneuvers, Disable Creature's Wing, Disarming Attacks, Howling Fury/Rage, Muting Strike, Paralyze Arm, Paralyze Leg, Pierce Internal Organs, Pin Opponent, Pushbacks, Precision Shot, Rallying Maneuvers, Scare/Intimidate, Stand Your Ground, Trips & Throws

Lance: Bleeding Strike, Blinding Attacks, Death From Above, Defensive Fighting, Defensive Maneuvers, Disable Creature's Wing, Disarming Attacks, Howling Fury/Rage, Jousting Attack, Muting Strike, Paralyze Arm, Paralyze Leg, Pierce Internal Organs, Pin Opponent, Pushbacks, Rallying Maneuvers, Rend Armor, Scare/Intimidate, Sever Arm, Sever Leg, Shield Bash, Trips & Throws

Longbow: Bleeding Strike, Blinding Attacks, Defensive Maneuvers, Disable Creature's Wing, Disarming Attacks, Muting Strike, Paralyze Arm, Paralyze Leg, Pierce Internal Organs, Pin Opponent, Precision Shot, Rallying Maneuvers, Scare/Intimidate, Stand Your Ground, Trips & Throws

Longsword: Bind & Strike, Bleeding Strike, Blinding Attacks, Death From Above, Decapitating Strike, Defensive Fighting, Defensive Maneuvers, Disable Creature's Wing, Disarming Attacks, Headbutt, Howling Fury/Rage, Kick, Muting Strike, Paralyze Arm, Paralyze Leg, Pierce Internal Organs, Punch, Pushbacks, Rallying Maneuvers, Scare/Intimidate, Sever Arm, Sever Leg, Stand Your Ground, Subdual Weapon Knockout, Throw Weapon, Trips & Throws

Mace: Bind & Strike, Blinding Attacks, Cripple Arm, Cripple Leg, Death From Above, Defensive Fighting, Defensive Maneuvers, Disable Creature's Wing, Disarming Attacks, Headbutt, Howling Fury/Rage, Kick, Muting Strike, Punch, Pushbacks, Rallying Maneuvers, Scare/Intimidate, Stand Your Ground, Subdual Weapon Knockout, Throw Weapon, Trips & Throws

Polearm: Bleeding Strike, Blinding Attacks, Decapitating Strike, Defensive Fighting, Defensive Maneuvers, Disable Creature's Wing, Disarming Attacks, Headbutt, Howling Fury/Rage, Kick, Muting Strike, Paralyze Arm, Paralyze Leg, Pierce Internal Organs, Punch, Pushbacks, Rallying Maneuvers, Rend Armor, Scare/Intimidate, Sever Arm, Sever Leg, Stand Your Ground, Throw Weapon, Trips & Throws, Whirlwind Attack

Shield: Blinding Attacks, Defensive Fighting, Defensive Maneuvers, Disarming Attacks, Headbutt, Howling Fury/Rage, Kick, Muting Strike, Pushbacks, Rallying Maneuvers, Scare/Intimidate, Shield Bash, Subdual Weapon Knockout, Throw Shield, Trips & Throws

Shortbow: Bleeding Strike, Blinding Attacks, Defensive Maneuvers, Disable Creature's Wing, Disarming Attacks, Muting Strike, Paralyze Arm, Paralyze Leg, Pierce Internal Organs, Pin Opponent, Precision Shot, Rallying Maneuvers, Scare/Intimidate, Stand Your Ground, Trips & Throws

Short Sword: Bind & Strike, Bleeding Strike, Blinding Attacks, Death From Above, Decapitating Strike, Defensive Fighting, Defensive Maneuvers, Disable Creature's Wing, Disarming Attacks, Headbutt, Howling Fury/Rage, Kick, Muting Strike, Paralyze Arm, Paralyze Leg, Pierce Internal Organs, Punch, Pushbacks, Ral-

lying Maneuvers, Scare/Intimidate, Sever Arm, Sever Leg, Stand Your Ground, Subdual Weapon Knockout, Throw Weapon, Trips & Throws

