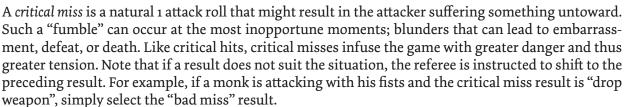


XATHOQQUA'S WOE

Critical Misses (Optional) for HyperboreATM



	Combatant Type		
d12 Roll	Fighter	Cleric, Thief, Monster	Magician
1	bad miss	bad miss	bad miss
2	bad miss	bad miss	bad miss
3	bad miss	bad miss	drop weapon
4	bad miss	bad miss	drop weapon
5	bad miss	drop weapon	stumble
6	bad miss	drop weapon	stumble
7	drop weapon	stumble	trip/fall
8	drop weapon	stumble	trip/fall
9	stumble	trip/fall	hit ally
10	trip/fall	trip/fall	hit ally
11	hit ally	hit ally	hit self
12	hit self	hit self	hit self





Bad Miss: An embarrassing attack attempt, worthy of ridicule; attack routine may continue.

Drop Weapon: Weapon pitches 1d6+4 feet in random direction (d6, 1-3 = forward, 4 = left, 5 = right, 6 = backward). A wall or other obstacle may limit the distance a weapon propels.

Stumble: Awkward stumble. One adjacent enemy (if applicable) gets one free attack. No further attacks possible for the rest of the round, if applicable.

Trip/Fall: Prone (-4 AC, no shield bonus, no DX bonus) for remainder of round and until next available action (i.e., status of being prone in the next round is initiative dependent).

Hit Ally: Complete blunder results in closest (melee) or closest to intended target (missile) ally being struck for normal damage. No further attacks possible for the rest of the round, if applicable.

- ♦ If combatant type is **fighter**, 1-in-8 chance to inflict critical damage to ally.
- If combatant type is **cleric**, **thief**, **monster**, 2-in-8 chance to inflict critical damage to ally.
- If combatant type is **magician**, 3-in-8 chance to inflict critical damage to ally.

Hit Self: Complete attack mishap results in normal damage inflicted to self. No further attacks possible for the rest of the round, if applicable.

- If combatant type is **fighter**, 1-in-8 chance to inflict critical damage to self.
- If combatant type is **cleric**, **thief**, **monster**, 2-in-8 chance to inflict critical damage to self.
- If combatant type is **magician**, 3-in-8 chance to inflict critical damage to self.

NB (1): Refer to TABLE 98 of AS&SH Vol. III for all critical damage results.

NB (2): Some intelligent, weapon-wielding monsters (**lizard-men**, **orcs**, **snake-men**, etc.) may use the fighter column or the magician column, per referee discretion.

