

BRUTAL WOUNDS

GRIM AND GRITTY WAYS TO DIE



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WHAT IS THIS?

D&D characters often feel like superheroes to me. They have these huge pools of hit points that make them very difficult to harm or even threaten. While that is fine in high fantasy games, the games I prefer to run and play in tend to have a grittier, more realistic feel. In this book you'll find some new rules and mechanics to make your game a little deadlier. A critical hit should be critical!

Warriors and heroes do not always die in glory. As often as not, a knife finds the storied hero in some backwater skirmish. The great conquerer may die of infection. A mighty queen may have her sword arm broken, and fight no more. The charts within this book represent the brutality of combat - and the random chances that rule the battlefield. They each have location based effects covering the head, torso and limbs.

If you'd like to make the combat in your game more brutal, you can include them. Fair warning - this will drastically increase the lethality of the game. With these rules, it's entirely possible that a goblin knife could kill your legendary hero. It's entirely possible that your mighty paladin, chosen by the gods, champion of her Order - could be laid low by a spear thrust from a skeleton. Keep that in mind. Beyond just death, a character may be maimed to such a degree that they can no longer effectively adventure. Similarly, your villains could die to a lucky arrow shot, or an attack from a peasant. Think carefully about using these rules. Life is cheap, and death lurks around every corner - but that might not be fun for your game.

The hope is that these rules will change the playstyle of the game somewhat. When every encounter could be deadly, players will start to think differently. They'll be more careful, plan better, and try to avoid using combat as the answer to every problem.

These rules are designed for low fantasy, low magic games. While they can still work in a high fantasy game, the impact of those wounds may be lessened. I've included a section at the end of the book to discuss the implications of divine healing magic on this system.

If this style of play is up your alley, feel free to check out *Iskloft on Drivethrurpg*. It's a viking themed low fantasy setting I wrote that includes these rules, and many more, for playing low fantasy games.

Have fun, and brutally end some players! Skal!

- Lloyd



NEW CONDITIONS

These new conditions can be applied as the GM desires.

BLEEDING

There are 6 Bleeding. Whenever you gain a level of Bleeding, you suffer necrotic damage at the start of each of your turns, until you or an ally take an action to succeed on a DC Wisdom (Medicine) check to apply a bandage.

- Level 1: 1d4 (DC 11)
- Level 2: 1d6 (DC 13)
- Level 3: 1d8 (DC 15)
- Level 4: 1d10 (DC 17)
- Level 5: 1d12 (DC 19)
- Level 6: 2d10 (DC 21)

PUNCH-DRUNK

You have disadvantage on attack rolls, saving throws, and cannot take reactions.

HOPELESS

You have disadvantage on Wisdom, Intelligence and Charisma saving throws.

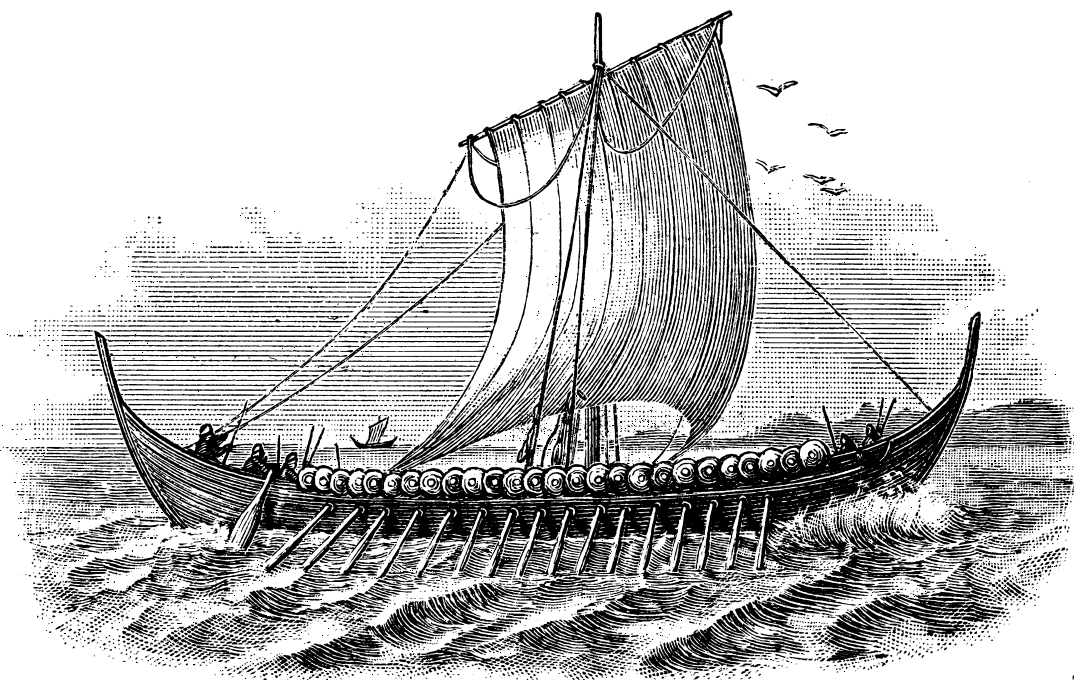
DAZED

Enemies have advantage on attacks against you.

WINDED

You suffer a level of exhaustion for each level of winded you acquire. Upon reaching 6 levels of Winded, you do not die, you fall unconscious.

You can remove a level of Winded by spending an action on your turn regaining your breath. After combat ends, you remove all levels of winded if you spend one minute recovering. If you have levels of Exhaustion and Winded, track them separately, and suffer the effects of whichever condition is more advanced.



BRUTAL WOUNDS

There are two main ways to use Brutal Wounds in your game.

The first, more forgiving approach, is as follows. When you score a critical hit, in addition to the normal critical damage, roll an additional d20 as if it were an attack roll. If the roll would hit the target's armor class, then the target suffers a Brutal Wound. If not, it simply takes critical damage - roll the damage dice twice, or use whatever critical hit rules you prefer.

If the wound is successful and the attack is coming from a lesser foe, roll a d10 and consult the appropriate Brutal Wound table. For PCs and notable NPCs, roll a d20. For the most fearsome foes, roll a d10 then add 10 to the roll. Consult the location and damage type to see the result of the wound. These rolls can also be adjusted based on weapon, situation, and GM discretion.

The second approach is simply that whenever a critical hit is scored, a Brutal Wound is applied. Additionally, each Brutal Wound that a creature suffers after the first adds a cumulative +1 to future Brutal Wound rolls, until that creature completes a long rest.

Whichever approach you take, you can roll a d12 on the following table to determine the placement of the Brutal Wound.

Wound Location Table	
d12 roll	Location
1-6	Limb
7-10	Torso
11-12	Head

Wound Roll	
Enemy Type	Roll on Table
Lesser NPC	1d10
PC or Notable NPC	1d20
Legendary Foe	1d10+10

SYSTEM SHOCK

A body can only take so much punishment. When a creature takes damage from a single source equal to or greater than half its hit point maximum, it must succeed on a DC 15 Constitution save or suffer one of the effects on the table below.

SYSTEM SHOCK	
d10 Roll	Effect
1	The creature drops to 0 hit points with two failed death saves, and suffers a Brutal Wound.
2	The creature drops to 0 hit points, and suffers a Brutal Wound.
3	The creature drops to 0 hit points, but is stable.
4-5	The creature is Stunned until the end of its next turn.
6-8	The creature is Punch-Drunk until the end of its next turn.
9-10	The creature cannot take reactions until the end of its next turn.

PERMANENT WOUNDS

Some Brutal Wounds result in the loss of body parts and other permanent effects.

LOSE AN EYE

Upon losing an eye, you suffer the following effects:

- You have disadvantage on ranged attacks.
- You have disadvantage on Intelligence (Investigation) and Wisdom (Perception) checks.
- You suffer a -5 to your passive Wisdom (Perception).

LOSE A HAND

Upon losing a hand, you suffer the following effects:

- You cannot use weapons that have the two-handed quality.
- You have disadvantage on ability checks that require fine manipulation.
- You can still strap a shield to your arm, though its AC bonus is reduced by 1.
- You have disadvantage on Strength (Athletics) checks related to climbing or grappling.

LOSE AN ARM

Upon losing an arm, you suffer the following effects:

- You cannot use weapons that have the two-handed quality.
- You have disadvantage on ability checks that require fine manipulation.
- You have a -1 to your AC, due to your reduced ability to defend yourself.
- You have disadvantage on Strength (Athletics) checks related to climbing or grappling.

LOSE A FOOT

Upon losing a foot, you suffer the following effects:

- Your speed is reduced by 15 feet.
- Standing up from prone takes a full movement.
- You can still take the Dash action, but you must make a Dexterity save at the end. On a failed save, you fall prone. The DC is 8 + your proficiency + your Dexterity modifier.
- You can use a crutch, which reduces your movement penalty to 10 feet, and allows you to stand from prone as normal.

LOSE A LEG

Upon losing a leg, you suffer the following effects:

- You cannot walk unaided or without a crutch.
- You cannot stand up from prone unaided or without a crutch.
- When using a crutch, your speed is 15 feet.
- You have a -1 to your AC, due to your reduced ability to defend yourself.

HIDEOUS SCAR

Upon gaining a hideous scar, you suffer the following effects:

- Disadvantage on Charisma (Persuasion) and Charisma (Deception) checks.
- Advantage on Charisma (Intimidation) checks.

INFECTED

Upon gaining the Infected condition, you suffer the following effects:

- You must succeed on a Constitution (Grit) saving throw 1 hour after you gain the condition. On a successful save, you suffer two levels of Exhaustion for 1 week, before becoming fully healed.
- On a failed save, your wound is Infected. You must then make a DC 18 Constitution saving throw every day. After 10 successes, you are healed of your Infection. After 10 fails, you die. You have one level of Exhaustion at all times until fully healed.



BRUTAL WOUND TABLES

On the following pages, you'll find the Brutal Wound tables. On the first page, you'll find a visceral description of the attack. On the facing page, you'll find the mechanical effects of the attack. They are written in the second person - You hit your foe in the face with your blade, slicing off a square of flesh. You'll need to change that to fit, when you brutally wound your players.

Unarmed, Head (Descriptions)

1	You hit your opponent with a savage blow to the face, causing them to fall as they unbalance.
2	A blow to the side of your target's head momentarily disorients them.
3	A vicious punch crumples your opponent's cheekbone with a crunch.
4	You jam a finger up your opponent's nostril, tearing the sensitive flesh as you savagely rip the finger out, leaving them watery-eyed and vulnerable.
5	You slam a blow against your opponent's ear, causing them to become dizzy and lose hearing.
6	Your knuckle connects with your opponent's upper lip, tearing it badly open on their teeth.
7	With a vicious uppercut, you send your opponent flying onto the ground, landing heavily on their back.
8	A hammer blow to the nose of your enemy sees it broken with a sickening crack. Their eyes fill with tears and blood streams from their nose.
9	You grab hold of one of your opponent's ears, almost tearing it off with savage strength.
10	A blow to the mouth fractures several teeth, sending your opponent flying and badly lacerating the lip.
11	You punch your target in the throat, momentarily cutting off their airways as the windpipe spasms.
12	A powerful punch mashes one side of your opponent's face, giving them a black eye and fracturing the cheekbone.
13	You headbutt your opponent, mashing their nose.
14	You smash your elbow into your opponent's forehead, slicing their eyebrow open and causing terrible bleeding.
15	Your blow forces your opponent to bite down onto their tongue, slicing a piece of it off. The agony is blinding and blood pours forth from their mouth.
16	You smash your fist right into the nose of your enemy, with a sickening thud. The nose is broken instantly and there is a spray of blood.
17	A powerful blow to your opponent's chin breaks the jaw in several places.
18	You gouge one of your opponent's eyes.
19	You badly pummel your opponent's head, connecting your fists and elbows to their face again and again, fracturing their skull and causing bleeding inside their brain.
20	With brutal ferocity, you duck under your opponent's strike and knock them to the ground, grabbing your opponent's face and shoving your thumbs into their eye sockets. Blood and fluids pour forth from the wound.
21-24	Grabbing the back of your opponent's head, you smash your elbow repeatedly into their face. They are knocked prone, and you leap on top of them, pummeling their face over and over again with vicious blows that break bones. By the time you step away, their face is a pulpy ruin.
25+	A brutal blow catches your opponent in the jaw, sending their head to twist with the force of the impact. With a quiet crack, their neck is broken, and they die almost instantly, crumpling to the ground.

