

## 4.4 LARGE CREATURE CRITICAL STRIKE TABLE

	NORMAL	MAGIC	MITHRIL	HOLY ARMS	SLAYING
<b>01-05</b>	Weapon shatters on foe's solid form. +12H	You fumble your weapon (roll on the fumble table). +15H	Your weapon bites hard, but you move poorly. Lose initiative. +18H	Glancing blow shakes you up. You suffer a -10 penalty next round. +20H	Blade touches foe's exposed skin. Your weapon hisses. +5H
<b>06-10</b>	Solid, but futile. +3H	Blow to foe's side. Pretty sparks. +4H	Your weapon glances off foe's side and leaves a measurable wound. +5H	Your swing lands lightly. You had hoped for better. +9H	Your blow is solid, but lands on a well protected area. +10H
<b>11-20</b>	Hardly enough for victory. Weak side strike. +6H	Your blade guides itself in, but you miss the opportunity. +8H	Blow shoulder. It's well placed, but you'll need a lucky shot at this pace. +9H	Your strike lands solid and righteous. You wish it had landed a little more. +12H	A mortal blow poorly placed. Maybe you're holding it wrong? +15H
<b>21-30</b>	Strong blow to foe's forearm yields its measure. +9H	You give out an epic strike, but foe is an epic creature. +10H	You strike is solid, but your grip fails on impact. +12H	You trip foe and slam his shin with your weapon. You are not being noble. +15H	Bruise to foe's shoulder is made worse by your weapon's strong enchantment. +20H
<b>31-40</b>	Strike to beast's chest. Some unseen piece of protection blocks your attack. +12H	Hard strike to foe's thigh. It glances off. You really wish that had landed better. +15H	Your strike lands in a critical spot on foe's abdomen. You are unable to mortally wound him, for the moment. +20H	Your weapon sparks against the beast's hide and he realizes its mighty blessing. +25H	Your weapon strikes foe like a clap of thunder, clawing at his very essence. +30H
<b>41-50</b>	Strike lands upon foe's side. He responds by leaping back away from you. +15H	Your blade bites into foe's skin with a hiss. Foe roars out at you. You ready yourself for what comes next. +18H	Hack at foe's neck, landing on his shoulder. He moves before the strike bites deeper. +25H	Heavy blow with all of your weight behind it hits foe in his side. +30H	Your weapon drives deep into foe's abdomen. Blood pours out of foe. He looks like a statue in a fountain. +12H - ☹ - 5♦
<b>51-65</b>	Blow crashes into foe's leg. The damage is obvious by the look on his face. +20H	Blow to foe's back. It concerns him greatly. Good luck. +5H - ✱	Grip foe's hide for leverage, before you strike. Blow lands solid, but he throws you clear. +30H	Strike lands lightly against foe's shoulder. You have the initiative for 3 rounds. Foe's blood gets all over you. +10H - ✕ - 2♦	Cave in the side of foe's head. Foe is down and dies in 2 rounds. Your foot is pinned under him for a round. —
<b>66</b>	Well placed strike to foe's neck severs the jugular vein. Foe falls and dies in 6 rounds. —	Vicious strike to abdominal region destroys a variety of organs. Foe falls over with a crash. He dies in 3 rounds. +30H	Strike to foe's heart. He dies instantly. You hit him one more time to make sure he is dead. Very clean kill. —	Drive home your attack right between your foe's eyes. He dies instantly. You have half the round left. +20H	Chest wound knocks foe down. +10H - 2✱☹
<b>67-70</b>	Foe's leg catches your falling strike at the right moment. The leg is bruised badly. +25H	Blow to thigh leaves a bad bruise. Foe almost falls over on you. You leap clear. +30H	Strike to foe's thigh. Despite his size, it sends him back. Your Mithril bites deep and leaves a painful wound. +15H - 2✱ - (-20) - (+10)	Foe loses his footing with your solid strike. He takes time to gain his balance. You are in good position. +20H - 2✱☹ - (+10)	Plunge weapon into foe's heart. Your weapon seems to know the way. The wound is instantly mortal. He dies. +20H - (+10)
<b>71-80</b>	Arm strike gives foe a bruise. +30H	Minor forearm wound. The beast's guard is down for an instant. Press your attack. +13H - 3✱☹	Tear him up! Your strike lands along foe's arm. The wound is bleeding everywhere. It's all over you, as well. +20H - 2✱☹ - 3♦	Tear open foe's leg with a brutal side swing. Foe is unbalanced and bleeding. His guard goes down. +9H - ✱☹ - 3♦ - (-10)	Strike comes up under foe's arm. Blow breaks bones in upper arm. Arm is useless. Foe stumbles back. +15H - 3✱
<b>81-90</b>	Strong blast to foe's stomach staggers foe. His guard drops for a moment. You have a chance. +20H - 2✱☹ - (+10)	Hard blow to foe's back. If foe has wings they are damaged. If not, foe has broken ribs. +22H - 3✱ - ☹	Reverse your strike to catch foe in his lower leg. He stumbles back out of reach. +15H - 2✱ - 2♦ - (-20)	With a mighty cross swing you strike foe's head. If he has a helm (or hard head) you knock him out. If he has no helm, you behead him and he dies. +30H	You see the opportunity you have needed. A legendary strike to foe's chest destroys heart and other vital organs. He drops and dies instantly. +25H - (+15)
