

XATHOQUA'S WOE

Critical Misses (Optional) for HYPERBOREA™

A *critical miss* is a natural 1 attack roll that might result in the attacker suffering something untoward. Such a “fumble” can occur at the most inopportune moments; blunders that can lead to embarrassment, defeat, or death. Like critical hits, critical misses infuse the game with greater danger and thus greater tension. Note that if a result does not suit the situation, the referee is instructed to shift to the preceding result. For example, if a monk is attacking with his fists and the critical miss result is “drop weapon”, simply select the “bad miss” result.

d12 Roll	Combatant Type		
	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 ASE&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.