Unarmed, Head (Effects)

1	Target is knocked prone.
2	Target is Dazed until the end of their next turn.
3	Target is Dazed for 1d4 turns.
4	Target is Punch-Drunk until the end of their next turn.
5	Target is Dazed until the end of their next turn. They have disadvantage on Wisdom (Perception) checks that rely on hearing for a week.
6	Target is Dazed until the end of their next turn and suffers 1 level of Bleeding. Additionally, they will suffer a scar on their lip.
7	Target is knocked prone and suffers a level of Winded.
8	Target is Dazed and Punch-Drunk until they take an action to expel the blood from their nose and wipe their eyes of tears.
9	The pain forces the target to succeed on a DC 15 Constitution save or be Punch Drunk for 1d4 rounds.
10	Target is stunned until they succeed on a DC 15 Constitution saving throw, which they can make at the end of each of their turns. They also gain a permanent disadvantage on Charisma (Persuasion) checks, speak with a whistling lisp, and struggle to eat chewy foods.
11	Target suffers three levels of Winded.
12	Target must succeed on a DC 10 Constitution saving throw or be knocked unconscious. On a successful save, they are knocked prone and Dazed until the start of their next turn.
13	Target is stunned until the start of their next turn. They will develop terrible bruising, giving them disadvantage on Charisma checks for a week.
14	Target has disadvantage on attack rolls due to the swelling and the blood in their eye, for the remainder of the battle.
15	Target is Punch-Drunk for the duration of the encounter, and will have a noticeable speech impediment when the tongue heals.
16	Target must succeed on a DC 17 Constitution save or become Blinded for 1d4 rounds as tears flood their eyes and their vision spins.
17	Target must succeed on a DC 15 Constitution saving throw or be knocked unconscious. On a successful save, they are stunned until the end of their next turn and have disadvantage on attacks until the end of the encounter. The jaw will have to be wired or tightly bandaged to heal, forcing your opponent to eat through a straw during the process.
18	Target must succeed on a DC 20 Constitution saving throw or lose the eye permanently. Regardless, they are Punch-Drunk for the remainder of the encounter.
19	Target must succeed on a DC 18 Constitution saving throw or immediately fall unconscious, remaining in a coma for 1d6 days. Each day, the character must make an additional DC 18 Constitution saving throw, waking from the coma after three successful saves, or dying after three failures. A successful DC 15 Medicine check applied each day will give the affected creature advantage on these Constitution saving throws. On a successful initial save, the target instead suffers 2d10 force damage as their brain bleeds within their skull.
20	Target must succeed on a DC 20 Constitution saving throw for each eye, permanently losing the eye on a failure. In any case, the shock and pain causes the target to fall unconscious.
21-24	Target is immediately unconscious, and falls into a coma. Each day, the character must make a DC 20 Constitution saving throw, waking from the coma after three successful saves, or dying after three failures. A successful DC 15 Medicine check applied each day will give the affected creature advantage on these Constitution saving throws. Roll 1d100 and suffer one of the following: 01-20: No additional damage 21-49: Ruined face, permanent -2 to Charisma 51-70: Lose an eye 71-100: Lose both eyes
25+	Target is killed.

Unarmed, Torso (Descriptions)

1	You slam your enemy to the floor with a gut punch.
2	A blow to the ribs staggers your opponent.
3	You smash your elbow into your opponent's collarbone, not quite breaking it, but causing agony.
4	With a brutal kick to the stomach, your opponent staggers backward.
5	You crunch your knee into your opponent's side, twice with brutal force.
6	With the crunch of cracking ribs, you knock your opponent to the ground with a shoulder tackle.
7	You connect a vicious kick into your opponent's ribs, knocking the air out of them as they fall prone. They can't breathe for a moment, coughing and gasping.
8	With no thought of fair play, you grab your opponent's shoulders and drive your knee into their groin.
9	You grab your opponent's shoulder and twist. The sudden jerking motion pulls a muscle in their back, sending pain shooting through them with each breath.
10	You pick up your opponent and slam them into the ground, and there is a loud crunch as their back hits a rock and the air is pushed out of them.
11	You pick your opponent up bodily and slam them into the ground.
12	You crash into your opponent with your shoulder, bending their back and causing them to gasp in pain as you bring them crashing to the ground.
13	Grabbing your opponent in a clinch, you drive your knee into their gut over and over. They stumble away from you gasping for air.
14	With a kick to your opponent's knee, you send them sprawling on the ground, where you kick them repeatedly in the back. Agony sears through them as you break some ribs, and they cough some blood onto the ground before them.
15	As your opponent swings their weapon at you, you duck under, smashing your fists into their exposed ribs a few times, and grab them in a body lock, holding their arms in a wrestling move.
16	A series of vicious kicks to the torso breaks ribs and sends some fragments into your opponent's liver.
17	With a brutal kick to the hip, you crush your opponent's muscle against their bones, causing them to immediately go numb.
18	You smash your opponent with a mighty blow, dislocating the shoulder from its socket.
19	You repeatedly slam your knee or elbow into your opponent's chest, smashing some of the rib cage and driving fragments of the ribs into the lungs, causing your opponent to begin coughing up blood.
20	You trip your opponent when they try to strike you, knocking them prone. You then savagely stomp on their back, right between the shoulder blades, again and again.
21-24	You slam an elbow into your opponent's solar plexus, splintering the lower part of their breast bone and sending bone fragments into their chest, slashing the muscles that they breathe with. They fall to their knees, gasping and wide eyed as bright pink foam pours from their mouth.
25+	You grab your opponent and with irresistible force slam their back across your knee, breaking their spine.

Unarmed, Torso (Effects)

1	Target is knocked prone.
2	Target is Dazed until the end of their next turn.
3	Target is Punch Drunk until the end of their next turn.
4	Target is Dazed until the end of their next turn, and must use their action next turn to gasp for breath and wretch.
5	Target is Dazed until the end of their next turn and they suffer a level of Winded. Your strike causes minor bleeding in the kidney, and they will have red tinged urine for two days.
6	Target is knocked prone, and suffers two levels of Winded.
7	Target is Dazed and knocked prone, and must spend their next action coughing and gasping for breath.
8	Target must succeed on a DC 15 Constitution save or be stunned until the end of their next turn as they howl in pain. They are then Dazed for 1d4 turns. If the target is female or wearing reasonable groin protection, halve the number of turns (minimum 1).
9	Target is Punch-Drunk until the end of the encounter.
10	Target must succeed on a DC 17 Constitution save or be knocked prone and have their speed reduced to 0 for 1d4 turns.
11	Target is knocked prone, and must succeed on a DC 18 Constitution save or suffer two levels of Winded.
12	Target is knocked prone, and suffers disadvantage on Strength and Constitution based checks and saving throws until the end of the encounter.
13	Target is Dazed until the end of their next turn, and suffers three levels of Winded.
14	Target is knocked prone, and is Punch-Drunk until the end of the encounter.
15	Target is grappled and restrained by you
16	Target is Punch-Drunk until the end of the encounter. Additionally, they must succeed on a DC 15 Constitution save or suffer internal bleeding. On a failed save, they suffer 1 level of Bleeding.
17	Target falls prone, and is Punch-Drunk from pain until the end of the encounter. Additionally, their movement is halved for 2d4 days until the swelling goes down.
18	Target is Punch-Drunk until they succeed on a DC 15 Constitution saving throw, which they can make at the start of their turns. The arm is useless unless popped back into place, requiring an action and a DC 16 Medicine check. The shoulder then takes 3 weeks to heal.
19	Target is Punch-Drunk until they take a short or long rest. They also suffer 1d6 force damage at the start of each of their turns. They need to succeed on a DC 19 Constitution save as they fall unconscious, or die in 1d4 days from internal bleeding. On a successful save, they will need 1d4 weeks of bed rest to recover. Any strenuous activity aggravates the damaged area and the target suffers the entirety of the critical effect anew.
20	Target must succeed on a DC 18 Constitution save or become paralysed from the waist down, permanently. On a successful save, they are instead paralysed for 1d4 hours.
21-24	Target is knocked prone, and unable to breathe for 1d6 rounds, after which they fall unconscious. They must then succeed on a DC 20 Constitution save or choke to death in 1d6 rounds. A successful DC 15 Medicine check allows them to re-roll this check once.
25+	Target must succeed on an immediate DC 20 Constitution save or die on the spot. If they succeed, they instead become permanently paralysed from the waist down and count as helpless from shock for the rest of the encounter.

Unarmed, Limbs (Descriptions)

1	A swift kick hits your opponent's shin, the pain causing them to be distracted.
2	You strike your opponent on the inside of their thigh, barely missing their groin.
3	You stomp down hard on your opponent's toes with your boots, causing them to jump up and down, wailing and cursing.
4	You grab whatever your target is holding in their hand and try to wrench it from them.
5	A powerful blow slams into your opponent's hip, spinning them around and knocking them to the ground.
6	You strike a telling blow to your opponent's knee.
7	With a driving force you slam your knee into your opponent's thigh, crushing the muscle against the bone and causing the muscle to immediately go dead.
8	You grab your opponent's leg, lifting them bodily into the air and dropping them onto their back. The air is pushed out of them as you slam them to the ground.
9	You grab your opponent's wrist and twist it savagely.
10	You leverage your opponent's lower leg at an impossible angle, breaking the shin bone.
11	You stomp your opponent's instep, severely bruising it and threatening to upend them.
12	You hit your target's weapon hand, fracturing some of the bones between the wrists and fingers.
13	With a devastating stomp, you crush your opponent's ankle at a bad angle, causing it to break. They scream in agony as they fall to the ground.
14	You smash your opponent with a mighty blow, dislocating the shoulder from its socket.
15	Your strike dislocates your opponent's kneecap, making it stand out grotesquely under the skin to the side of the knee. This locks the joint and is agonising, causing your opponent to squeal and fall to the ground.
16	You slam a powerful blow into the side of your opponent's knee, bending the knee inwards in a most painful and unnatural manner, popping something inside the joint. Ligaments inside the knee have snapped, making the joint unstable.
17	A powerful blow to your opponent's chin breaks the jaw in several places.
18	You manage to dislocate your opponent's hip and break off a fragment of the part of the pelvic bone forming the "cup" holding the head of the thigh bone in place against the pelvis, leaving them screaming in agony on the ground.
19	You grab your opponent's arm and pull it at an odd angle, before smashing your forearm into the elbow. It breaks with a sickening crack, exposing bone.
20	You pile drive your opponent onto an uneven surface or object shattering their femur, the bone of which bursts through the skin.
21-24	In a terrifying display of strength, you grab hold of your opponent's arm and break it at the elbow, before putting your boot against their body and pulling. With a sickening crunch, the lower arm is torn off as blood sprays like a fountain.
25+	As your opponent moves toward you, their leg becomes stuck in the ground, snow, or dirt. You dive forward, and with sickening force slam your shoulder into their thigh, snapping it badly. The bone slices through muscle and skin to protrude from the leg. The bone has sliced the femoral artery, and blood is pumping from the wound at a speed you can scarcely believe.