Sling: Blinding Attacks, Cripple Arm, Cripple Leg, Defensive Maneuvers, Disable Creature's Wing, Disarming Attacks, Muting Strike, Precision Shot, Rallying Maneuvers, Scare/Intimidate, Stand Your Ground, Subdual Weapon Knockout, Trips & Throws

Spear: Bleeding Strike, Blinding Attacks, Death From Above, Defensive Fighting, Defensive Maneuvers, Disable Creature's Wing, Disarming Attacks, Headbutt, Howling Fury/Rage, Jousting Attack, Kick, Muting Strike, Paralyze Arm, Paralyze Leg, Pierce Internal Organs, Pin Opponent, Pushbacks, Precision Shot, Rallying Maneuvers, Scare/Intimidate, Stand Your Ground, Trips & Throws, Whirlwind Attack

Staff: Blinding Attacks, Bone Crusher, Cripple Arm, Cripple Leg, Defensive Fighting, Defensive Maneuvers, Disable Creature's Wing, Disarming Attacks, Flurry of Blows, Headbutt, Howling Fury/Rage, Kick, Muting Strike, Pulverize Internal Organs, Push-

backs, Rallying Maneuvers, Rend Armor, Scare/Intimidate, Stand Your Ground, Subdual Weapon Knockout, Throw Weapon, Trips & Throws, Whirlwind Attack

Two-Handed Sword: Bleeding Strike, Blinding Attacks, Death From Above, Decapitating Strike, Defensive Fighting, Defensive Maneuvers, Disable Creature's Wing, Disarming Attacks, Headbutt, Howling Fury/Rage, Kick, Muting Strike, Paralyze Arm, Paralyze Leg, Pierce Internal Organs, Pushbacks, Rallying Maneuvers, Rend Armor, Scare/Intimidate, Sever Arm, Sever Leg, Stand Your Ground, Subdual Weapon Knockout, Throw Weapon, Trips & Throws, Whirlwind Attack

War Hammer: Blinding Attacks, Bone Crusher, Cripple Arm, Cripple Leg, Death From Above, Defensive Fighting, Defensive Maneuvers, Disable Creature's Wing, Disarming Attacks, Headbutt, Howling Fury/Rage, Kick, Muting Strike, Pulverize Internal Organs, Pushbacks, Rallying Maneuvers, Rend Armor, Scare/Intimidate, Stand Your Ground, Subdual Weapon Knockout, Throw Weapon, Trips & Throws, Whirlwind Attack



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COMBAT AS APPENDIX N INTENDED

The warrior is the cornerstone of any adventuring party. Rushing to meet insurmountable odds head on, face to face with dangerous enemies and loathsome creatures. Armed with steel and fury, a warrior does the dirty work up close and personal, with grisly effect. Yet in the gaming world, outside of a lucky critical hit, this doesn't always seem to translate well. With *Steel and Fury* combat becomes more than simply standing toe to toe and following the pattern of...I go...you go.

Combat becomes dynamic and fluid, with combatants taking advantage of tactics and their surroundings. But most of all combat becomes dangerous and in the hands of a skilled warrior combat becomes downright deadly. Now with the use of *Steel and Fury*, warriors become even more deadly and rightfully so. Showcasing mastery over the weapons they wield by delivering devastating attacks and using the environment to execute precise and skillful maneuvers.

The following Mighty Deeds of Arms are torn straight from the bloody pages of Appendix N material for use by warriors as they quest for gold and glory. Although watching a cultist burn after kicking him into a raging bonfire is a fun and effective way of using a Mighty Deed, sometimes you just want to shatter your foe's spine or split someone's skull to the teeth in a spray of blood and brains. With *Steel and Fury* your game gains a more cinematic and visceral feel, making the warrior a fun and deadly class to play, not just a meat shield able to absorb damage.

The following work contains 32 new Mighty Deeds of Arms, each presented as a full page chart for quick and easy reference during play. So be ready to stand triumphant over your enemy as he futilely attempts to stuff ropes of intestine back into his torn body or pulverize your foe's internal organs with blunt force trauma. Crush bones, sever limbs, and deliver wicked wounds that bleed uncontrollably or catch your opponent in deadly choke holds and debilitating joint locks while grappling - and that is just to name a few.

Go ahead and flip to a Deed....it's go time!