

# GAME MASTER'S TOOLBOX



CRITICAL HITS FOR GMs

# INSTRUCTIONS

When a creature fighting the party rolls a natural 20 on an attack roll against them, roll a d100 to select a table. Each table has four entries for different damage types; slashing, piercing, bludgeoning, and magic.

Each table also has a severity level in the left hand column; Setback, Dangerous, Life-Threatening, or Deadly. We would recommend using only Setback results at level 1 (simply half the d100 roll to limit the results). Dangerous results are appropriate from level 5, Life-Threatening from level 9, and Deadly from level 13. Of course, you can choose to play with all the tables from level 1; just don't say we didn't warn you...

These tables are intended to enhance the characters' stories, and

some carry long term, or even permanent effects. Where an end point is not specified for an effect, it is up to the GM how to end the effect, or even if it can be ended at all. Indeed, setting out to do so could be the seed of an adventure in itself.

If an effect would not make sense in the specific situation, simply ignore the result and roll again, or default to double damage as the effect for speed of play.

For creatures who would normally roll extra dice on a critical hit (such as half-orcs and barbarians), roll a d100 the same number of times, and choose one result to play.

When using these tables, 'you' refers to the player character affected by the hit

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TABLE 1

Damage Type	Effect
Slashing	<b>Wanna know how I got these?</b> Double damage, and you receive a permanent scar on your face.
Piercing	<b>All fun and games...</b> Roll a d100. On a 2 or less, you are blinded in one eye.
Bludgeoning	<b>Stunning blow.</b> Make a DC 12 Constitution saving throw. On a failed save, you are stunned until the end of your next turn.
Magical	<b>Say what?</b> You are deafened for 1 minute.

TABLE 2

Damage Type	Effect
Slashing	<b>Bleeder.</b> Make a DC 12 Constitution saving throw. On a failed save, you take 1d4 damage at the start of your turn for 1d4 rounds.
Piercing	<b>Extreme ear piercing.</b> Make a DC 12 Constitution saving throw. On a failed save, a large section of one of your ears is severed.
Bludgeoning	<b>Right in the kisser.</b> Double damage, and you can't speak properly for 1d4 rounds. Spells with a verbal component have a 50% chance of failing.
Magical	<b>Jumbled memories.</b> Your Intelligence modifier is reduced by 1 until you finish a long rest.

TABLE 3

Damage Type	Effect
Slashing	<b>Blood in the eyes.</b> You are blinded until the end of your next turn.
Piercing	<b>Not the face!</b> You receive a permanent scar on your face.
Bludgeoning	<b>Bell-ringer.</b> You are deafened until the end of your next turn.
Magical	<b>Distracting visions.</b> Your Wisdom modifier is reduced by 1 until you finish a long rest.

TABLE 4

Damage Type	Effect
Slashing	<b>Split lip.</b> Make a DC 12 Constitution saving throw. On a failed save, you are unable to speak properly. Spells with a verbal component have a 25% chance of failing.
Piercing	<b>Skewered.</b> You take 1d4 damage at the start of your turn for 1d4 rounds.
Bludgeoning	<b>Blunt force amnesia.</b> You forget the past 1d12 hours.
Magical	<b>Terrifying display.</b> Double damage, and make a DC 12 Wisdom saving throw. On a failed save, you become frightened of your attacker.

TABLE 5

Damage Type	Effect
Slashing	<b>That's a lot of blood...</b> Double damage. If the damage is equal to or greater than 1/4 of your maximum hit points: make a DC 12 Wisdom saving throw. On a failed save, you become frightened of your attacker.
Piercing	<b>Deep wound.</b> Make a DC 12 Constitution saving throw. On a failed save, take an additional 1d4 piercing damage.
Bludgeoning	<b>Winded.</b> You suffer one level of exhaustion.
Magical	<b>Wrath of the elements.</b> If this attack deals acid, cold, fire, lightning, or poison damage: it deals double damage. Other damage types deal normal damage.