Unarmed, Limbs (Effects)

1	Target has disadvantage on attacks until the end of their next turn.
2	Target is Dazed until the end of their next turn.
3	Target is Punch Drunk until the end of their next turn.
4	Make an opposed Strength (Athletics) check. On a success, you have snatched the item and are now in possession of it.
5	Target is knocked prone and Punch-Drunk until the end of their next turn.
6	Target's movement is halved for the duration of the encounter.
7	Target falls prone and their speed becomes 0 for 1d4 turns.
8	Target is knocked prone and suffers 3 levels of Winded.
9	Target must succeed on a DC 15 Constitution save or drop whatever they are holding in their weapon hand.
10	Target is knocked prone and their movement is halved for 3d4 weeks. They fall prone after taking a Dash action. Unless someone performs a successful DC 18 Medicine check on the target within 1d4 hours, they will gain the Infected condition.
11	Target must succeed on a DC 15 Constitution save or fall prone and suffer a 10 foot penalty to their speed for 1d4 turns.
12	Target's hand is useless until the bones have started healing properly, which takes about two weeks. The target cannot use two handed weapons, and attacks are made at disadvantage for the duration.
13	Target is knocked prone and Dazed until the end of the encounter from pain. Additionally, their movement is halved for 2d4 weeks, and they fall prone after taking a Dash action. If the ankle is not correctly set with a successful DC 15 Medicine check within the first week, it will heal crookedly and permanently reduce the target's speed by 10 feet.
14	Target is Punch-Drunk until they succeed on a DC 15 Constitution save, which they can make at the start of each of their turns. The arm is useless unless popped back into place within one week, requiring an action and a DC 16 Medicine check. The shoulder then takes three weeks to heal, during which time the target suffers disadvantage on Strength checks and attack rolls using that arm.
15	Target falls to the ground and is stunned for 1d4 turns, after which they are unable to use the leg, suffer a penalty of 20 feet to speed, and have disadvantage on attack rolls and saving throws until the kneecap is popped back into place. This requires a successful DC 15 Medicine check, and probably a couple of strong helpers to hold the screaming patient down as the healer performs this very painful manoeuvre.
16	Target is knocked prone and cannot get up without help. They have disadvantage on attack rolls and saving throws for the duration of the combat, and suffer a permanent penalty of 10 feet to speed, and fall prone when they take a Dash action.
17	Target must succeed on a DC 15 Constitution saving throw or be knocked unconscious. On a successful save, they are stunned until the end of their next turn and have disadvantage on attacks until the end of the encounter. The jaw will have to be wired or tightly bandaged to heal, forcing the target to eat through a straw during the process.
18	Target must succeed on a DC 15 Constitution saving throw or fall unconscious from the pain. If successful, they suffer three levels of exhaustion, which is reduced by one level per week of rest. Regardless, the leg is useless and will probably never heal properly. Target's speed is halved, and if they take the Dash action, they fall prone at the end of it.
19	Target's arm is useless and irreparable without some kind of powerful healing magic. It will need to be amputated above the elbow within 1d4 days or become infected. Target must succeed on a DC 20 Constitution save or fall unconscious from the pain immediately.
20	Target is knocked prone and must succeed on a DC 15 Constitution save or fall unconscious for 1d2 hours. Unless someone performs a successful DC 20 Medicine check on the target within 1d4 hours they will develop an infection and die within 2d6 hours. If the target survives, their speed is halved for 3d4 months, and they fall prone after taking a Dash action.
21-24	Target immediately falls unconscious. They must succeed on a DC 20 Constitution save or die of blood loss in 1d6 rounds. On a successful check, it is 2d6 rounds instead. The only way to save them is to apply enough pressure and bandages quickly, requiring a successful DC 17 Medicine check.
25+	Target is knocked prone and suffers a broken leg. They have 1d4 rounds to grab a weapon and hold it tight as their lifeblood leaves them, turning them pale before they die.

Bludgeoning, Head (Descriptions)

1	A glancing blow to the side of your opponent's head leaves them dazed for a moment.
2	A brutal strike connects with your opponent's cheek bone, sending agony through their body.
3	A glancing blow to the side of your opponent's head sees them dazed and sluggish.
4	Your blow strikes into your opponent's jaw, causing their vision to spin for a moment.
5	Your weapon glances against the back of your opponent's head, causing them to stumble into the dirt.
6	Your weapon glances against your opponent's lip, tearing it open on their teeth.
7	Your blow smashes into the underside of your opponent's chin, sending them tumbling back into the dirt.
8	Your weapon collides with the bridge of your enemy's nose, seeing it crumpled and broken. Their eyes fill with tears and blood streams from their nose.
9	Your strike hits the joint of the jaw with enough force to dislocate it, leaving your enemy in agony, unable to close their mouth.
10	Your blow connects with the mouth of your opponent, lacerating the lip and smashing several teeth.
11	Your blow catches your opponent in the throat, temporarily crushing their windpipe.
12	A glancing blow mashes one side of your opponent's face, giving them a black eye and fracturing the cheekbone.
13	Your strike connects with the bridge of your opponent's nose, breaking it instantly.
14	Your blow opens up a wide cut on your opponent's forehead, slicing their eyebrow open and causing terrible bleeding.
15	Your blow connects with a satisfying crack right into your opponent's nose. The nose is broken instantly and there is a spray of blood.
16	A devastating strike to your opponent's chin breaks the jaw in several places.
17	With an upward swing, your strike catches your opponent under the chin, causing them to bite down onto their tongue, severing a piece of it. The agony is blinding and blood pours forth from their mouth.
18	Your weapon strikes the corner of the orbital socket, crushing the bone and connecting with their eye.
19	A clean hit to the side of your opponent's head seems to fracture the skull.
20	Your weapon rakes across your opponent's face, connecting with their eyes in a vicious blow, causing blood to pour and screams to issue forth from them.
21-24	As your opponent steps forward, you step to the side, and catch them in the face with a perfect strike. Knocking them down, you bring your weapon down on their face again and again.
25+	A savage strike to the side of your opponent's head splits it open, revealing blood, bone, and grey matter. Your opponent has time to blink twice stupidly before collapsing onto the ground.

Bludgeoning, Head (Effects)

1	Target is Dazed until the end of their next turn.
2	Target has disadvantage on attack rolls and saving throws until the end of their next turn.
3	Target is Dazed for 1d4 turns.
4	Target is Punch-Drunk until the end of their next turn.
5	Target is Dazed until the end of their next turn, and knocked prone.
6	Target is Dazed until the end of their next turn and suffers the Bleeding condition. Additionally, they will suffer a permanent scar on their lip.
7	Target is knocked prone and suffers a level of Winded.
8	Target is Punch-Drunk until they spend an action to expel the blood from their nose and wipe their eyes of tears. They are unable to take the Dash action for the rest of the encounter due to their clogged nose inhibiting breathing.
9	Target must succeed on a DC 15 Constitution save or be Punch-Drunk for 1d4 rounds. The jaw is dislocated and will need 2 weeks to fully heal. During this time, the target must eat through a straw.
10	Target is stunned until the end of their next turn. They must also succeed on a DC 15 Constitution saving throw or begin choking on blood and broken teeth, suffering a level of Exhaustion each round until they choke to death. They can repeat the saving throw at the end of each of their turns. They also gain a permanent disadvantage on Charisma (Persuasion) checks, speak with a whistling lisp, and struggle to eat chewy foods.
11	Target suffers three levels of Winded.
12	Target must succeed on a DC 12 Constitution saving throw or be knocked unconscious. On a successful save, they are knocked prone and Dazed until the start of their next turn.
13	Target is Dazed until they take an action to wipe the tears from their eyes and clear the blood from their nose. They will develop terrible bruising, giving them disadvantage on Wisdom (Perception) checks for a week.
14	Target has disadvantage on attack rolls for the remainder of the battle due to the swelling and the blood in their eye.
15	Target must succeed on a DC 17 Constitution save or become blinded for 1d4 rounds as tears flood their eyes and their vision spins.
16	Target must succeed on a DC 15 Constitution saving throw or be knocked unconscious. On a successful save, they are stunned until the end of their next turn and have disadvantage on attacks until the end of the encounter. The jaw will have to be wired or tightly bandaged to heal, forcing your opponent to eat through a straw for the duration.
17	Target is Punch-Drunk for the duration of the encounter, and suffers the Bleeding condition for 1d4 days. Without a DC 17 Medicine check or magical healing, death is likely during sleep.
18	Target must succeed on a DC 20 Constitution saving throw or lose the eye permanently. Regardless, they are Punch-Drunk for the remainder of the encounter.
19	Target must make a DC 18 Constitution save. On a successful save, the target suffers 2d10 force damage as their brain bleeds within their skull. On a failed save they fall unconscious, remaining in a coma for 1d6 days. Each day, they must make a DC 18 Constitution saving throw, waking from the coma after three successful saves, or dying after three failures. A successful DC 15 Medicine check applied each day will give the creature advantage on the saving throws.
20	Target must succeed on a DC 20 Constitution saving throw for each eye, permanently losing the eye on a failure. Additionally, the shock and pain causes the target to fall unconscious.
21-24	Target is immediately unconscious, and falls into a coma. DC 20 Constitution save every day, waking from the coma after three successful saves, or dying after three failures. A successful DC 15 Medicine check applied each day will give the creature advantage on the saving throws. Additionally, the target must roll a percentile die (d100) and consult the table: 01-10: No additional damage 11-49: Ruined face, permanent -2 to Charisma 51-70: Lose an eye 71-100: Lose both eyes
25+	Target is killed.

Bludgeoning, Torso (Descriptions)

1	Your weapon strikes the gut of your opponent and they double over in pain.
2	A glancing blow to the shoulder from your weapon causes the foe to swoon.
3	With a strike to your opponent's side, you double them over in pain.
4	A nasty gut shot from your weapon sees your enemy winded and struggling for breath.
5	Your weapon punishes the kidney of your opponent. Dizzying agony assails them, and weaknesses in their defense begin to show.
6	Your opponent is shocked by a direct strike from your weapon to their sternum, a gasp of pain is cut short as air is driven from their lungs and they collapse in agony.
7	Your weapon crashes into your opponent's throat, nearly crushing their voice box. They begin hacking and coughing.
8	Your weapon collects your opponent between the legs. A satisfying cry of pain erupts from them as they clutch at the brutalised region.
9	Your weapon clatters into your opponent's ribs, bruising several of them. Lightning pain shoots from the wound whenever your opponent tries to strike.
10	A crushing blow to your opponent's hip sees them sent sprawling, and they struggle to rise as cruel pain assails them.
11	You buffet your foe to their knees, testing the limits of their resolve.
12	With a brutal hit to the ribs, you cause your opponent to stumble to their knees.
13	As your opponent steps forward, you smash your weapon into their solar plexus with a devastating strike.
14	Your opponent leaves themselves open, and you connect several strikes into their ribs, before tackling them bodily to the ground and smashing your weapon into their face.
15	Your strike connects with the small of your opponent's back, though they seem unaffected.
16	You grab your opponent by the neck in a clinch, and smash your weapon repeatedly into their ribcage, breaking some of the lower ribs.
17	As your opponent charges, you smash your weapon into their hip, causing them to tumble to the ground.
18	With a targeted strike, you smash your weapon into your opponent's side just under the hip, sending agony along their thigh. As they fall, you strike a glancing blow against their stomach.
19	As your opponent goes to duck under your strike, you connect with their collarbone, cracking it with a satisfying crunch.
20	As your opponent lifts their arms for a strike, you quickly capitalise, smashing your weapon with full force into their groin. They scream in agony and fall to the ground.
21-24	Your weapon smashes into your opponent's chest, bruising their ribs, and threatening to rupture their lungs inside.
25+	A cruel blow to your opponents back cracks the spine and sends them limp to the ground.

