

GAMEMASTERY™

A detailed illustration of a werewolf's head in profile, facing right. The werewolf has a fierce, screaming expression with its mouth wide open, showing sharp fangs and a red tongue. Its fur is dark and shaggy, and there are splatters of bright red blood around its neck and face. The background is plain white.

CRITICAL HITDECK

52 CARDS

GAMEMASTERY™

CRITICAL HITDECK

Tired of the same old double damage? Wouldn't you rather chop off your opponent's head in one clean swing or put an arrow in his heart? Rolled a critical hit? Draw a card and apply the result. Each card has four different results based on weapon type, all of which are compatible with the world's most popular role-playing game. Crushing your enemy's skull has never been this much fun.



THE RULES

PLAYER USE

Whenever a player confirms a crit, that player draws one card from the deck and follows the result appropriate to the weapon's damage type (bludgeoning, piercing, or slashing). For magical attacks, use the magic entry. For weapons with critical multipliers of $\times 3$, the player draws two cards and chooses which effect to use ($\times 4$ weapons draw three cards). The player must take the card's result unless it cannot be applied, in which case the player rolls $\times 2$ damage normally.

GM USE

There are three ways a GM can use these cards. Since they can be quite deadly to players, we recommend the first option.

- ◆ The GM only draws cards for crits scored by major villains or NPCs.
- ◆ Monsters and NPCs must spend a feat to draw cards when scoring a crit.
- ◆ All monsters and NPCs draw cards when scoring a crit.

When monsters score crits, refer to the following guidelines when determining the type of crit. Slams, tail slaps, wing attacks, and tentacles do bludgeoning damage. Bites, stings, and spikes do piercing damage. Claws do slashing damage.

DEFINITIONS

The following terms appear on numerous cards

Bleed: Effects that cause bleed deal the listed amount of damage at the end of the affected character's turn. Unless otherwise noted, all ability bleed is damage (not drain). Bleed can be ended by any magical cure spell or a DC 15 Heal check made as a standard action.

Save: Unless a DC is listed, the DC for any save that is called for is equal to the confirmation roll used to score the critical hit (after all modifiers have been applied). Saves only affect additional critical effects, never base weapon damage.

Until Healed: This always refers to the additional damage done or bleed effect, not the weapon (or spell) damage.

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GAMEMASTERY™



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CRUSHED TRACHEA
Normal damage and target cannot breathe or speak. DC 20 Heal check ends condition.

BLUDGEONING

ELBOW PIERCED
Double damage and target drops whatever is being held (1 item).

PIERCING

LONG GASH
Normal damage and 8 bleed. A successful Heal check cuts the bleeding in half, rather than ending it.

SLASHING

VULNERABILITY
Double damage and if the spell did elemental damage the target is now vulnerable to that element for 3 rounds.

MAGIC

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CRUSHED IN FESHINES
Normal damage and 1d4 Con bleed (DC 15 Fort negates, save each round).

BLUDGEONING

LODGED IN THE BONE
Double damage and 2 bleed. This bleed requires a DC 20 Heal check to stop.

PIERCING

SEVERED SPINE
Double damage and 3d6 Dex damage (Fort halves).

SLASHING

I LOVE YOU, MAN
Normal damage and target is charmed for 3 rounds (Will negates)

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BONE MASHER
Normal damage and either 1d3 Dex damage and halve speed (leg) or 1d3 Str damage (arm). Limb useless until healed.

BLUDGEONING

PUNCTURED LUNG
Double damage and target begins to drown 3 rounds later. DC 20 Fort save each round to end effect.

PIERCING

PAIN AND SIMPLE
Double damage and 2d6 nonlethal damage.

SLASHING

HYPNOTIC LINK
Double damage and you may give the target 1 suggestion (as the spell, Will negates)

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COLLAPSED LUNG
Normal damage and target is staggered for 1d6 minutes.

BLUDGEONING

NERVE CLUSTER
Normal damage and target is stunned for 1d6 rounds (Fort save each round to act).

PIERCING

RUPTURE ABDOMINAL CAVITY
Double damage and 1 Con bleed.

SLASHING

TRANSPOSITION
Double damage and you and target switch places.

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RUPTURED SPLEEN
Normal damage and 1d6 bleed. This bleed can only be cured with magic.

BLUDGEONING

MUSCLE SEVERED
Normal damage and 1d6 Dex and 1d6 Str damage.

PIERCING

LEAN INTO THE BLOW
Triple damage, but you drop your weapon.

SLASHING

FINNY BONE
Double damage and target spends 1 round laughing (as hideous laughter spell, Will negates).