TABLE 6

Damage Type	Effect
Slashing	<b>Bleeder.</b> Make a DC 12 Constitution saving throw. On a failed save, you take 1d4 damage at the start of your turn for 1d4 rounds.
Piercing	<b>Find the joints.</b> This attack deals maximum damage. Make a DC 12 Constitution saving throw. On a failed save, you lose your next attack action.
Bludgeoning	<b>Knocked off balance.</b> Double damage, and lose 1 attack on your next turn.
Magical	<b>Leech life.</b> Your Constitution modifier is reduced by 1 until you finish a long rest.

TABLE 7

Damage Type	Effect
Slashing	<b>Set up.</b> One enemy within 5 ft. of you may make an attack of opportunity against you.
Piercing	<b>Skewered.</b> You take 1d4 damage at the beginning of your turn for the next 1d4 turns.
Bludgeoning	<b>Gut punch.</b> You cannot take any bonus actions for 1d4 rounds.
Magical	<b>Wrath of the mage.</b> If this attack deals force, necrotic, psychic, radiant, or thunder damage: it deals double damage. Other damage types deal normal damage.

TABLE 8

Damage Type	Effect
Slashing	<b>Brutal slash.</b> Attacker rerolls any damage dice with a face value of 1 or 2 for this attack.
Piercing	<b>Target practice.</b> Double damage, and 1 opponent within 60 ft. may make an attack of opportunity against you.
Bludgeoning	<b>Plain and simple.</b> This attack deals maximum damage.
Magical	<b>Life drinker.</b> Double damage, and if this attack deals acid, poison, or necrotic damage: your Constitution modifier is reduced by 2 until you finish a long rest.

TABLE 9

Damage Type	Effect
Slashing	<b>Enraging attack.</b> Double damage, and you may make an attack of opportunity against your attacker.
Piercing	<b>Muscle piercer.</b> Your next attack using a melee weapon deals 1d4 less damage.
Bludgeoning	<b>You're not going anywhere.</b> You cannot take the Disengage action for 1d4 rounds.
Magical	<b>Life drinker.</b> If this attack deals acid, poison, or necrotic damage: your Constitution modifier is reduced by 2 until you finish a long rest.

TABLE 10

Damage Type	Effect
Slashing	<b>Rend armor.</b> Make a DC 12 Dexterity saving throw. On a failed save, if you're wearing leather or cloth armor: its effectiveness is reduced by 1.
Piercing	<b>Open target.</b> One enemy within 5 ft. of you may make an attack of opportunity against you.
Bludgeoning	<b>Get down!</b> Double damage, and if the resulting damage is equal to or greater than 1/2 of your maximum hit points: you are knocked prone.
Magical	<b>Magical barrage.</b> An additional target within range is affected at 1/2 potency, or the spell's area of effect is increased by 5 ft.

TABLE 11

Damage Type	Effect
Slashing	<b>Something slipped.</b> Your AC is reduced by 1d4 for 1d4 rounds.
Piercing	<b>Distracting strike.</b> Double damage, and you cannot take reactions or bonus actions until the end of your next turn.
Bludgeoning	<b>Crushing blow.</b> Make a DC 12 Dexterity saving throw. On a failed save, if you're wearing plate armor: its effectiveness is reduced by 1.
Magical	<b>Lingering energy.</b> Make a DC 12 Constitution saving throw. On a failed save, take 1d4 damage (of the same type as dealt by this attack) at the beginning of your turn for the next 1d4 rounds.

TABLE 12

Damage Type	Effect
Slashing	<b>Plain and simple.</b> This attack deals maximum damage.
Piercing	<b>Armor piercing strike.</b> Make a DC 12 Dexterity saving throw. On a failed save, if you're wearing chain or ring armor: its effectiveness is reduced by 1.
Bludgeoning	<b>...And stay down.</b> You are pushed back 5 ft. and must make a DC 12 Dexterity saving throw. On a failed save, you are knocked prone and take 1d4 damage.
Magical	<b>Boom.</b> Double damage, and if this attack deals force or thunder damage: you are pushed back 1d4 × 5 ft.