Bludgeoning, Torso (Effects)

1	Target is knocked prone.
2	Target is Dazed until the end of their next turn.
3	Target is Punch-Drunk until the end of their next turn.
4	Target is Dazed until the end of their next turn, and must use their action next turn to gasp for breath and wretch.
5	Target is Dazed until the end of their next turn and they suffer a level of Winded. Your strike causes minor bleeding in the kidney, and they will have red tinged urine for two days.
6	Target is knocked prone, and suffers two levels of Winded.
7	Target is Dazed for 1d4 turns, and must spend their next action coughing and gasping for breath.
8	Target must succeed on a DC 15 Constitution save or be stunned until the end of their next turn as they howl in pain. They are then Dazed for 1d4 turns. If your opponent is female or wearing reasonable groin protection, halve the number of turns (minimum 1).
9	Target is Punch-Drunk until the end of the encounter.
10	Target must succeed on a DC 17 Constitution save or be knocked prone and have their speed reduced to 0 for 1d4 turns.
11	Target is knocked prone, and must succeed on a DC 18 Constitution save or suffer two levels of Winded.
12	Target is Punch-Drunk and suffers two levels of Winded.
13	Target is Dazed until the end of their next turn, and suffers three levels of Winded.
14	Target is knocked prone, and is Punch-Drunk until the end of the encounter.
15	1d4 hours after the encounter, the target will begin to have pain, their breathing will increase and their skin will turn pale. Without a successful DC 20 Medicine check to determine the cause, the target will die of internal bleeding within an hour. If the cause is discovered, only magical healing can save the target.
16	Target is Punch-Drunk until the end of the encounter. Additionally, they must succeed on a DC 15 Constitution save or suffer internal bleeding. On a failed save, they suffer 1 level of Bleeding.
17	Target falls prone, and is Punch-Drunk from pain until the end of the encounter. Additionally, their speed is halved for 2d4 days.
18	Target is knocked prone, and their speed is halved until the end of the encounter. They also suffer 3 levels of Winded.
19	Target is stunned until the end of their next turn, and they suffer three levels of Winded. They have disadvantage on Strength based checks and saves for 1d4 weeks until the bone is healed.
20	Target is knocked prone and must succeed on a DC 18 Constitution save or fall unconscious. Either way, the target's speed is halved for 1d4 weeks. Additionally, if the character is male, they must succeed on a DC 17 Constitution saving throw or become sterile.
21-24	Target is knocked prone and unable to breathe for 1d6 rounds, after which time they fall unconscious. They must then succeed on a DC 20 Constitution save or choke to death in 1d6 rounds. A successful DC 15 Medicine check allows them to re-roll this check once.
25+	Target must succeed on an immediate DC 20 Constitution save or die on the spot. On a successful check, they become permanently paralysed from the waist down and count as helpless from shock for the duration of the combat.

Bludgeoning, Limbs (Descriptions)

1	Your strike hits your opponent's fingers, causing them to spit a curse.
2	Your blow collides with the back of your opponent's hand, which spasms and causes them to struggle to hold on to their wound-hewer.
3	Your strike connects with your opponent's elbow, sending a shock of pain and numbness up their arm.
4	With a targeted strike, you connect with your opponent's thigh, causing numbness.
5	With a mighty strike, you connect with your opponent's shield arm, causing them to wince in agony as their arm goes numb.
6	Your weapon connects with your target's knee, glancing but hitting hard enough to cause them to fall.
7	You smack your opponent in the elbow, hitting a nerve, sending a shock of sharp pain down the arm, making them drop anything held in that hand.
8	Dropping down, you smash your weapon into your opponent's foot, pulverising some of their toes.
9	Your weapon smashes into your opponent's fingers, fracturing 1d4 of them. They squeal in agony.
10	Your blow connects with the meat of your opponent's bicep, crushing and bruising the muscle.
11	You slam your weapon into the connection between neck and shoulder with a vicious strike, breaking the collarbone.
12	Your opponent tries to block your blow, but the force is inexorable.
13	With a targeted strike, you connect with your opponent's groin. They squeal in agony as they fall prone.
14	Your weapon connects with your opponent's ankle, causing it to bend at an unnatural angle. They yell out in pain, and fall to the ground.
15	Bringing your weapon down with terrible force upon your opponent's foot, you break the metatarsals and cause them to scream in pain as they fall.
16	Your weapon connects under your opponent's arm as they raise their weapon for a strike. The blow hit into their armpit, and the air is forced out of them.
17	Your strike connects with your opponent's thumb, breaking it instantly as they howl in pain.
18	Your weapon smashes into your opponent's shin, cracking it and causing them to scream in pain. They fall to the ground immediately.
19	Your weapon crushes your opponent's elbow, splintering the joint and leaving it hanging from the upper arm with altogether too much mobility, as they scream in agony.
20	You strike a telling blow against your opponent's thigh, and with an audible crunch the bone is broken in several places. Your opponent howls in agony and falls to the ground.
21-24	Your weapon shatters your opponent's arm and carries large shards of bone and tissue through the ribcage and into the lungs. Shocked, your opponent coughs up a torrent of bright red blood before finally slumping to the ground.
25+	Your weapon demolishes the shoulder joint, rending bone and sinew before crashing through the ribcage. Your opponent falls to the ground, convulses once, and then never moves again.

Bludgeoning, Limbs (Effects)

1	Target has disadvantage on attack rolls until the end of their next turn.
2	Target makes a DC 15 Constitution save or drops whatever it is holding in its weapon hand.
3	Target drops whatever it is holding in its weapon hand.
4	Target has disadvantage on attack rolls for 1d4 rounds.
5	Target is Dazed until the end of their next turn.
6	Target is knocked prone, and Dazed until the end of their next turn.
7	Target drops whatever they are holding in their weapon hand, and must succeed on a DC 13 Constitution save or become Dazed until the end of their next turn. The arm is paralysed and useless for two turns.
8	Target is knocked prone and Dazed until the end of their next turn. For the next 2d4 weeks, the target will have their movement reduced by 10 feet, and falls over when they take the Dash action.
9	Target is stunned until the start of their next turn. They suffer the Lose A Hand condition for 2d4 weeks until their bones are healed. DC 15 Medicine check or suffer permanent disadvantage on tasks that require fine manipulation with that hand.
10	Target must make a DC 15 Constitution save or have their arm go numb, hanging limply at their side for 1d6 rounds, counting as Dazed for the duration.
11	Target is Punch Drunk until the end of the encounter, and suffers disadvantage on Strength checks and attack rolls using that arm until it is healed in three weeks.
12	Target's shield is splintered. If they have no shield, they instead suffer the result of 10 in this table.
13	Target is incapacitated until the end of their next turn, and are Punch-Drunk until the end of the encounter. Male targets must pass a DC 20 Constitution saving throw or have their testicles rupture, making them permanently sterile.
14	Target is prone, and Dazed until the end of the encounter from pain. Additionally, their movement is halved for 2d4 weeks, and they fall prone after taking a Dash action. If the ankle is not correctly set with a successful DC 15 Medicine check within the first week, it will heal crookedly and permanently reduce your opponent's movement by 10 feet.
15	Target is knocked prone and Dazed until the end of their next turn. Their movement is halved, and they suffer a -2 to AC until the bones have healed in three weeks. Unless properly set with a successful DC 15 Wisdom (Medicine) test during the first week, the bones will heal badly, causing a permanent penalty of -10 ft. to movement and gaining a permanent -1 to AC."
16	Target suffers 3 levels of Winded.
17	Target drops its weapon and the hand becomes useless for a week until healed, requiring the bone to be set with a DC 15 Medicine check. During this time, the target cannot wield two handed weapons.
18	Target must succeed on a DC 15 Constitution saving throw or fall unconscious from the pain. If successful, he suffers three levels of exhaustion, which is reduced by one level per week of rest. Regardless, the leg is useless and will probably never heal properly. Movement is halved, and if they take the Dash action, they fall over at the end of it.
19	Target drops whatever they're holding, and is stunned until the end of their next turn. The arm is useless. Without a DC 17 Medicine check applied within 1d10 hours, the forearm will need to be amputated. See Lose an Arm.
20	The target is knocked prone. The wound is very likely to suffer gangrene or infection. The target must succeed on a DC 20 Constitution saving throw every day for 2d6 days, or have the wound become infected, dying within 1d10 days on a failed save unless the leg is amputated below the knee.
21-24	Target falls prone, suffers three levels of Winded, and will die in 1d0 rounds.
25+	Target dies immediately.

Slashing, Head (Descriptions)

1	A grazing cut to your opponent's cheek sees them stagger backwards.
2	You hit your opponent in the side of the head with the flat of your blade, surprising them.
3	With a quick cut, you slice at your opponent's head, catching their shoulder and spinning them around to the ground.
4	A grazing cut to the forehead sees your opponent bleeding heavily into their eyes.
5	You smash the hilt of your weapon into your opponent's nose, and are rewarded by a spray of blood.
6	You land a telling blow on your opponent's cheek, cutting through to their teeth.
7	With a quick cut to your opponent's forehead, you barrel into them and send them to the ground, bleeding heavily.
8	Your blade cuts into the bone of the brow and down your opponent's cheek.
9	As you slash at your opponent's head, they bring their arm up reflexively to block the blow.
10	With a wicked cut, you slice down the length of your opponent's face from the forehead to the chin, causing horrific bleeding.
11	You cut down your opponent's face, slicing through the centre of their lips, tearing them apart as if unzipped.
12	Your weapon cuts into the meat of your opponent's neck, causing terrible bleeding and pain.
13	An upward strike sees your weapon connect with the underside of your opponent's chin, knocking them onto their back.
14	You land a telling blow against the top of your opponent's head, causing them to lose their footing as the blood pours forth.
15	Your blade comes down on your opponent's mouth, slashing through their lips and cracking teeth.
16	Your strike cuts along the side of your opponent's head, shearing one of their ears off, sending it flying into the air.
17	With a wicked strike, your blade slices under the scalp of your opponent, cutting under the flesh and separating it from the skull.
18	Your strike slices across your opponent's eyes, cutting into the wet flesh of the eyeball.
19	Your weapon hacks at your opponent's face, and as they parry the fatal strike, it is diverted across their face, cleanly severing their nose.
20	With a vicious strike, you hack your weapon through the skull of your enemy. There's a wet sucking sound as you pull the weapon free.
21-24	With a quick and accurate cut, you slice your opponent's throat, causing blood to pour forth like a waterfall.
25+	Your weapon describes a perfect arc as it hacks through the neck of your enemy, sending their head flying from their shoulders.