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CRUNCH
Double damage and target is nauseated for 1 round (Fort negates).

BLUDGEONING

FOREARM PIERCING
Double damage and target is disarmed (1 item).

PIERCING

SURPRISE OPENING
Double damage and one free attack against the target with a -5 penalty.

SLASHING

ALLERGIC REACTION
Double damage and 1d4 damage to a random ability score.

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PIMP SLAP
Normal damage and target dazed for 1d4 rounds.

BLUDGEONING

CHEEK PIERCED
Normal damage and 1d4 bleed. Target gains 50% spell failure chance for verbal spells until healed.

PIERCING

ACROSS THE EYES
Normal damage and target permanently blinded (Ref negates).

SLASHING

TURNED AROUND
Double damage and target can take only one move or standard action next round.

MAGIC

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BROKEN RIBS
Double damage and target cannot heal naturally for 1d4 days.

BLUDGEONING

SPINAL TAP
Normal damage and -4 penalty on attack rolls, skill checks, and ability checks for 1d4 rounds.

PIERCING

NERVE SLICE
Double damage and target can take only one move or standard action next round.

SLASHING

ARCANE BLAST
Double damage and 2d6 random energy damage (Reflex half).

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NIGHTY NIGHT
Normal damage and target is unconscious for 1d4 rounds (Fort negates).

BLUDGEONING

FAINFUL POKE
Double damage and target can take only one move or standard action next round.

PIERCING

WE'VE GOT A BLEEDER
Normal damage and 2d6 bleed.

SLASHING

SIREN SONG
Double damage or triple damage to giants, humanoids, and monstrous humanoids.

MAGIC

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TERRIBLE BRUISE

Double damage and 2d6 nonlethal damage.

BLUDGEONING

KNOCKBACK

Double damage and target is pushed 1d6 squares directly away.

PIERCING

ARMOR DAMAGE

Double damage and normal damage to target's armor.

SLASHING

DRAINING SPELL

Double damage and target randomly loses one spell or one use of a spell-like ability.

MAGIC

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MY TEEF!

Normal damage and 1 Con damage. Target loses bite, gains 20% spell failure chance for verbal spells.

BLUDGEONING

BLEEDER

Double damage and 1d6 bleed.

PIERCING

TERRIBLE GASH

Double damage and 1 Cha drain.

SLASHING

EXCRUCIATING

Normal damage and target is sickened for 1d6 rounds.

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KNOCKBACK

Double damage and target is pushed 1d6 squares directly away.

BLUDGEONING

DEEP HURTING

Double damage and target is fatigued.

PIERCING

GUT SLASH

Double damage and 1d4 bleed. Target cannot swallow whole.

SLASHING

SPLASH SPELL

Normal damage and half damage to all adjacent targets.

MAGIC

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CONCUSSION

Normal damage and 1d2 Int and Wis damage.

BLUDGEONING

INFECTION

Double damage and target contracts filth fever (Fort negates).

PIERCING

FLAY

Normal damage plus 1d6 Str damage.

SLASHING

CORROSIVE

Double damage. If acid spell, target takes 2d6 acid damage for 1d4 rounds.

MAGIC

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CRUMFLING BLOW

Double damage and target is knocked prone.

BLUDGEONING

PIERCED

Double damage and target is dazed for 1 round.

PIERCING

THROAT SLASH

Normal damage and 2d6 bleed. Target cannot talk or breathe while bleeding.

SLASHING

LIFE LEECH

Normal damage and 1 negative level (Fort negates after 1 day).

MAGIC

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AND S-LAY DOWN!

Normal damage and target is knocked prone and stunned for 1 round (Fort negates stun).

BLUDGEONING

VENTILATED

Double damage and 2d6 nonlethal damage.

PIERCING

KNOCKBACK

Double damage and target is pushed 1d6 squares directly away.

SLASHING

FROZEN

Double damage. If cold spell, target takes 1d4 Dex damage.

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2 FOR 1

Double damage to target and normal damage to adjacent target.

BLUDGEONING

PINNED ARM

Double damage and one arm cannot move (DC 20 Str or Heal to be freed).

PIERCING

CUT STRAPS

Double damage and double armor check penalty until fixed (DC 15 Craft).

SLASHING

ELECTROCUTED

Double damage. If electricity spell, target stunned for 1d4 rounds.

MAGIC

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NUMBING BLOW

Normal damage and 1d4 Dex damage and target is disarmed (1 item, Ref negates drop).

BLUDGEONING

SICKING CHEST WOUND

Double damage and target is exhausted (Fort negates).

PIERCING

OVERHAND CHOP

Double damage and 1d4 bleed.