TABLE 13

Damage Type	Effect
Slashing	<b>Terrifying slash.</b> Double damage, and make a DC 12 Wisdom saving throw. On a failed save, you become frightened of your attacker.
Piercing	<b>Internal bleeding.</b> Make a DC 12 Constitution saving throw. On a failed save, take 1d4 damage at the beginning of your turn for the next 1d4 rounds.
Bludgeoning	<b>Knocked off balance.</b> An adjacent enemy can make an attack of opportunity against you.
Magical	<b>Lingering weakness.</b> You are vulnerable to the damage type taken from this attack for 1d4 rounds.

TABLE 14

Damage Type	Effect
Slashing	<b>Opened defenses.</b> The next attack made against you has advantage.
Piercing	<b>You missed a spot.</b> You are vulnerable to piercing damage for 1d4 rounds.
Bludgeoning	<b>Staggered.</b> Double damage, and all attacks against you have advantage until the start of your next turn.
Magical	<b>Spirit drain.</b> The hit points lost from this attack can't be healed except by magic.

TABLE 15

Damage Type	Effect
Slashing	<b>Wild swing.</b> Any creature within 5 ft. of you and your attacker takes 1/2 the damage you took.
Piercing	<b>Flurry.</b> Double damage, and your attacker may make another attack against you with disadvantage.
Bludgeoning	<b>Softening blow.</b> You are vulnerable to bludgeoning damage for 1d4 rounds.
Magical	<b>Lingering energy.</b> Maximum damage, and you take 1d4 damage (of the same type as dealt by this attack) at the beginning of your turn for the next 1d4 rounds.

TABLE 16

Damage Type	Effect
Slashing	<b>This is going to hurt.</b> You are vulnerable to slashing damage for 1d4 rounds.
Piercing	<b>Stabbing pains.</b> You deal minimum damage on all attacks for 1d4 rounds.
Bludgeoning	<b>Dominoes.</b> You and another creature within 5 ft. of you and your attacker must make opposed Strength (Athletics) checks. The loser is knocked prone.
Magical	<b>Dispersion.</b> Double damage, and the spell deals normal damage to a target within 5 ft. of you.

TABLE 17

Damage Type	Effect
Slashing	<b>Bleeder.</b> Make a DC 12 Constitution saving throw. On a failed save, you take 1d4 damage at the start of your turn for 1d4 rounds.
Piercing	<b>Pinned.</b> The attack pins your foot to the ground. Make a DC 12 Strength check to free yourself, taking an additional 1d4 damage with each failed attempt.
Bludgeoning	<b>Hit the dirt.</b> You are knocked prone.
Magical	<b>Crackling energy.</b> Your Dexterity modifier is reduced by 1 until you finish a long rest.

TABLE 18

Damage Type	Effect
Slashing	<b>Sliced tendon.</b> Your speed is reduced by 1/2 for 1d4 rounds.
Piercing	<b>Whose heel?</b> For the next 1d4 rounds you must make a DC 12 Constitution saving throw when attempting to move 5 ft. or more. On a failed save, you fall prone.
Bludgeoning	<b>Kneecapped.</b> Double damage, and you have disadvantage on skill checks that rely on your legs until you finish a short rest.
Magical	<b>Sap strength.</b> If this attack deals acid, poison, or necrotic damage: your Strength modifier is reduced by 2 until you finish a long rest.

TABLE 19

Damage Type	Effect
Slashing	<b>Sweep the legs.</b> Make a DC 12 Dexterity saving throw. On a failed save, you are knocked prone.
Piercing	<b>A shot in the arm.</b> Double damage, and you have disadvantage on Strength based attacks for 1d4 rounds.
Bludgeoning	<b>This little piggy.</b> Your speed is reduced by 1/2 for 1d4 rounds.
Magical	<b>Erode.</b> Your AC is reduced by 1d4 for 1d4 rounds.