Slashing, Head (Effects)

1	Target is Dazed until the end of their next turn.
2	Target is Dazed for 1d4 turns.
3	Target is knocked prone.
4	Target gains 1 level of Bleeding and must spend their next action to wipe the blood from their eyes, or else suffer the Blinded condition for 1d4 turns.
5	Target is Dazed until they spend an action to wipe the tears from their eyes and clear the blood from their nose. They will develop terrible bruising, giving them disadvantage on Charisma checks for a week.
6	Target gains 3 Bleeding. The wound becomes Infected unless a successful DC 16 Medicine check is applied to clean the wound within a day.
7	Target is knocked prone and suffers 3 Bleeding.
8	Target is Punch-Drunk for 1d4 turns, and gains 3 Bleeding.
9	Target's shield is badly damaged, suffering a penalty of -1 AC bonus and -1 Absorb. If they don't have a shield, they instead suffer result 9 on the Slashing - Limb table.
10	Target is Punch-Drunk for 1d4 turns, and gains 3 Bleeding. Additionally, if they do not receive a successful DC 15 Medicine check within a day, they will gain a Hideous Scar.
11	Target is Dazed until the end of the encounter, and gains 4 Bleeding. Additionally, if they do not receive a successful DC 15 Medicine check within a day, they will gain a Hideous Scar.
12	Target suffers 4 Bleeding.
13	Target is knocked 5 feet back and prone, and they gain 4 Bleeding.
14	Target is Punch-Drunk until the end of the encounter, is knocked prone, and gains 4 Bleeding.
15	Target gains 4 Bleeding and is stunned from the pain until the end of their next turn. They must also immediately succeed on a DC 15 Constitution saving throw or begin choking on blood and broken teeth, suffering a level of exhaustion each round until they choke to death. They can repeat the saving throw at the end of each of their turns. If they survive, they suffer permanent disadvantage on Persuasion checks, speak with a whistling lisp, and struggle to eat chewy foods.
16	Target gains 5 Bleeding and is stunned until the end of their next turn. Additionally, they suffer permanent disadvantage on Wisdom (Perception) and Dexterity (Stealth) checks due to their bad hearing.
17	Target is knocked prone and suffers 5 Bleeding. They are Blinded until they take an action to wipe the blood from their eyes. The wound becomes Infected unless a successful DC 18 Medicine check is applied to clean the wound within a day. Finally, they suffer a Hideous Scar.
18	Target Loses An Eye and suffers 2 Bleeding.
19	Target is knocked prone and suffers 5 Bleeding. They must also succeed on a DC 18 Constitution saving throw or begin choking on blood, suffering a level of exhaustion each round until they choke to death. They can repeat the saving throw at the end of each of their turns. If they survive, the wound becomes Infected unless a successful DC 18 Medicine check is applied to clean the wound within a day. Finally, they suffer the Hideous Scar condition and suffer a permanent -2 penalty to Charisma.
20	Target is Punch-Drunk until the end of the encounter, gains 4 Bleeding, and suffers a -2 to their Intelligence and Wisdom ability scores. Additionally, the target becomes Infected.
21-24	Target gains 6 Bleeding.
25+	Target dies immediately.

Slashing, Torso (Descriptions)

1	A grazing cut across your opponent's chest sees them stagger back in pain.
2	Your strike hits with force as your opponent blocks, sending them stumbling into the dirt.
3	A grazing cut to your opponent's chest leaves a red, bleeding mark.
4	You slash at your opponent as they try to dart back to avoid your strike. They trip and fall into the dirt, and you cut them as they stumble.
5	A downward slash into your opponent's shoulder sends spasms of pain down their arm.
6	Your weapon connects with your opponent's weapon, and yours proves the winner.
7	A quick strike to your opponent's chest as they try to move past you sees them spinning around in pain.
8	Your weapon connects with your opponent's ribs as they step forward to strike, knocking the air out of them and cutting them deeply.
9	A wicked strike to your opponent's chest causes heavy bleeding.
10	A quick strike to your opponent's back sends them sprawling in the dirt.
11	As you go to strike at your opponent's chest, they raise their shield to try and block, but your weapon splinters through.
12	Your strike cuts into the meat of your opponent's back, sending them spilling to the ground.
13	You slash at your opponent's side, hacking into their hip and landing a scoring cut on their hip bone. They fall onto the ground in agony, their leg unable to support them.
14	As you move to the side, your opponent strikes forward, and you slash at their unprotected back, knocking them down.
15	You score a grazing cut on your opponent's stomach, slicing into the intestine and causing internal bleeding. They stumble back in pain.
16	Your weapon describes an overhead arc before hacking into the meat of your opponent's shoulder. They roar in pain as their arm ceases to function.
17	Your weapon cuts under your opponent's guard and into the lower part of their ribcage, cracking some of the bones there.
18	With a powerful strike you bury your weapon into your opponent's stomach, pulling it out with a sucking noise as your opponent screams in agony.
19	You hack your weapon up between your opponent's legs, causing a scream of agony as hot blood splashes onto the ground.
20	Your strike catches your opponent in the small of the back, hacking into their spine. They crumple to the ground and stop moving.
21-24	Your weapon slashes deep into your opponent's stomach, causing intestines to spill out like snakes into the dirt.
25+	With a perfect cut, you slash through your opponent's collarbone, through their chest, and almost across to their hip. Blood sprays in all directions as they spasm once, and die.

Slashing, Torso (Effects)

1	Target is Dazed until the end of their next turn.
2	Target is pushed back 5 feet and knocked prone.
3	Target suffers 1 level of Bleeding.
4	Target suffers 2 Bleeding and is knocked prone.
5	Target must succeed on a DC 14 Strength save or drop the weapon they are holding.
6	Target's weapon quality is lowered one step.
7	Target is Punch-Drunk until the end of their next turn.
8	Target suffers 2 Bleeding, and is Dazed until the end of their next turn.
9	Target suffers 3 Bleeding.
10	Target is knocked prone and suffers 2 levels of Winded.
11	Target's shield is badly damaged, suffering a penalty of -1 AC bonus and -1 Absorb. If they don't have a shield, they instead suffer result 9 on the Slashing - Limb table.
12	Target's speed is halved until the end of the encounter, and they suffer 3 Bleeding.
13	Target is knocked prone and suffers 3 Bleeding. Their speed is reduced by 10 feet for 2d4 weeks.
14	Target is pushed 5 feet away and knocked prone. They are Dazed until the end of the encounter.
15	Target is knocked prone and suffers 4 Bleeding. The wound becomes Infected unless a successful DC 18 Medicine check is applied to clean the wound within a day.
16	Target drops whatever they are holding in their weapon hand and suffers 4 Bleeding. The arm is useless, and will need to be amputated, unless a successful DC 20 Medicine check is applied to clean the wound within a day.
17	Target is Punch-Drunk until the end of the encounter. Additionally, they must succeed on a DC 15 Constitution save or suffer internal bleeding. On a failed save, they suffer 1 level of Bleeding.
18	Target falls prone, suffers 5 Bleeding, and gains the Hopeless and Dazed conditions until the end of the encounter. The wound becomes Infected unless a successful DC 18 Medicine check is applied to clean the wound within a day.
19	Target falls prone and must succeed on a DC 18 Constitution save or fall unconscious from the pain. Either way, the target suffer 5 Bleeding and their speed is halved for 1d4 weeks. Additionally, if the character is male, they must succeed on a DC 17 Constitution saving throw or become sterile.
20	Target must succeed on an immediate DC 20 Constitution save or become permanently paralysed from the waist down and count as helpless from shock for the duration of the combat. On a successful save, they are knocked prone and paralyzed for 1d4 turns.
21-24	Target falls prone and suffers 6 Bleeding. Additionally, the target has disadvantage on attack rolls, ability checks and saving throws. The wound becomes Infected unless a successful DC 24 Medicine check is applied to clean the wound within a day.
25+	Target dies immediately.

Slashing, Limbs (Descriptions)

1	With a quick cut to their fingers, your opponent loses grip on their weapon.
2	A slash to your opponent's knee sees them stumbling back and falling.
3	You cut at your opponent's wrist and are rewarded with bright red blood.
4	You slash your blade into your opponent's forearm, shoving them off balance and causing them to drop their weapon.
5	Your weapon cuts deep into the meat of your opponent's thigh, causing blood to pour from the wound as your opponent yells in pain.
6	You strike a glancing blow against your opponent's shoulder, knocking them back and off balance.
7	Your weapon digs into the meat of your opponent's forearm, and as you twist, their hand twitches uncontrollably.
8	You strike at the back of your opponent's calf, cutting deep. They stumble and fall as blood pours forth.
9	As you swing for your opponent's head, they reach up and catch the blade with their hand. It cuts deep.
10	Your weapon cuts into the cartilage under the knee, causing an agonised scream to come from your opponent as they stumble back and fall to the ground.
11	Your weapon slices up the length of your opponent's forearm and opens it like a zip, revealing glistening red meat beneath.
12	Your weapon scores a deep cut on the meat of your opponent's arm or leg.
13	You cut at your opponent's hand, severing one of the fingers holding their weapon.
14	You hack at your opponent's hand and are rewarded by the sight of fingers flying off in different directions.
15	You hack into the meat of your opponent's limb, deep enough to cut to the bone. The limb becomes numb and useless as nerves are damaged.
16	You slice and cleanly sever your opponent's hamstring, and they scream in agony as they fall to the ground.
17	With a perfect cut, you neatly sever all four fingers on your opponent's weapon hand. They fly in an arc, followed by a spray of blood.
18	As your opponent goes to swing their weapon, you slash up and hack into the meat of their arm, severing it at the elbow.
19	You hack down at your opponent's leg, slicing through just beneath the knee, and severing all below it.
20	With a brutal chop at your opponent's shoulder, you hack through bone, muscle and sinew, severing the arm at the shoulder.
21-24	As your opponent lifts their arm for a swing, you knock them back with a kick and swing recklessly at their leg. Your weapon cuts deep into the meat of their hip, almost cutting all the way through.
25+	You cut down your opponent's shoulder and into their chest, killing them instantly.

