



Crit Table M: Monsters	
Roll	Result
1 or less	Strike to chest, breaking ribs. This attack inflicts +1d6 damage.
2	Stunning blow! The PC falls to the bottom of the initiative count for the remainder of the battle.
3	Legs knocked out from beneath the character, knocking him prone.
4	PC disarmed. Weapon lands 1d12+5' away.
5	Blow to shield arm! If no shield, this attack inflicts +1d6 damage.
6	Weapon lodged in PC's chest! This attack inflicts +2d6 damage and an additional 1d6 damage next round.
7	Blow to jaw! The PC loses 1d8 hp and the same number of teeth.
8	Blow shatters PC's forearm. This attack inflicts +1d6 damage, and the arm is useless until healed.
9	Strike to helm! If no helmet, this attack inflicts +1d8 damage and forces a Fort save (DC 10 + HD). On a failed save, the PC falls unconscious.
10	Stunning blow! The world spins as the fell monster makes a second attack!
11	Strike to throat! The PC can't speak until healed and spends the next round struggling to breathe.
12	Blow smashes PC's kneecap. The character's movement is cut by half and this attack inflicts +1d10 damage.
13	Crushing blow! This attack inflicts +1d12 damage.
14	PC's weapon sundered in the violent assault.*
15	Strike to torso crushes internal organs. This attack inflicts +1d12 damage, and force the PC to make Fort save (DC 15 + HD) to remain conscious through the pain.
16	Devastating strike! This attack inflicts +1d16 damage.
17	PC's Achilles tendon is torn, snapping back into his thigh. The character's movement drops to 5' and the screaming can be heard for leagues.
18	Monster seizes PC by the neck. This attack inflicts +1d12 damage and the monster makes a second attack at +4 to hit.
19	Blow to cranium! This attack inflicts +1d16 damage and the PC must make a Fort save (DC 15 + HD) or fall unconscious.
20	Terrifying blow pierces several important organs. The PC spends the next 1d4 days dying a slow, painful death. Powerful magic (healing by a cleric of level 3 or higher) can arrest the dying.
21	Strike crushes skull, destroying the optic nerve and resulting in instant, permanent blindness.
22	PC's leg is shorn from his body. The character cannot move. This attack inflicts +2d12 damage.
23	Both the PC's arms are torn from his body. This attack inflicts +3d12 damage. Exceptionally cruel monsters may proceed to use PC's arms as weapons.
24	PC is disemboweled. Bloody guts spill to the ground. The PC spends the next 8 rounds dying as he futilely tries to feed the spooling intestines back into his body.
25	Attack craters PC's skull. This attack inflicts 1d8 Intelligence and Personality damage and puts the PC into an instant coma.
26	Strike crushes throat. The PC drowns in his own blood for 6 rounds.
27	Attack snaps the PC's spinal column like a twig. The attack causes permanent paralysis, and the PC watches the remainder of the battle from the floor.
28	Throat torn asunder. The panicked PC gargles wetly as blood gouts down his chest. He dies in 4 rounds.
29	Terrible blow to the chest explodes the PC's heart. Immediate and instantaneous death.
30+	Attack rends PC's head from his torso. Blood gouts from the collapsing body, and the monster moves on to the next foe, making attacks until it misses.

** Magical weapons never break due to critical fumbles. The target is disarmed instead, the weapon landing 1d10+5 feet away.*

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XP Awards

Very Easy	0
Easy	1
Typical	2
Difficult	3
Extremely Difficult	4

DEATH & DYING

ONCE A CHARACTER REACHES 0 HP HE HAS HIS LEVEL IN ROUNDS TO BE HEALED BEFORE HE DIES. ONCE HEALED HE SUFFERS -1 STAMINA.

ANY DEAD CHARACTER WHOSE BODY HAS BEEN RECOVERED MAY MAKE A LUCK CHECK. ON SUCCESS HE IS ALIVE WITH 1 HP. SUSTAINS -4 TO ALL ROLLS/1 HOUR

Table 9-10: Monster Critical Hit Matrix						
Monster HD	Crit Table and Die by Monster Type					
	Humanoids w/ Weapons*	Dragons	Demons	Giants	Un-dead	All Other
Less than 1	III/d4	DR/d4	DN/d3	-	U/d4	M/d4
1	III/d6	DR/d6	DN/d4	-	U/d6	M/d6
2	III/d8	DR/d8	DN/d4	-	U/d6	M/d8
3	III/d8	DR/d10	DN/d4	-	U/d8	M/d8
4	III/d10	DR/d12	DN/d4	G/d4	U/d8	M/d10
5	III/d10	DR/d14	DN/d6	G/d4	U/d10	M/d10
6	IV/d12	DR/d16	DN/d6	G/d4	U/d10	M/d12
7	IV/d12	DR/d20	DN/d8	G/d4	U/d12	M/d12
8	IV/d14	DR/d20	DN/d8	G/d4	U/d12	M/d14
9	IV/d14	DR/d24	DN/d10	G/d4	U/d14	M/d14
10	IV/d16	DR/d24	DN/d10	G/d4	U/d14	M/d16
11	V/d16	DR/2d14	DN/d12	G/d4	U/d16	M/d16
12	V/d20	DR/2d14	DN/d12	G/d6	U/d16	M/d20
13	V/d20	DR/d30	DN/d14	G/d6	U/d20	M/d20
14	V/2d10	DR/d30	DN/d14	G/d7	U/d20	M/d20
15	V/2d10	DR/2d16	DN/d16	G/d7	U/d24	M/d20
16	V/2d12	DR/2d16	DN/d16	G/d8	U/d24	M/d24
17	V/2d12	DR/2d20	DN/d20	G/d8	U/d30	M/d24
18	V/2d14	DR/2d20	DN/d20	G/d10	U/d30	M/d24
19	V/2d14	DR/3d20	DN/d24	G/d10	U/d30	M/d30
20	V/3d10	DR/3d20	DN/d24	G/d12	U/d30	M/d30
21+	V/3d10	DR/4d20	DN/d30	G/d12	U/d30	M/d30