TABLE 20

Damage Type	Effect
Slashing	<b>Off form.</b> You have disadvantage on your next melee attack.
Piercing	<b>The thighs have it.</b> Your speed is reduced by 5 ft. until you finish a short rest.
Bludgeoning	<b>Right on the shins.</b> You cannot take the Dash action for 1d4 rounds.
Magical	<b>Ka-boom!</b> Double damage, and if this attack deals force or thunder damage: you are knocked prone.

TABLE 21

Damage Type	Effect
Slashing	<b>Disarmed.</b> Double damage, and make a DC 12 Dexterity saving throw. On a failed save, drop your weapon.
Piercing	<b>Pinned.</b> The attack pins your arm to a wall, another target, or you own body. Make a DC 12 Strength check to free your arm, taking 1d4 damage with each failed attempt.
Bludgeoning	<b>Crushed hand.</b> You have disadvantage on skill checks that rely on your hands or arms until you finish a short rest.
Magical	<b>Crackling energy.</b> Your Dexterity modifier is reduced by 1 until you finish a short rest.

TABLE 22

Damage Type	Effect
Slashing	<b>Weakening slash.</b> You deal 1/2 damage on your next melee attack.
Piercing	<b>Drop it!</b> Drop what you're holding (the GM decides which hand, or determines randomly).
Bludgeoning	<b>Rap on the knuckles.</b> Double damage, and you have disadvantage on Dexterity based attacks for 1d4 rounds.
Magical	<b>I feel it in my fingers...</b> If this attack deals acid, poison, or necrotic damage: your Dexterity modifier is reduced by 2 until you finish a long rest.

TABLE 23

Damage Type	Effect
Slashing	<b>Off form.</b> You have disadvantage on your next melee attack.
Piercing	<b>Palm piercer.</b> Double damage, and you are unable to cast spells with a somatic component for 1d4 rounds.
Bludgeoning	<b>Drop it!</b> Drop what you're holding (the GM decides which hand, or determines randomly).
Magical	<b>Brain fog.</b> You cannot take reactions for 1d4 rounds.

TABLE 24

Damage Type	Effect
Slashing	<b>Follow-up.</b> Your attacker may make 1 additional attack against you.
Piercing	<b>Funny bone.</b> You have disadvantage on Dexterity based attacks for 1d4 rounds.
Bludgeoning	<b>That'll buff out.</b> If you are holding a shield: its effectiveness is reduced by 1.
Magical	<b>Whispers of doom.</b> Double damage, and you take a 1d4 penalty to your attack rolls for 1d4 rounds.

TABLE 25

Damage Type	Effect
Slashing	<b>You got off lightly. More or less.</b> Triple damage, that's all... We hope you don't die...
Piercing	<b>All fun and games...</b> Roll a d100. On a 5 or less, you are blinded in one eye.
Bludgeoning	<b>Stunning blow.</b> Make a DC 12 Constitution saving throw. On a failed save, you are stunned until the end of your next turn.
Magical	<b>Say what?</b> You are deafened until you take a short rest.

TABLE 26

Damage Type	Effect
Slashing	<b>Bleeder.</b> Make a DC 14 Constitution saving throw. On a failed save, take 1d6 damage at the beginning of your turn for the next 1d6 rounds.
Piercing	<b>Split lip.</b> Spells with a verbal component have a 50% chance of failing until you are healed.
Bludgeoning	<b>Lle quena i'lambe tel' Eldalie?</b> Triple damage, and make a DC 14 Constitution saving throw. On a failed save, lose one of your known languages at random.
Magical	<b>Cor blimey guv'nor.</b> You develop an accent completely different to the one you had before.