Slashing, Limbs (Effects)

1	Target must succeed on a DC 15 Constitution save or drop their weapon
2	Target is knocked prone.
3	Target drops their weapon.
4	Target drops their weapon and suffers 1 level of Bleeding.
5	Target suffers 1 level of Bleeding, and is Dazed until the end of their next turn.
6	Target suffers 1 level of Bleeding and is knocked back 5 feet.
7	Target drops whatever they are holding. Their hand is useless for the remainder of the encounter.
8	Target suffers 1 level of Bleeding, and their speed is reduced by 10 feet until the end of the encounter.
9	Target suffers 3 Bleeding and the wound becomes Infected unless a successful DC 15 Medicine check is applied to clean the wound within a day. Additionally, without a successful DC 17 Medicine check, the target will suffer permanent disadvantage on checks that require fine manipulation with that hand.
10	Target falls prone and has their speed reduced to 5 feet for the duration of the encounter. Then for the next 2d4 weeks, their speed is halved. When the wound is fully healed, their speed is permanently reduced by 5 feet.
11	Target suffers the Hopeless condition, and gains 4 Bleeding. The wound becomes Infected unless a successful DC 16 Medicine check is applied to clean the wound within a day.
12	Target gains 3 Bleeding, and the wound becomes Infected unless a successful DC 15 Medicine check is applied to clean the wound within a day.
13	Target loses a finger and gains 2 Bleeding immediately. They suffer disadvantage on checks that require fine manipulation.
14	Target loses 1d4 fingers. They suffer 3 Bleeding immediately. If they lose 3 or more fingers, they suffer the Lose A Hand condition. They suffer disadvantage on checks that require fine manipulation.
15	Target's limb becomes useless. If it's a leg, they fall prone and their speed is reduced to 5 feet of crawling until the end of their next turn. If it's an arm, they drop whatever they are holding. Either way, they gain 5 Bleeding. The wound becomes Infected unless a successful DC 19 Medicine check is applied to clean the wound within a day.
16	Target falls prone, and their movement is reduced to 5 feet of crawling. They suffer the Lose A Leg condition for 3d6 weeks, and cannot walk for the duration. The wound becomes Infected unless a successful DC 19 Medicine check is applied to clean the wound within a day.
17	Target drops their weapon, and loses four fingers. They suffer 3 Bleeding. See Lose a hand.
18	Target Loses An Arm and suffers 5 Bleeding.
19	Target Loses A Leg and suffers 5 Bleeding.
20	Target Loses An Arm and suffers 6 Bleeding.
21-24	Target Loses a Leg and suffers 6 Bleeding. Without a successful DC 25 Medicine check, the target will die of blood loss in 1d4 rounds.
25+	Target dies immediately.

Piercing, Head (Descriptions)

1	Your weapon grazes your opponent's cheek, sending them sprawling into the dirt.
2	Your strike grazes the side of your opponent's head, sending them stumbling back from you.
3	You nick your opponent's head, causing them to bleed heavily from the wound.
4	You clang your weapon into the side of your opponent's skull, hitting them with the flat of the blade.
5	You smash the butt of your weapon into your opponent's nose, and are rewarded by a spray of blood.
6	Your weapon pierces through the meat of your opponent's cheek, hitting against their teeth.
7	Your stab slashes your opponent's forehead, dragging along the skull, sending them sprawling into the dirt.
8	Your blade stabs towards your opponent's eye, but is deflected by their brow. You stab against the bone there, causing heavy bleeding.
9	As you thrust toward your opponent's head, they bring their shield to bear to block the blow.
10	Your weapon collides with the side of your opponent's jaw, fracturing the bone.
11	Your weapon slides under the rim of your opponent's helmet, slicing along their scalp.
12	Your opponent ducks at the last second, avoiding a strike that would have skewered an eye. Instead they are stabbed with some force in the forehead, knocking them back.
13	With a strike to the neck, you barely miss the vital blood vessels there, but you do tear through some of the muscles, causing terrible bleeding.
14	Your weapon grinds along the side of your opponent's face, catching the flesh of the ear and tearing it from the head in a spray of blood.
15	Your weapon stabs into your opponent's throat, cutting the nerves controlling the vocal chords. They wheeze out in agony.
16	As you stab forward, your weapon grazes the outside of your opponent's eye, cutting it badly. They recoil in pain.
17	With a brutal attack your weapon stabs through your opponent's cheek, wedging itself into the bones there.
18	You connect with your opponent's neck, piercing into the flesh deeply. Blood flows like a river when you remove your weapon.
19	Your weapon stabs into the outside of your opponent's eye, piercing it and pulling it from the socket as you bring your weapon back.
20	With a crack of broken teeth, you shove your weapon into your opponent's mouth, shattering teeth and severing a large part of the tongue, before crashing out the back of the other cheek.
21-24	Your weapon goes through your opponent's neck and out the other side; a perfect, clean strike.
25+	Your weapon strikes with such force that it cracks through the eye socket and into the brain. Your enemy has time to twitch twice before they die.

Piercing, Head (Effects)

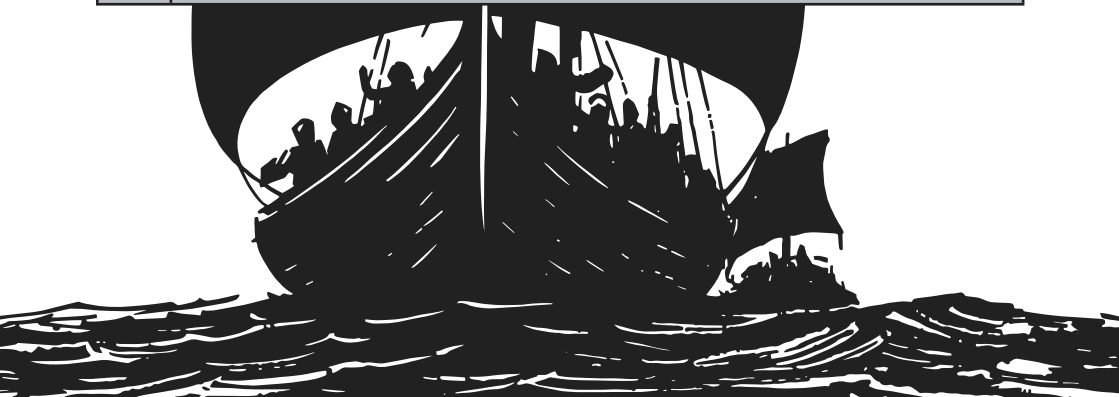
1	Target is knocked prone.
2	Target is knocked back 5 feet and prone.
3	Target suffers 1 level of Bleeding
4	Target is Dazed until the end of their next turn.
5	Target is Punch-Drunk until they spend an action to expel the blood from their nose and wipe their eyes of tears. They are unable to take the Dash action for the rest of the encounter due to their clogged nose inhibiting their breathing.
6	Target is Punch-Drunk until the end of their next turn, and suffers 2 Bleeding.
7	Target is knocked prone and suffers 1 level of Winded.
8	Target suffers 3 Bleeding.
9	Target's shield is badly damaged, suffering a penalty of -1 AC bonus and -1 Absorb. If they don't have a shield, they instead suffer result 9 on the Slashing - Limb table.
10	Target is stunned until the end of their next turn and they suffer 2 Bleeding. They will be unable to eat solid food for 2 weeks until the jaw begins to heal.
11	Target's helmet is knocked off if they are wearing one, and they suffer 2 Bleeding. If they are not wearing a helmet, they instead suffer 3 Bleeding.
12	Target is knocked prone, and is Dazed until the end of the encounter. Additionally, they suffer 3 Bleeding, and must spend an action every two turns to wipe the blood from their eyes, or else become Blinded until they do spend that action.
13	Target suffers 3 Bleeding, and is Punch-Drunk and Dazed until the end of the encounter as they struggle to hold their head up or move it quickly. The wound becomes Infected unless a successful DC 16 Medicine check is applied to clean the wound within a day.
14	Target is stunned until the end of their next turn, and gains 5 Bleeding. Additionally, they suffer permanent disadvantage on Wisdom (Perception) and Dexterity (Stealth) checks due to their impaired hearing.
15	Target suffers 4 Bleeding and is Dazed until the end of the encounter as blood trickles down their airways. If they survive, their voice will be hoarse, and they will be unable to speak above a quiet growl.
16	Target must succeed on a DC 17 Constitution save or drop whatever they are holding to grasp at their eye. They are Blinded for 1d4 turns, and suffer 2 Bleeding.
17	Target is restrained until they or you take an action to remove the weapon. Once removed, they will suffer 4 Bleeding. The wound becomes Infected unless a successful DC 18 Medicine check is applied to clean the wound within a day.
18	Target suffers 6 Bleeding.
19	Target Loses An Eye, and gains 4 Bleeding. The wound becomes Infected unless a successful DC 18 Medicine check is applied to clean the wound within a day.
20	Target gains 5 Bleeding and is stunned from the pain until the end of their next turn. They must also succeed on a DC 19 Constitution saving throw or begin choking on blood and broken teeth, suffering a level of exhaustion each round until they choke to death. They must repeat the saving throw at the end of each of their turns. They are Punch-Drunk and Dazed while choking in this way. Additionally, their tongue has been irreparably damaged, and there is a 75% chance that they will be unable to speak if they survive.
21-24	Target suffers 6 Bleeding, is knocked prone, and must also succeed on a DC 19 Constitution saving throw or begin choking on blood and broken teeth, suffering a level of exhaustion each round until they choke to death. They must repeat the saving throw at the end of each of their turns. They are Punch-Drunk and Dazed while choking in this way.
25+	Target dies immediately.

Piercing, Torso (Descriptions)

1	With a stab at your opponent's chest, they stumble briefly in pain.
2	Your thrust is blocked and parried, but the force is enough to send your opponent sprawling.
3	A quick grazing cut to the clavicle sees your opponent bleeding badly from the wound.
4	Your weapon grazes your opponent's hip, spinning them around and tripping them into the muck.
5	With a quick strike to your opponent's clavicle, they wince in pain and their hand twitches against their will.
6	Your weapon catches your opponent's at a fortunate angle, and you badly chip their weapon.
7	Your weapon catches your opponent in the lower back, not quite piercing through but cracking their back painfully.
8	You smash into your opponent and send them stumbling back, then connect with a parting strike at their shoulder.
9	You connect full force into the stomach of your enemy, not piercing through but sending all of the air out of their lungs.
10	Your strike is stopped from being fatal by armour, or sheer luck. Even so, you drive your weapon with enough force to bruise your opponent's sternum.
11	You strike with enough force to crack your opponent's shield with a loud crunching sound.
12	Your strike cuts deep into your opponent's hip, scoring the bone and sending lightning bolts of agony through them.
13	You smash your weapon into the small of your opponent's back, and they stumble forwards in agony.
14	You bring your weapon down towards your opponent's heart, but it is deflected at the last second. Even so, you strike with enough force to send them sprawling.
15	You drive your weapon into your opponent's shoulder, spinning them around and knocking them into the dirt.
16	You strike with enough force to break some of your opponent's ribs,
17	Your weapon drives through the ribcage and grazes a lung, collapsing it. Your opponent swoons and feels dizzy as you withdraw the weapon.
18	You drive your weapon into your opponent's stomach, and when you pull it out, the stench of shit assaults your nostrils.
19	When you drive your weapon into your opponent, you smash it into their groin, causing them to scream in agony and collapse to the ground.
20	Your weapon ducks under the ribcage and nicks your opponent's heart, causing the chest cavity to fill with blood.
21-24	Your strike breaks through the sternum, collapsing a lung and causing horrific bleeding inside the chest.
25+	Your thrust crashes through your opponent's sternum and into the spine. They twitch once, and never move again.