** Includes orcs, kobolds, goblins, bugbears, lizardmen, etc.*

DIFFICULTY LEVELS

DC 5: CHILD'S PLAY. A MINOR CHALLENGE.

DC 10: MAN'S DEEDS. NOT FOR THE WEAK.

DC 15: FEATS OF DARING. PROFESSIONALS ONLY.

DC 20: HEROIC WORK. BIG DAMN HEROES.

SKILL CHECKS FOR COMMON ACTIVITIES

Balancing: AGILITY

Bend bars/lift gates: STRENGTH

Climbing: STRENGTH OR AGILITY

Listening: LUCK

Searching & Spotting: INTELLIGENCE

Sneaking: AGILITY

THIEVING SKILLS FOR NON-THIEVES

ROLL D20 + CL + ABILITY MOD - ARMOR CHECK

SNEAK SILENTLY: AGILITY, DC 18

DISGUISE SELF: PERS, DC 18

HIDE IN SHADOWS: AGILITY, DC 18

READ LANGUAGES: INT, DC 22

PICKPOCKET: AGILITY, DC 18

HANDLE POISON: LUCK, DC 18

CLIMB SHEER SURFACES: AG/STR, DC 7 TO DC 22

PICK LOCK: AG, DC 10 TO DC 22

FIND TRAP: INTELLIGENCE, DC 15 TO DC 22

DISABLE TRAP: AGILITY, DC 18 TO DC 22

FORGE DOCUMENT: AGILITY, DC 18

Table 4-1: Attack Roll Modifiers		
Condition	Attack Roll Modifier	
	Melee	Missile Fire
Missile fire range is...		
Short range	-2	-
Medium range	-	-2
Long range	-14	-1d
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 weapon	-1d	-1d
Firing a missile weapon into melee*	-	-1
Defender is...		
Behind cover	-2	-2
Blinded	+2	+2
Entangled	+1d	+1d
Helpless (paralyzed, sleeping, bound)	+1d	+1d
Kneeling, sitting, or prone	+2	-2

** And 50% chance of "friendly fire" if attack misses; see page 96.*

Table 4-2: Fumbles	
Roll	Result
0 or less	You miss wildly but miraculously cause no other damage.
1	Your incompetent blow makes you the laughingstock of the party but otherwise causes no damage.
2	You trip but may recover with a DC 10 Ref save; otherwise, you must spend the next round prone.
3	Your weapon comes loose in your hand. You quickly grab it, but your grip is disrupted. You take a -2 penalty on your next attack roll.
4	Your weapon is damaged: a bowstring breaks, a sword hilt falls off, or a crossbow firing mechanism jams. The weapon can be repaired with 10 minutes of work but is useless for now.
5	You trip and fall, wasting this action. You are prone and must use an action to stand next round.
6	Your weapon becomes entangled in your armor. You must spend your next round untangling them. In addition, your armor bonus is reduced by 1 until you spend 10 minutes refitting the tangled buckles and straps.
7	You drop your weapon. You must retrieve it or draw a new one on your next action.
8	You accidentally smash your weapon against a solid, unyielding object (a rock, a wall, even the ground). Mundane weapons are ruined; magical weapons are not affected.
9	You stumble and leave yourself wide open to attack. The next enemy that attacks you receives a +2 bonus on its attack roll.
10	You should have maintained your armor! The joints of your armor seize up, freezing you in place. You cannot move or make an attack for 1d3 rounds. Unarmored characters are not affected.
11	Your wild swing leaves you off balance. You take a -4 penalty to your next attack roll.
12	You inadvertently swing at one randomly determined ally within range. Make an attack roll against that ally using the same attack die you just attempted to use.
13	You trip badly. You fall hard, suffering 1d3 damage in the process. You are prone and must use your next round to stand.
14	Like a turtle on its back, you slip and land upside down, flailing about and unable to right yourself. You must fight from a prone position for the next round before you can recover your balance and rise.
15	You somehow manage to wound yourself, taking normal damage.
16+	You accidentally strike yourself for normal damage plus an extra 1 point. In addition, you fall on your back and are unable to right yourself until you make a DC 16 Agility check.