TABLE 27

Damage Type	Effect
Slashing	<b>Not them!</b> Make a DC 14 Wisdom saving throw. On a failed save, you become frightened of creatures of your attacker's type. Repeat this save each time you face creatures of this type until you have defeated 2d12 of them.
Piercing	<b>Staunch the bleeding.</b> Triple damage, and you have disadvantage on Strength, Dexterity and Constitution based rolls for 1d6 rounds.
Bludgeoning	<b>Bonk on the noggin.</b> Make a DC 14 Constitution saving throw. On a failed save, permanently lose 1 point from your Intelligence ability.
Magical	<b>QUIET!</b> Until 2d12 days have passed, any time you attempt to speak, you shout at full volume.

TABLE 28

Damage Type	Effect
Slashing	<b>Ragged scar.</b> You receive a permanent scar on your face, and you gain proficiency in Charisma (Intimidation), but lose proficiency in Charisma (Persuasion), if you had it.
Piercing	<b>Internal bleeding.</b> Make a DC 14 Constitution saving throw. On a failed save, take 1d6 damage at the beginning of your turn for the next 1d6 rounds.
Bludgeoning	<b>How'd I get here?</b> You forget the last 1d12 days.
Magical	<b>You are feeling sleepy...</b> Triple damage, and if this attack deals psychic damage: you are knocked unconscious.

TABLE 29

Damage Type	Effect
Slashing	<b>Make them pay.</b> Triple damage, and you have advantage on your next attack against the attacker.
Piercing	<b>Deep wound.</b> Make a DC 14 Constitution saving throw. On a failed save, take an additional 1d6 piercing damage.
Bludgeoning	<b>...And stay down.</b> You are pushed back 10 ft. Make a DC 14 Dexterity saving throw. On a failed save, you are knocked prone and take 1d6 damage.
Magical	<b>Magical barrage.</b> An additional target within range is affected, or the spell's area of effect is increased by 10 ft.

TABLE 30

Damage Type	Effect
Slashing	<b>Rend armor.</b> Make a DC 14 Dexterity saving throw. On a failed save, if you're wearing leather armor: its effectiveness is reduced by 2.
Piercing	<b>Internal bleeding.</b> You take 1d6 damage at the beginning of your turn for the next 1d6 turns.
Bludgeoning	<b>Strike!</b> Triple damage, and you are knocked into another creature within 5 ft. of you. Both of you must make a DC 14 Dexterity saving throw. On a failed save, take 1d6 bludgeoning damage.
Magical	<b>Lingering energy.</b> Make a DC 14 Constitution saving throw. On a failed save, take 1d4 damage (of the same type as dealt by this attack) at the beginning of your turn for the next 1d6 rounds.

TABLE 31

Damage Type	Effect
Slashing	<b>Something slipped.</b> Your AC is reduced by 1d6 for 1d6 rounds.
Piercing	<b>Shish kebab.</b> Triple damage, and if this was a melee attack: the weapon is lodged in your body.
Bludgeoning	<b>Crushing blow.</b> Make a DC 14 Dexterity saving throw. On a failed save, if you're wearing plate armor: its effectiveness is reduced by 2.
Magical	<b>Spirit drain.</b> Double damage, and the hit points lost from this attack can't be healed except by magic.

TABLE 32

Damage Type	Effect
Slashing	<b>Wild swing.</b> Any creature within 5 ft. of you and your attacker takes the same damage you took.
Piercing	<b>Armor piercing strike.</b> Make a DC 14 Dexterity saving throw. On a failed save, if you're wearing chain or ring armor: its effectiveness is reduced by 2.
Bludgeoning	<b>Staggered.</b> Double damage, and all attacks against you have advantage for 1d6 rounds.
Magical	<b>Crucible.</b> Triple damage and roll a d6. 1-3, you are vulnerable to this damage type for 1 minute, 4 no effect, 5-6 you resistant to this damage type for 1 minute

TABLE 33

Damage Type	Effect
Slashing	<b>Slashed ankles.</b> Triple damage, and you are knocked prone. Make a DC 14 Constitution saving throw when attempting to get back up. On a failed save, you are unable to do so.
Piercing	<b>Pinned.</b> The attack pins your foot to the ground. Make a DC 14 Strength check to free yourself, taking an additional 1d6 damage with each failed attempt.
Bludgeoning	<b>Right on the shins.</b> You cannot take the Dash action for 1d6 rounds.
Magical	<b>Erode.</b> Your AC is reduced by 1d6 for 1d6 rounds.