Piercing, Torso (Effects)

1	Target is Dazed until the end of their next turn.
2	Target is pushed back 5 feet and knocked prone.
3	Target suffers 1 level of Bleeding.
4	Target suffers 2 Bleeding and is knocked prone.
5	Target must succeed on a DC 14 Strength save or drop the weapon they are holding.
6	Target's weapon quality is lowered one step.
7	Target is Punch-Drunk until the end of their next turn.
8	Target is knocked back 10 feet and prone. They suffer 2 Bleeding.
9	Target suffers 3 levels of Winded.
10	Target is knocked prone and suffers 2 levels of Winded.
11	Target's shield is badly damaged, suffering a penalty of -1 AC bonus and -1 Absorb. If they don't have a shield, they instead suffer result 9 on the Slashing - Limb table.
12	Target's speed is halved until the end of the encounter, and they suffer 3 Bleeding.
13	Target is knocked prone and suffers 3 Bleeding. Their speed is reduced by 10 feet for 2d4 weeks.
14	Target is pushed 5 feet away and knocked prone. They are Dazed until the end of the encounter.
15	Target falls prone and suffers 4Bleeding. The wound becomes Infected unless a successful DC 18 Medicine check is applied to clean the wound within a day.
16	Target is knocked prone, and suffers 4 levels of Winded.
17	Target is Punch-Drunk until the end of the encounter. Additionally, they must succeed on a DC 15 Constitution save or suffer internal bleeding. On a failed save, they suffer 1 level of Bleeding.
18	Target falls prone and suffers 5 Bleeding, and gains the Hopeless and Dazed conditions until the end of the encounter. The wound becomes Infected unless a successful DC 18 Medicine check is applied to clean the wound within a day.
19	Target falls prone and must succeed on a DC 18 Constitution save or fall unconscious from the pain. They suffer 5 Bleeding. Either way, the target's speed is halved for 1d4 weeks. Additionally, if the character is male, they must succeed on a DC 17 Constitution saving throw or become sterile.
20	Target is stunned until the end of their next turn. They suffer 6 Bleeding. Only quick magical healing can save them.
21-24	Target falls prone and suffers 6 Bleeding. Additionally, the target permanently suffers disadvantage on attack rolls, ability checks, and saving throws. The wound becomes Infected unless a successful DC 24 Medicine check is applied to clean the wound within a day.
25+	Target dies immediately.



Piercing, Limbs (Descriptions)

1	You dash forward with your weapon, striking your opponent in the hand and cutting them deeply.
2	A thrust to your opponent's knee sees them stumbling back and falling.
3	Your strike catches your opponent in the shoulder, sending them spinning around and into the dirt.
4	With a powerful hit you connect with your opponent's toe, breaking it.
5	You connect with your opponent's weapon hand, cutting one of their fingers badly.
6	Your strike pins your opponent's arm to their chest, leaving them helpless.
7	Your weapon hits into the back of your opponent's hand, piercing through it in a spray of blood.
8	With a leaping strike you drive your weapon into your opponent's shoulder, pushing them to the ground and pinning them there with your weapon.
9	Your strike hits the inside of your opponent's shield arm as they step aside to dodge, and you unzip the inside of their arm.
10	You manage to stab your weapon into your opponent's elbow joint, causing them to scream out in pain and stumble back as their arm flops uselessly next to them.
11	You thrust your weapon with such force that it goes entirely through your opponent's shield and stabs the arm underneath.
12	As your opponent stumbles slightly and exposes their knee, you strike with terrible force and are rewarded with a squeal of agony as they tumble into the muck.
13	You strike out with unerring accuracy and drive your weapon through the corded tendons above the heel, causing your enemy to scream and fall.
14	Your weapon punctures deeply into your opponent's bicep, and the wound immediately welcomes a chance splash of muck.
15	You pierce your weapon into the thin, fleshy space between the tibia and femur. Lightning agony assaults the target as they scream and fall to the ground.
16	Your weapon drives into the meat of your opponent's bicep, cutting under the muscle and nearly shearing it from the bone.
17	You capitalise on your opponent's misstep and drive your weapon into their ankle, piercing through it and pinning them to the ground.
18	A cruel strike smashes into the back of your opponent's knee, crunching against the back of the kneecap. They scream in agony and fall face first into the dirt.
19	You shear through some of the tendons on the back of your opponent's leg, and they lose control of it and fall to the ground.
20	With a leaping strike you drive your weapon into the meat of your opponent's shoulder, slicing through muscle and tendons.
21-24	A terrifying strike drives your weapon deep into your opponent's thigh bone, cracking it and causing untold agony.
25+	With a powerful thrust and retraction, you sever your opponent's femoral artery, causing blood to pump out of the wound at a frightening rate. Your opponent goes pale immediately, and dies shortly after.

Piercing, Limbs (Effects)

1	Target must succeed on a DC 14 Strength check or drop their weapon. They suffer 1 level of Bleeding.
2	Target is knocked prone.
3	Target is knocked back 10 feet and prone.
4	Target must succeed on a DC 15 Constitution save or be knocked prone. Their speed is reduced by 10 feet for 2 weeks until the toe is healed.
5	Target drops whatever they are holding in their weapon hand, and suffers disadvantage on attack rolls until the end of their next long rest.
6	Target is grappled by you and restrained until they spend an action to extricate themselves from your grip. You must spend an action on your turn to maintain the grapple.
7	Target drops whatever they are holding in their weapon hand. They suffer the penalties of Lose A Hand for the remainder of the encounter. The wound becomes Infected unless a successful DC 15 Medicine check is applied to clean the wound within a day.
8	Target is knocked prone and restrained. They suffer 2 Bleeding. You can use a bonus action on your turn to keep the target prone. Target must succeed on a DC 16 Strength (Athletics) check to escape.
9	Target loses their AC bonus from their shield and suffers 2 Bleeding. If they don't have a shield, they instead suffer the results of Piercing - Limb 7.
10	Target suffers the penalties of Lose An Arm until the end of the encounter. They suffer 3 Bleeding. The wound becomes Infected unless a DC 16 Medicine check is applied to clean the wound within a day.
11	Target's shield is splintered. They suffer 3 Bleeding, and the penalties of Lose A Hand until the end of the encounter. DC 17 Medicine check within a day or become infected and the hand must be amputated. If the target isn't using a shield, they instead suffer the results of Piercing - Torso 16.
12	Target is knocked prone, and their speed is reduced to 5 feet of crawling until the end of their next turn. Their speed becomes 10 feet for 2d4 weeks. DC 17 Medicine check or it becomes permanent.
13	Target falls prone, and their speed is reduced to 5 feet of crawling until the end of their next turn. They suffer the penalties of Lose A Leg for 2d6 weeks. DC 17 Medicine or the wound becomes Infected.
14	Target suffers 3 Bleeding. The wound becomes Infected unless a successful DC 19 Medicine check is applied to clean the wound within a day.
15	Target is Punch-Drunk until the end of the encounter. DC 21 Constitution save or fall prone. The target's speed is halved until they complete a long rest. DC 15 Medicine or become Infected.
16	Target gains 4 Bleeding and suffers the penalties of Lose An Arm until the end of the encounter. DC 18 Medicine check within a day, or the wound will become infected and the arm must be amputated.
17	Target is grappled by you and restrained. They suffer the penalties of Lose A Foot until the end of the encounter. You or the target need to spend an action to remove your weapon from their ankle. Once removed, they gain 4 Bleeding. DC 18 Medicine check within a day, or the wound will become infected and the foot must be amputated.
18	Target is knocked prone and unable to stand without assistance. They suffer the penalties of Lose the Leg until the end of the encounter. Without a successful DC 18 Medicine check within a day, the wound will become infected and the leg must be amputated at the knee.
19	Target falls prone, and their speed is reduced to 5 feet of crawling until the end of the encounter. They suffer the penalties of Lose A Leg for 3d6 weeks. DC 19 Medicine check or the wound becomes Infected. On a failure, only amputation above the knee will keep them alive.
20	Target falls prone and is knocked back 5 feet. They suffer the penalties of Lose An Arm for 2d4 weeks. DC 19 Medicine check or become Infected. On a failure, only amputation at the shoulder will keep them alive.
21-24	Target is prone and Incapacitated until the end of their next turn. They are also Restrained by your weapon. You or the target need to spend an action to remove your weapon from their leg. Once removed, they gain 4 Bleeding. The bone is broken, and the target suffers the penalties of Lose A Leg for 3d6 weeks. DC 18 Medicine check or become infected and the leg must be amputated.
25+	Target dies in 1d2 rounds.

Missile (Descriptions)

1	Your shot grazes your opponent's arm, spinning them around and causing them to bleed.
2	Your missile pierces into the meat of your opponent's thigh, causing them to stumble and stop to pull it out.
3	Your missile connects with your opponent's shoulder, spinning them around and making them stumble back into the dirt.
4	Your missile deeply cuts into your opponent's hand, causing them to flinch.
5	Your missile pierces through the meat of your opponent's cheek, hitting against their teeth.
6	Your shot pierces deeply into your opponent's calf, causing them agony as they try to move.
7	As your opponent goes for an overhead strike, your missile catches their hand and sends their weapon skittering away.
8	Your missile hits into the back of your opponent's hand, piercing through it in a spray of blood.
9	Your missile grazes the length of your opponent's forehead and cuts it deeply, causing blood to run into their eyes.
10	With a satisfying thud, your missile pins your target to the ground by the ankle. They stop dead and yell in pain.
11	Your missile pierces through your opponent's shield and into the arm underneath, and they roar in pain.
12	With a targeted shot, you strike your opponent in the clavicle, knocking them to their knees.
13	Your arrow embeds itself deeply into your opponent at a cruel angle, making it difficult to remove.
14	Your shot strikes your enemy between the shoulder blades, sending them screaming and tripping into the dirt face first.
15	Your missile jams into the crook of your opponent's elbow, locking it in place and causing untold agony.
16	Your missile catches your opponent in the throat, somehow missing the vital arteries and veins, but ruining the voicebox, causing horrific bleeding.
17	With a shearing strike, your missile neatly slashes along your opponent's fingers, sending some of them flying in various directions.
18	Your missile embeds itself deeply into your opponent's gut, causing them to double over and fall to their knees in agony.
19	A wicked shot smashes into the back of your opponent's knee, crunching against the back of the kneecap. They scream in agony and fall face first into the dirt.
20	Your missile embeds itself into your opponent's eye socket, destroying the eye and sending clear liquid streaming down their cheek.
21-24	Your strike embeds itself up to the fletching into your opponent's chest, and you fire another, and another. Your opponent has mere moments as their lifeblood pumps out of them and into their chest from their pierced heart.
25+	Your missile penetrates through your opponent's nose and into their brain, sending them twitching into the dirt, never to move again.