SLASHING

KNOCKBACK

Double damage and target is pushed 1d6 squares directly away.

MAGIC

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CRUSHED TOE

Normal damage and 1d4 Dex damage. Target's land speed is halved until healed.

BLUDGEONING

STINGER

Normal damage and target is sickened for 1d6 rounds.

PIERCING

MISSING DIGITS

Normal damage and target loses 1d3 fingers and takes 1 Con and Str drain (Fort negates).

SLASHING

ARCANE GOO

Normal damage and target is entangled (DC 20 Str or Escape Artist to be freed).

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EARTH RUMBLE

Normal damage and a free trip attempt versus target and all adjacent enemies.

BLUDGEONING**VULNERABLE SPOT**

Normal damage and target takes 1d4 ability damage of your choice.

PIERCING**SHIELD CLEAVE**

Double damage and normal damage to target's shield.

SLASHING**WILD SURGE**

Normal damage and normal damage of a random energy type.

MAGIC

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BROKEN NOSE

Normal damage and 1 Cha damage and 1 bleed.

BLUDGEONING**IN A ROW**

Double damage to target and normal damage to adjacent target.

PIERCING**WEAPON STRIKE**

Double damage and normal damage to target's weapon.

SLASHING**NERVE DAMAGE**

Normal damage and target is slowed for 1d6 rounds.

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STAGGERING BLOW

Normal damage and double nonlethal damage.

BLUDGEONING**HEART SHOT**

Triple damage and 1 Con bleed.

PIERCING**LEG SWIPE**

Double damage and target is knocked prone.

SLASHING**TERRIFYING DISPLAY**

Normal damage and target frightened for 1d4 rounds (Will negates).

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THUNDER STRIKE

Double damage and target is deafened for 1d4 rounds.

BLUDGEONING**NAILED IN PLACE**

Double damage and target cannot move (DC 20 Str check negates).

PIERCING**DECAPITATION**

Double damage and death (Fort negates).

SLASHING**RETURNING SPELL**

Double damage and spell is not lost.

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LOW BLOW

Normal damage and target is sickened for 1d6 rounds.

BLUDGEONING**ACHILLES HEEL**

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

PIERCING**BAD FARRY**

Double damage and target is disarmed (1 item).

SLASHING**FLANAR RIFT**

Normal damage and target sent to a random plane (Will negates).

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SHIELD SMACK

Double damage and target's shield is disarmed.

BLUDGEONING**PENETRATING WOUND**

Double damage and ignore DR.

PIERCING**MUSCLE WOUND**

Double damage and 1d2 Strength damage.

SLASHING**INTENSE STRIKE**

Double damage and ignore energy resistance (but not immunity).

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BROKEN LEG

Normal damage and 1d4 Con and Dex damage. Target's speeds are reduced by half until healed.

BLUDGEONING**GRAZING HIT**

Normal damage and target is stunned for 1 round.

PIERCING**SWING THROUGH**

Double damage and one free attack against an adjacent foe at the same bonus.

SLASHING**MAXIMUM EFFECT**

Maximize all spell variables.

MAGIC

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ARMOR DENT

Double damage and 2d6 damage to metal armor (ignore hardness).

BLUDGEONING**EYE PATCH FOR YOU**

Triple damage and 1d2 Con drain. -4 on Spot, Search, and ranged attacks until healed.

PIERCING**FLAT BLADE THWACK**

Triple damage but all damage is nonlethal.

SLASHING**ARCANE GLOW**

Double damage and target glows like faerie fire for 1d6 rounds.

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BREATHLESS

Normal damage and target is exhausted for 1d4 rounds.

BLUDGEONING**SPUN AROUND**

Normal damage and target is flat-footed for 1 round.

PIERCING**SEVERED HAND**

Normal damage and target loses hand and takes 1d3 Con and Str drain (Fort negates).

SLASHING**COMBUSTION**

Double damage. If fire spell, target catches fire, taking 2d6 fire damage per round until extinguished.

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SPLIT OPEN
Double damage and 1d4 bleed.

BLUDGEONING

LEFT REELING
Double damage and target takes a -2 penalty to AC for 1d4 rounds.

PIERCING

SHATTERED JAW
Normal damage and 1 Con damage. Target cannot speak or bite until healed.

SLASHING

AURA OF PROTECTION
Double damage and +4 to your AC for 1 round.

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LIGHTS OUT
Normal damage and target is blinded for 1d3 rounds.

BLUDGEONING

BICEP WOUND
Normal damage and 1d4 Str damage.

PIERCING

BEWILDERING DISPLAY
Double damage and target takes a -2 penalty to AC for 1d4 rounds.