TABLE 34

Damage Type	Effect
Slashing	<b>Off form.</b> You have disadvantage on melee attacks for 1d6 rounds.
Piercing	<b>Something slipped.</b> Triple damage, and your AC is reduced by 1d6 for 1d6 rounds.
Bludgeoning	<b>Hobbled.</b> Your speed is reduced to 10 ft. for 1d6 rounds.
Magical	<b>Paralysis.</b> Make a DC 14 Dexterity saving throw. On a failed save, you are paralyzed for 1d6 rounds.

TABLE 35

Damage Type	Effect
Slashing	<b>Sliced tendon.</b> Your speed is reduced by 1/2 for 1d6 rounds.
Piercing	<b>Whose heel?</b> For the next 1d6 rounds you must make a DC 14 Constitution saving throw when attempting to move 5 ft. or more. On a failed save, you fall prone.
Bludgeoning	<b>Staggered.</b> All attacks against you have advantage for 1d6 rounds.
Magical	<b>Boom.</b> Triple damage, and if this attack deals force or thunder damage: you are pushed back 2d4 × 5 ft.

TABLE 36

Damage Type	Effect
Slashing	<b>Disarmed.</b> Triple damage, and make a DC 14 Dexterity saving throw. On a failed save, drop your weapon.
Piercing	<b>Pinned.</b> The attack pins your arm to a wall, another target, or you own body. Make a DC 14 Strength check to free your arm, taking 1d6 damage with each failed attempt.
Bludgeoning	<b>Crushed hand.</b> You have disadvantage on skill checks that rely on your hands or arms until you finish a long rest.
Magical	<b>Crackling energy.</b> Your Dexterity modifier is reduced by 2 until you finish a short rest.

TABLE 37

Damage Type	Effect
Slashing	<b>Off form.</b> You have disadvantage on melee attacks for the next 1d6 rounds.
Piercing	<b>Palm piercer.</b> Triple damage, and you are unable to cast spells with a somatic component for 1d6 rounds.
Bludgeoning	<b>Drop it!</b> Drop what you're holding (the GM decides which hand, or determines randomly).
Magical	<b>Brain fog.</b> You cannot take reactions for 1d6 rounds.

TABLE 38

Damage Type	Effect
Slashing	<b>Follow-up.</b> Your attacker may make 1 additional attack against you.
Piercing	<b>Funny bone.</b> You have disadvantage on Dexterity based attacks for 1d6 rounds.
Bludgeoning	<b>That'll buff out...</b> If you are holding a shield: its effectiveness is reduced by 2.
Magical	<b>Whispers of doom.</b> Double damage, and you take a 1d6 penalty to your attack rolls for 1d6 rounds.



TABLE 39

Damage Type	Effect
Slashing	<b>Not them!</b> Quadruple damage, and make a DC 16 Wisdom saving throw. On a failed save, you become frightened of creatures of your attacker's type. Repeat this save each time you face creatures of this type until you have defeated 3d12 of them.
Piercing	<b>Split lip.</b> Quadruple damage, and spells with a verbal component have a 75% chance of failing until you are healed.
Bludgeoning	<b>Stunning blow.</b> Make a DC 16 Constitution saving throw. On a failed save, you are stunned until the end of your next turn.
Magical	... Until 2d12 days have passed, you are unable to speak.