Missile (Effects)

1	Target is knocked 5 feet back and suffers 1 level of Bleeding.
2	Target's speed becomes 0 until the end of their next turn, and they suffer 1 level of Bleeding.
3	Target is knocked back 5 feet and prone.
4	Target must succeed on a DC 15 Strength saving throw or drop whatever they are holding in their weapon hand.
5	Target is Punch-Drunk until the end of their next turn, and suffers 2 Bleeding.
6	Target suffers 1 level of Bleeding, and their speed is reduced by 10 feet until the end of the encounter.
7	Target drops their weapon, and suffers disadvantage on attack rolls until the end of their next turn.
8	Target drops whatever they are holding in their weapon hand. They suffer 2 Bleeding, and suffer the penalties of Lose A Hand for the remainder of the encounter. The wound becomes Infected unless a successful DC 15 Medicine check is applied to clean the wound within a day.
9	Target suffers 2 Bleeding, and must spend an action every two rounds to wipe the blood from their eyes, or else gain the Blinded condition until they do spend the action.
10	Target is grappled by you and restrained. They suffer the penalties of Lose A Foot until the end of the encounter. You or the target need to spend an action to remove your weapon from their ankle. Once removed, they suffer 4 Bleeding. Without a successful DC 18 Medicine check within a day, the wound will become infected and the foot must be amputated.
11	Target's shield is badly damaged, suffering a penalty of -1 AC bonus and -1 Absorb. If they don't have a shield, they instead suffer result 9 on the Slashing - Limb table.
12	Target is knocked prone. They suffer 2 Bleeding, and suffer an additional 2 levels when the missile is removed. They have disadvantage on attack rolls and ability checks until the end of the encounter.
13	Target is Dazed and their speed is halved while the missile remains inside them. Removing the missile requires an action. Once removed, they are no longer Dazed and don't suffer any movement penalties, but they do suffer 4 Bleeding.
14	Target is knocked prone and pushed forward 5 feet. They are Dazed until the missile is removed, which requires an action and inflicts upon the target 2 Bleeding.
15	Target suffers the penalties of Lose An Arm until the end of the encounter. They suffer 3 Bleeding. The wound becomes Infected unless a successful DC 16 Medicine check is applied to clean the wound within a day.
16	Target suffers 4 Bleeding and is Dazed until the end of the encounter as blood trickles down their airways. If they survive, their voice will be hoarse, and they will be unable to speak above a quiet growl.
17	Target loses 1d4 fingers and suffers 3 Bleeding. If they lose 3 or more fingers, they have ostensibly Lost A Hand. They will have disadvantage on checks that require fine manipulation.
18	Target falls prone, suffers 5 Bleeding, and gains the Hopeless and Dazed conditions until the end of the encounter. The wound becomes Infected unless a successful DC 18 Medicine check is applied to clean the wound within a day.
19	Target is knocked prone and unable to stand without assistance. They suffer the penalties of Lose A Leg until the end of the encounter. Without a successful DC 18 Medicine check within a day, the wound will become infected and the leg must be amputated at the knee.
20	Target Loses An Eye, and is Dazed and Punch-Drunk until the end of the encounter. The wound becomes Infected unless a successful DC 19 Medicine check is applied to clean the wound within a day.
21-24	Target dies in 1d4+1 rounds.
25+	Target dies immediately.

MASS COMBAT

Low fantasy games will often see characters in large combats between allies and enemy forces. Mass combat can often be a challenging thing for a GM to handle, so feel free to use this tried-and-true method of running mass combats in low fantasy games.

The characters are the centre of any mass combat that happens. Rather than keeping track of a hundred different combatants, it is far easier to have the players roll initiative and have them face off against foes as if in a regular, small skirmish combat. This skirmish acts as a microcosm of the whole battle. Since the player characters are often important leaders in battles, they will often come up directly against enemy leadership. Breaking the enemy leadership will often cause the remaining enemy forces to rout, thus winning the battle. As a backdrop to this, if you want to add some more specific ties to the combat, you can try some of the following techniques:

TIME LIMIT. The players must prevail in their 'zoomed in' section of the combat within a certain number of rounds, or be overwhelmed by the wider enemy forces. It may be that enemy reinforcements will arrive, or that their own side will rout if the victory isn't quick enough. This can often add great tension.

BATTLE IN STAGES. To simulate a great battle, the players may take part in a multi-stage combat, rolling for initiative at each separate stage. For example, they may land their ships on the beach and fight in the surf, then push on into the village and fight at the walls, before finally pushing through to fight the enemy jarl and their warriors in front of their longhall. This can tax player resources and better simulate the exhausting and grueling nature of a battle.

HUGE BATTLES. In battles that involve hundreds, or even thousands of combatants, players will generally have command over large units of troops. In this situation, it can be useful to abstract these units and mechanically treat them as individual warriors in the initiative order. A unit might consist of 40, or even 100 warriors, represented as a single warrior (A Guard, for example). Each player then rolls initiative for their units, moves them around, and engages in combat. This allows for huge scale battles while still using the standard skirmish rules used for normal D&D combat.

Finally, you can also use the Battlefield Environment Effects table opposite to create a more chaotic battlefield feeling. The DC for saving throws and ability checks listed in the table can be determined by the GM as best dictated by the circumstances.



Battlefield Environment Effects

1	The shield rim of a nearby foe catches you in the face, ringing your senses in the battle din!	Succeed on a Constitution save or be Dazed for 1d4 turns.
2	A nearby foe attempts to slam their booted heel down onto your foot. Step aside or be stomped!	Succeed on a Dexterity saving throw or have your speed reduced by half until the end of your next turn.
3	Though you stand in the eye of the slaughter-storm, the skein of your fate is not yet cut.	No Effect... This time.
4	You stumble in the spilled entrails of a fallen warrior. They scream in agony, not quite dead. The shrill scream is unnerving; do not lose your courage!	Succeed on a Dexterity saving throw or be restrained until the start of your next turn.
5	A nearby foe hacks down into the warrior next to you, sending a spray of hot blood splattering across your face and stinging at your eyes!	Succeed on a Dexterity saving throw or be blinded until the end of your next turn.
6	A strike from a nearby foe is narrowly parried, though is powerful enough to loosen your hold on your weapon.	Succeed on a Strength saving throw or be disarmed of one weapon you are holding (GM's choice).
7	A fleeing warrior routs in fear as their courage is lost, and that same fear threatens to grasp hold of you!	Succeed on a Wisdom saving throw or be Frightened until the end of your next turn.
8	An enemy slinks under the formation and drives a cruel blade up into your unguarded nethers!	Succeed on a Dexterity saving throw or take 1d4 piercing damage, and 1d4 necrotic damage at the start of each turn until an action is spent to apply a tourniquet.
9	You see a warrior before you has suffered a grievous wound; truly horrifying to behold. Steel your nerves and push on into the slaughter!	Succeed on a Charisma saving throw or have your speed reduced by half until the end of your next turn.
10	A riderless beast flees in panic from the violence around it; you must jump aside or be trampled! If no horses are present, instead see result #3.	Succeed on a Dexterity saving throw or be knocked prone and take 1d4 bludgeoning damage.
11	Arrows rain down, the warrior behind you screams as one of the deadly shafts find its mark.	Succeed on a Dexterity saving throw or take 2d4 piercing damage.
12	Enemy warriors surge forth, clattering into you. Hold your ground or be pushed back!	Succeed on a Strength saving throw or be pushed away 10 feet from your nearest enemy.
13	A blow to the side of your head rings your ears, blurring the sounds of the spear din about you.	Succeed on a Constitution save or be deafened for 1d4 turns.
14	A warrior is slain before you and their corpse slumps in your path, threatening to upend your footing.	Succeed on a Dexterity saving throw or be knocked prone.
15	The stink of opened bowels is near overpowering, causing you to wretch and gag.	Succeed on a Constitution save or be Poisoned until the start of your next turn.
16	The fearless war cry of the foe sends worried ripples through your line.	Succeed on a Charisma saving throw or be Frightened until the end of your next turn.
17	The foe swarms around you. While you contend with one, another strikes at your rear. You must outwit them or be overcome!	Succeed on an Intelligence saving throw or the next melee attack against you has advantage.
18	The foe's lifeblood trickles down your weapon, slickening the handle. Do not lose your grip at the needful moment!	Succeed on a Dexterity saving throw or be disarmed of one weapon you are holding (GM's choice).
19	The foeman is distracted; perhaps their time is near. Strike now and sever their life!	Succeed on a Dexterity saving throw or be vocally incoherent until the start of your next turn (No verbal components for spells, commands etc).
20	Your movements are a dance which is proof to the foeman's wound-hewers, and you strike about you with abandon!	Succeed on a Dexterity saving throw or lose your Reaction until the start of your next turn.

EQUIPMENT

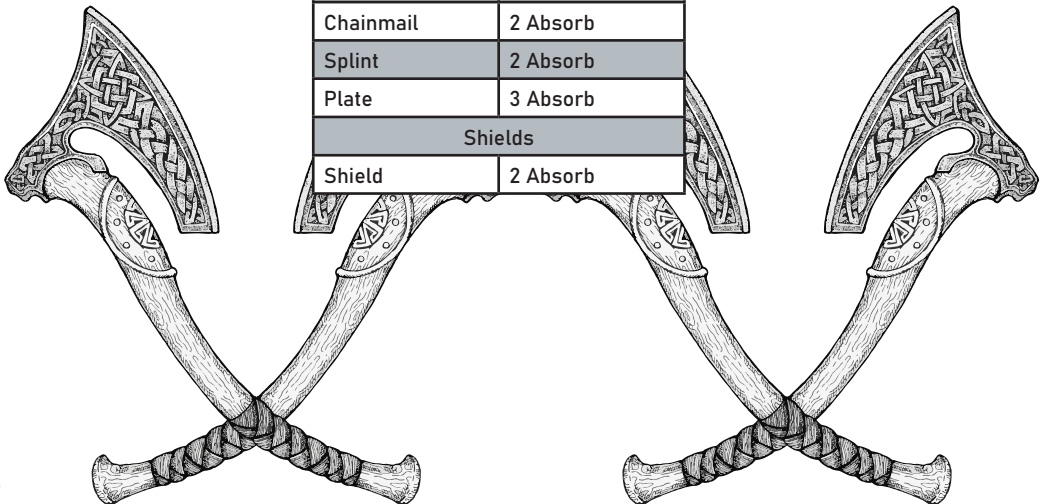
The rules in this book can and will drastically increase the lethality of your combat. To mitigate this, you can introduce the Absorb rule to your game.

ABSORB

When you are hit by a critical hit, you can use your reaction to have the item break, absorbing half of the damage and allowing you to ignore the brutal wound of the attack, but becoming irreparably useless thereafter. An item can Absorb a number of critical hits before breaking equal to its Absorb value.

Here are some suggestions on what equipment provides an Absorb bonus. Feel free to change these values based on how dangerous (or safe) you'd like your game to be. It's also worth including Absorb to enemies you create. A large creature like a bear, or some kind of monster, should have a few points of Absorb.

Armour & Absorb	
Armour	Absorb
Light Armour	
Padded	-
Leather	-
Studded Leather	1 Absorb
Medium Armour	
Hide	-
Chain Shirt	-
Scale Mail	1 Absorb
Breastplate	1 Absorb
Halfplate	2 Absorb
Heavy Armour	
Ringmail	1 Absorb
Chainmail	2 Absorb
Splint	2 Absorb
Plate	3 Absorb
Shields	
Shield	2 Absorb



HEALING AND RECOVERY

REST TIMES

If you'd like to make your game feel more dangerous, I recommend increasing the length of rest times. Changing a short rest to 8 hours, and a long rest to a week. **BE AWARE**, this will make life much, much harder for spellcasters. I use these rules in low/no magic settings.

Another option is to opt for short rest being 1 hour, but a long rest being 1 day. Find a balance to suit your group. If you have a lot of combat, and many characters that rely on regular rests, feel free to leave it as it is.

HEALING WOUNDS

The Brutal Wound tables focus on using either Medicine checks or Constitution saving throws. A lot of the wounds take days, weeks, or even months to heal. This is to simulate, at least a little, the danger inherent in being in frequent combats. Characters will need a lot of downtime and recovery time after a bad injury. That may not be for you or your group. If you don't want to deal with that, you can include magical healing.

MAGICAL HEALING

These wounds are designed without magical healing in mind. In the settings I run, there is no (or very rare) magical healing. The power of a cleric can easily fix or undo many of the horrors of these wounds. It's possible that having a dedicated healer in your party may trivialise these rules. That's also fine - they still add lethality, and the healer will have a lot to do in saving lives.

REGENERATION

Another feature of magical healing is the ability to regenerate lost limbs. This is a pretty central part of quite a few of the more intense effects. I'd recommend removing spells that allow regeneration - but again, it's your game!



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