SLASHING

ROARING SPELL
Double damage and target is deafened for 1d4 rounds.

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RATTLED
Normal damage and target is confused for 1d3 rounds (Fort negates).

BLUDGEONING

GUARDED STRIKE
Double damage and +4 to your AC for 1 round.

PIERCING

SEVERED TENDON
Normal damage and 1d6 Dex damage.

SLASHING

POWER SURGE
Triple damage.

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ROUNDHOUSE
Normal damage and a free attack against all adjacent foes at the same bonus.

BLUDGEONING

RAGGED WOUND
Normal damage and 1d8 bleed.

PIERCING

DELAYED WOUND
Normal damage and target takes bleed damage equal to your normal damage.

SLASHING

CONCUSSIVE SPELL
Double damage and 1d4 bleed.

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FLAT FOOT
Double damage and 1 Dex damage and target's speeds reduced by 5 feet until healed.

BLUDGEONING

PERFECT STRIKE
Triple damage.

PIERCING

SAPPING SLASH
Double damage and target is fatigued.

SLASHING

LIGHT BLAST
Double damage and target is blinded for 1 round.

MAGIC

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SOLID BLOW
Triple damage.

BLUDGEONING

TENACIOUS WOUND
Normal damage and 1d2 Con damage. Target does not heal this damage naturally.

PIERCING

FARRYING STRIKE
Double damage and +4 to your AC for 1 round.

SLASHING

PHASED
Double damage and target is incorporeal for 1d3 rounds (Will negates).

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TIRING BLOW
Double damage plus target is fatigued.

BLUDGEONING

LEG WOUND
Double damage and target's land speed is halved for 1d4 rounds.

PIERCING

SPIN AROUND
Normal damage and target is flat-footed for 1 round.

SLASHING

TIME VORTEX
Normal damage and target vanishes, reappearing in 1d4 rounds.

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SPIN AROUND
Normal damage and target is flat-footed for 1 round.

BLUDGEONING

ORGAN SCRAMBLE
Double damage and 1d6 Con damage.

PIERCING

WING TEAR
Double damage and target loses flight if it uses wings.

SLASHING

ELEMENTAL CALL
Normal damage. If elemental spell, Medium elemental appears to serve for 1d4 rounds.

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BACK BREAKER
Double damage and 1d6 Dex damage.

BLUDGEONING

DEEP WOUND
Double Damage and target is nauseated for 1 round (Fort negates).

PIERCING

BROW CHIT
Normal damage and 1d4 bleed. Target blinded while bleeding.

SLASHING

DISPELLING AURA
Normal damage and dispel magic on the target.

MAGIC

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I SEE STARS
Normal damage and target takes a 20% miss chance for 1d4 rounds.

BLUDGEONING

FINHOLE
Double damage and 1 bleed. Target takes 1 additional bleed each round until healed.

PIERCING

DISEMBOWEL
Double damage and 1d4 Con damage and 1d6 bleed.

SLASHING

CONDUIT
Double damage and target takes a -4 penalty on saves versus your spells for 1d6 rounds.

MAGIC

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SHATTERED HAND
Normal damage and 1d2 Con and Str damage. Hand useless until healed.

BLUDGEONING

RIGHT IN THE EAR
Normal damage and 1 Int damage and 1 bleed.

PIERCING

STAND ASIDE
Double damage and push target 1 square in any direction.

SLASHING

VAMPIRIC MAGIC
Normal damage. You are healed the same amount.

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BELL RINGER
Normal damage and 1d2 Int damage and sickened for 1d4 rounds.

BLUDGEONING

APPENDICITIS
Double damage and target is poisoned (treat as greenblood oil).

PIERCING

MOMENTUM
Double damage and +2 on all your attack rolls for 1 round.

SLASHING

PETRIFIED
Normal damage and target is petrified for 1d4 hours (Fort negates).

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MOMENTUM
Double damage and +2 on all your attack rolls for 1 round.

BLUDGEONING

BLOWN BACK
Double damage and target is knocked prone.

PIERCING

TANGLED
Double damage and you may automatically grapple the target.

SLASHING

PRETTY COLORS
Double damage and target is dazzled for 1d4 rounds.

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CRACKED RIB
Normal damage and 1d3 Con damage and target is fatigued.

BLUDGEONING

MOMENTUM
Double damage and +2 on all your attack rolls for 1 round.

PIERCING

GORY
Normal damage and target is sickened for 1d6 rounds.

SLASHING

STUNNED
Normal damage and target is stunned for 1 round.

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FEEBLE PARRY
Double damage and target is disarmed (1 item).