TABLE 40

Damage Type	Effect
Slashing	<b>Hideous scar.</b> You receive a permanent scar on your face, giving you advantage on Charisma (Intimidation) checks, and disadvantage on Charisma (Persuasion) checks.
Piercing	<b>Feeling faint...</b> You have disadvantage on Strength, Dexterity and Constitution based rolls for 1d8 rounds. Additionally, you must make a DC 16 Constitution saving throw at the beginning of each of your turns. On a failed save, you fall prone.
Bludgeoning	<b>Out for the count.</b> Quadruple damage, and make DC 16 Constitution saving throw. On a failed save, you are knocked unconscious.
Magical	<b>We're all mad here...</b> Quadruple damage, and if this attack deals psychic damage: you develop a form of short term madness (see Game Master's Guide).

TABLE 41

Damage Type	Effect
Slashing	<b>Something slipped.</b> Quadruple damage, and your AC is reduced by 1d8 for 1d8 rounds.
Piercing	<b>Skewered.</b> Quadruple damage, and you to take 1d8 damage at the beginning of your turn for the next 1d8 turns.
Bludgeoning	<b>...And stay down.</b> You are pushed back 15 ft. Make a DC 16 Dexterity saving throw. On a failed save, you are knocked prone and take 1d6 damage.
Magical	<b>Magical barrage.</b> Two additional targets within range are affected, or the spell's area of effect is increased by 15 ft.

TABLE 42

Damage Type	Effect
Slashing	<b>Really took it out of you.</b> The hit points lost from this attack cannot be recovered until you finish a long rest.
Piercing	<b>Internal bleeding.</b> Make a DC 16 Constitution saving throw. On a failed save, take an additional 1d8 piercing damage at the beginning of your turn for the next 1d8 rounds.
Bludgeoning	<b>Staggered.</b> Quadruple damage, and all attacks against you have advantage for 1d8 rounds.
Magical	<b>Lingering energy.</b> Quadruple damage, and make a DC 16 Constitution saving throw. On a failed save, take 1d8 damage (of the same type as dealt by this attack) at the beginning of your turn for the next 1d8 rounds.

TABLE 43

Damage Type	Effect
Slashing	<b>Off form.</b> Quadruple damage, and you have disadvantage on melee attacks for the next 1d8 rounds.
Piercing	<b>Something slipped.</b> Quadruple damage, and your AC is reduced by 1d8 for 1d8 rounds.
Bludgeoning	<b>This little piggy.</b> Your speed is reduced by 1/2 until you finish a short rest.
Magical	<b>Spirit drain.</b> Triple damage, and the hit points lost from this attack can't be healed except by magic.

TABLE 44

Damage Type	Effect
Slashing	<b>Open wound.</b> For the next 1d8 rounds you must make a DC 16 Constitution saving throw when attempting to move 5 ft. or more. On a failed save, you take 1d8 damage.
Piercing	<b>Pinned.</b> The attack pins your foot to the ground. Make a DC 16 Strength check to free yourself, taking an additional 1d8 damage with each failed attempt.
Bludgeoning	<b>Kneecapped.</b> Quadruple damage, and you have disadvantage on skill checks that rely on your legs until you finish a long rest.
Magical	<b>Big boom.</b> Quadruple damage, and if this attack deals force or thunder damage: you are knocked back 1d8 × 5 ft., taking 1d6 bludgeoning damage for each 5 ft. traveled, and you are knocked prone.

TABLE 45

Damage Type	Effect
Slashing	<b>Off form.</b> Quadruple damage, and you have disadvantage on melee attacks for the next 1d8 rounds.
Piercing	<b>Palm piercer.</b> Quadruple damage, and you are unable to cast spells that rely on somatic elements or hold anything in one of your hands (GM decides which hand, or determines randomly) until you finish a short rest.
Bludgeoning	<b>Mangler.</b> Make a DC 16 Constitution saving throw. On a failed save, your Dexterity score is permanently reduced by 1.
Magical	<b>Lingering energy.</b> Make a DC 16 Constitution saving throw. On a failed save, take 1d8 damage (of the same type as dealt by this attack) at the beginning of your turn for the next 1d8 rounds.