<b>91-95</b>	Strong blow to foe's leg yields a gaping wound. If foe has blood, you see a lot of it. +18H - 3✱ - 5♦ - (-10)	You strike at foe's face. It hits and causes him some difficulty. +5H - 3♦ - (-25) - (+20)	Weapon impacts upon foe's head with unmatched force. Foe comes over and is knocked out. +30H - (+10)	Your victory strike. Your weapon crashes into foe's chest and downs him for 2 rounds. He dies in 6 rounds. —	Blow to foe's leg slashes an artery open. Foe falls gripping his leg. He is inactive for 12 sad rounds and then dies. —
<b>96-98</b>	Plunge your weapon into foe's heart. Foe dies instantly, and falls on you. You are pinned for 6 rounds and +20H! —	Your weapon plunges into foe's chest. He drops and dies in 3 rounds. Your weapon is stuck in him for 12 rounds. +25H	Strike foe in his head and destroy his brain. If that's not power, what is? You have half the round left to act. —	Strike foe in his ear. He dies next round. You are very confident in your combat skills. +15H - (+25)	True to its name, your weapon slays foe by crushing his skull. Parts of bone fly in all directions. Not a pretty sight. Foe drops instantly to the ground. —
<b>99-100</b>	Strike through foe's lungs. Foe falls down and dies after 6 rounds. Allies get a bonus! +24H - (+20)	Hard but flat strike. Your weapon takes much of the impact. In addition to his wound, your weapon is broken. +35H - ✱☹	You find a weak point and hammer foe's neck. Your weapon sticks in foe for 2 rounds, while he struggles to breathe. He dies in 6 rounds. +20H - 6✱☹	Your precision surgery blinds foe. He quickly loses his direction and is in trouble. +5H - 2✱☹ - (-100)	Strike foe in his face. His cheek bones collapse. His neck is a bloody pulp. He dies a round later. Your weapon is lodged in foe. —
<b>101-150</b>	Awesome strike to shoulder sends foe stumbling. He has trouble getting his balance back. +50H - 3✱☹ - (-35)	Strike foe in the side of his head. Foe stumbles back a few feet before he falls to the ground. He is out for 3 hours. +20H - (+10)	Catch foe in chin with all your weight behind the weapon. Head snaps back and chin shatters. Foe is knocked out for 30 days. +60H	You miss foe's weapon arm, but the strike lands on foe's knee. The results are acceptable. +3H - 2✱ - 2♦ - (-30)	Sever a vein in foe's forelimb. He falls to his knees. Blood is everywhere. He dies in 6 rounds. +20H - 6✱☹ - 12♦
<b>151-175</b>	Strike drives bone into kidneys and liver. Foe drops and dies in 6 rounds. What a pity. —	Strike shatters foe's jaw and sends it up into his brain. Foe is dead before he hits the ground. Half round left to act. —	Strike foe in the abdomen. The wound is mortal. A variety of important organs are destroyed on impact. Foe drops and dies after 6 rounds. —	Smooth strike to foe's cheek. Just as he was about to deal you a deadly blow, you crush the side of his head. He dies. You have half the round left. —	You almost sever foe's head, with a mighty blow to his neck. Foe is inactive and dies in 5 rounds. (+20)
<b>176 - 200</b>	Strike to bowels destroys foe's abdominal areas. Foe's blood is all over you. Foe dies in 12 rounds. +35H - (+15)	Shot along side foe's head penetrates his ear and he dies in 3 rounds. You are mighty in battle. +10H - (+20)	Death comes swiftly! Your strike severs an artery in foe's leg. Foe fights for 2 rounds, then drops and dies in 6 rounds. +5H - 2(-20)	Strike penetrates to foe's spine. Spine is broken and foe is paralyzed from the waist down. You will not have trouble killing him. +20H	Strike to abdomen damages a variety of organs. Internal bleeding will kill foe in 4 rounds. You have half the round to act. (+20)
<b>201-250</b>	Blow to foe's forearm severs a vein. Foe dies in 7 rounds from shock and blood loss. He is still standing. +15H - 6✱ - (-30)	Strike to foe's back. Hit severs spine. Foe is paralyzed from the neck down. Sadly, your weapon is broken. +15H	Heart strike. Your foe dies in true epic form. He tumbles backwards and lands with a thunderous sound. Your strike knocks you to your knees. Foe is dead. +20H - 2(+15)	Your weapon swings out and hammers foe's evil heart. He expires and your sword sings a joyful note. All who see your mighty deed are inspired by it. +25H - 3(+20)	Snap foe's head and break his neck. Foe drops and dies. You may direct another attack at anything you can reach. —
<b>251+</b>	You grapple your foe and deal him a mighty blow. You are knocked out. Foe is also impaired. +35H - 3✱☹	Strike through foe's eye proves fatal. He dies immediately. You avoid his fall. +20H - (+25)	You blind foe with a vicious crossing strike to the eyes. He grips his face and falls to his knees. +10H - 6✱ - (-100)	Strike to foe's ribs punctures a lung. Foe is knocked out. Your weapon is stuck in foe for 6 rounds. Good luck. —	Drive foe's eyes back into his skull, with a cross strike. Foe is blind and prone. Foe is in pain. He does not even try to get up. +6H - 24✱☹

**Key:** βπ=must parry β rounds; β[]=no parry for β rounds; βΣ=stunned for β rounds; βf=bleed β hits per round; (-β)=foe has -β penalty; (+β)=attacker gets +β next round.