BLUDGEONING

SHOULDER WOUND
Double damage and 1d2 Str and Dex damage.

PIERCING

HAMSTRING
Normal damage and 1d2 Dex damage and target is knocked prone.

SLASHING

CUT OFF FROM MAGIC
Normal damage and target cannot cast spells or use spell-like abilities for 1d4 rounds.

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SURPRISE OPENING
Double damage and one free attack against the target with a -5 penalty.

BLUDGEONING

LONGIE PIERCING
Normal damage and 1 Con damage. Target gains 50% spell failure chance for verbal spells until healed.

PIERCING

BROW TO CHIN
Normal damage and 1 Con and Cha damage. -2 penalty on Spot, Search, and ranged attacks until healed.

SLASHING

OLFACTORY OVERLOAD
Double damage and target loses scent and blindsense for 1 day.

MAGIC

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WHERE AM I?
Normal damage and target is stunned for 1 round.

BLUDGEONING

SURPRISE OPENING
Double damage and one free attack against the target with a -5 penalty.

PIERCING

MISSING EAR
Normal damage and 1 Cha drain. -4 penalty on Listen checks until healed.

SLASHING

MIND CLOUD
Double damage and target is dazed for 1 round.

MAGIC

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CRACKED KNEE
Normal damage and 1d2 Dex damage. Target's base land speed reduced to 10 feet until healed.

BLUDGEONING

CALF HOLE
Normal damage and 1d4 Dex damage.

PIERCING

UGLY WOUND
Normal damage and 1d3 Cha damage and 1 Cha drain (Fort negates drain).

SLASHING

SIDE EFFECT
Double damage and you become invisible for 1d4 rounds.

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BRAINED
Double damage and target can take only one move or standard action next round.

BLUDGEONING

KIDNEY PIERCING
Double damage and target sickened for 2d4 rounds (Fort negates).

PIERCING

FINGERTIPPED
Normal damage and 1 Dex damage. Target cannot use one hand until healed.

SLASHING

EYEBURN
Normal damage and target blinded for 1d4 rounds (Fort negates).

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OFF BALANCE
Normal damage and target provokes attacks of opportunity from all threatening opponents.

BLUDGEONING

CHIPPED BONE
Double damage and 1 Dex damage.

PIERCING

HACK AND SLASH
Double damage and all critical threats against target automatically confirm for the next 3 rounds.

SLASHING

SHRINK RAY
Normal damage and target is reduced for 3 rounds (as reduce person, Will negates).

MAGIC

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WHAT'S GOING ON?
Double damage and 1d4 hours of target's memory erased.

BLUDGEONING

NICKED AN ARTERY
Normal damage and 2d6 bleed.

PIERCING

CARVE YOUR INITIALS
Normal damage and target suffers from humiliation and may only attack you (Will negates).

SLASHING

DISTRACTION
Double damage and an illusion appears to attack foe, flanking him for you for 1d6 rounds.

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BOX THE EARS
Normal damage and target deafened for 1d4 hours.

BLUDGEONING

JAVELIN CATCHER
Double damage and 1d6 bleed if from ranged attack.

PIERCING

LIP CUT
Double damage and 1 bleed. Target gains 20% spell failure chance for verbal spells until healed.

SLASHING

CALL OF THE WILD
Double damage or triple damage to animals, fey, magical beasts, and vermin.

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TO YOUR THINKY BITS
Double damage and 1 Int bleed (Fort negates, save each round).

BLUDGEONING

CLEAN THROUGH
Normal damage and 1d6 bleed and 1 Con drain.

PIERCING

WIDE OPEN
Normal damage and target provokes attacks of opportunity from all threatening opponents.

SLASHING

HOARDER'S WRATH
Double damage or triple damage to dragons.

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MACE TO DA FACE
Normal damage and target dazed and blinded 1 round.

BLUDGEONING

OVERREACTION
Normal damage and target provokes attacks of opportunity from all threatening opponents.

PIERCING

PAPER CUT
Normal damage and -4 penalty on attack rolls, skill checks, and ability checks for 1d4 rounds.

SLASHING

UNNATURAL SELECTION
Double damage or triple damage to aberrations and outsiders.

MAGIC

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SKULL CRUSH
Double damage and 2d6 Int drain (Fort half).

BLUDGEONING

HAND WOUND
Normal damage and 1d2 Dex damage. -4 penalty on all rolls using that hand until healed.

PIERCING

BROAD SWIPE
Normal damage and 1d8 bleed.

SLASHING

LINGERING MAGIC
Normal damage this round and half damage each round for 1d4 rounds.

MAGIC

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