TABLE 46

Damage Type	Effect
Slashing	<b>Weakening slash.</b> You deal 1/2 damage on melee attacks for the next 1d8 rounds.
Piercing	<b>Pinned.</b> The attack pins your arm to a wall, another target, or you own body. Make a DC 16 Strength check to free your arm, taking 1d8 damage with each failed attempt.
Bludgeoning	<b>Bad break.</b> Quadruple damage, and you are be unable to use your arm for 1d6+6 weeks (GM decides which arm, or determines randomly).
Magical	<b>Sap strength.</b> Quadruple damage, and if this attack deals acid, poison, or necrotic damage: your Strength score is permanently reduced by 1.

TABLE 47

Damage Type	Effect
Slashing	<b>Don't lose your head!</b> Quadruple damage, and if the damage you take is equal to or greater than 1/2 of your maximum hit points: you are decapitated.
Piercing	<b>Feeling faint...</b> You have disadvantage on Strength, Dexterity and Constitution based rolls for 1d10 rounds. Additionally, you must make a DC 18 Constitution saving throw at the beginning of each of your turns. On a failed save, you fall prone.
Bludgeoning	<b>Who am I?!</b> Make a DC 18 Constitution saving throw. On a failed save, you forget who you are and everything about yourself. You lose all of the benefits of your class including abilities and spells
Magical	<b>Mind wipe.</b> Make a DC 18 Wisdom saving throw. On a failed save, roll a d6, and you are permanently unable to see or hear: 1-2 Dwarves, 3-4 Elves or 5-6 Halflings.

TABLE 48

Damage Type	Effect
Slashing	<b>Heroic end.</b> Maximum quadruple damage. If this attack kills you: all allies who can see you have advantage on their attacks for 1d10 rounds.
Piercing	<b>Shot through the heart.</b> Make a DC 18 Constitution saving throw. On a failed save, lose 1/4 of your maximum hit points at the end of your turn for 3 rounds.
Bludgeoning	<b>Goodnight!</b> Quadruple damage, and you are knocked unconscious.
Magical	<b>Magical barrage.</b> This attack deals maximum damage, and an additional target within range is affected, or the spell's area of effect is increased by 15 ft.

TABLE 49

Damage Type	Effect
Slashing	<b>Nicked artery</b> Make a DC 18 Constitution saving throw. On a failed save, take 1d10 damage at the start of your turn for 1d10 rounds. If maximum damage is rolled: this effect continues for an additional 1d8 rounds (then 1d6, etc.)
Piercing	<b>Damn this leg!</b> Permanently, when entering combat, make a DC 12 Constitution saving throw. On a failed save, you have disadvantage on Strength and Dexterity based attacks for 1d4 rounds.
Bludgeoning	<b>Wide open.</b> All enemies within range may make an attack of opportunity against you.
Magical	<b>Epicenter.</b> All creatures within 15 ft. of you are affected by the spell, or are affected again in the case of area affect spells.

TABLE 50

Damage Type	Effect
Slashing	<b>Disarmed.</b> Make a DC 18 Dexterity saving throw. On a successful save, drop what you're holding (the GM decides which hand, or determines randomly). On a failed save, take quadruple damage and lose the hand.
Piercing	<b>Something slipped.</b> Quadruple damage, and your AC is reduced by 1d10 for 1d10 rounds.
Bludgeoning	<b>Smashed hand.</b> Make a DC 18 Strength saving throw. On a failed save, you are permanently unable to grasp with one of your hands (the GM decides which hand, or determines randomly).
Magical	<b>Midas touch.</b> Quadruple damage, and your hands are permanently imbued with magical energy. Every non-living thing you touch is affected as if by the damage type taken.

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