

# GAME MASTER'S TOOLBOX



CRITICAL HITS FOR PLAYERS

# INSTRUCTIONS

When a member of the party rolls a natural 20 on an attack roll against an enemy, 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. 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 be surprised if the GM has to add a few extra monsters to compensate...

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 cards, 'you' refers to the player character who scored the hit.

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TABLE 1

Damage Type	Effect
Slashing	<b>Brow slash.</b> Double damage, and the target is blinded until the end of its next turn.
Piercing	<b>Pierced ear.</b> Maximum damage.
Bludgeoning	<b>Bashed nose.</b> Double damage.
Magical	<b>Magical barrage.</b> Maximum damage, and an additional target within range is affected at half potency, or the spell's area of effect is increased by 5 ft.

TABLE 2

Damage Type	Effect
Slashing	<b>Terrifying slash.</b> Maximum damage, and the target must make a DC 12 Wisdom saving throw. On a failed save, the target is frightened of you until the end of its next turn.
Piercing	<b>With a sharp stick.</b> Double damage, and the target must make a DC 12 Dexterity saving throw. On a failed save, the target loses an eye (GM decides which one).
Bludgeoning	<b>Bonk on the noggin.</b> Maximum damage.
Magical	<b>Spell storm.</b> Double damage.

TABLE 3

Damage Type	Effect
Slashing	<b>Slice to the cheek.</b> Double damage.
Piercing	<b>Right in the kisser.</b> Maximum damage, and the target cannot speak for 1d4 rounds.
Bludgeoning	<b>Nighty night!</b> Double damage, and the target must make a DC 12 Constitution saving throw. On a failed save, the target is knocked unconscious.
Magical	<b>Impact.</b> Maximum damage.

TABLE 4

Damage Type	Effect
Slashing	<b>Bloodied nose.</b> Maximum damage.
Piercing	<b>Neck wound.</b> Double damage.
Bludgeoning	<b>Stunning blow.</b> Maximum damage, and the target must make a DC 12 Constitution saving throw. On a failed save, the target is stunned.
Magical	<b>Spell drain.</b> Double damage, and the target must make a DC 12 saving throw using its spellcasting ability. On a failed save, the target is unable to cast spells on its next turn.

TABLE 5

Damage Type	Effect
Slashing	<b>Vexing cut.</b> Double damage, and the target must make a DC 12 Constitution saving throw. On a failed save, the target cannot take reactions until the end of your next turn.
Piercing	<b>Between the shoulders.</b> Maximum damage.
Bludgeoning	<b>Gut punch.</b> Double damage.
Magical	<b>Guiding attack.</b> Maximum damage, and the target has disadvantage on saving throws against your spells for 1d4 rounds.

TABLE 6

Damage Type	Effect
Slashing	<b>Follow-up.</b> Maximum damage, and you may make another attack against the same target.
Piercing	<b>Press the advantage.</b> Double damage and, if this was a melee attack, you can make a DC 16 Strength (Athletics) check to increase this to triple damage.
Bludgeoning	<b>Winded.</b> Maximum damage.
Magical	<b>Bombardment.</b> Double damage.

TABLE 7

Damage Type	Effect
Slashing	<b>Nave to chops.</b> Double damage.
Piercing	<b>Follow-up.</b> Maximum damage, and you may make another attack with disadvantage against the same target.
Bludgeoning	<b>Soften 'em up.</b> Double damage, and the target must make a DC 12 Constitution saving throw. On a failed save, the target has disadvantage on saving throws until the end of their next turn.
Magical	<b>Precise magic.</b> Maximum damage.

TABLE 8

Damage Type	Effect
Slashing	<b>Slash to the ribs.</b> Maximum damage.
Piercing	<b>Poke in the belly.</b> Double damage.
Bludgeoning	<b>Get back!</b> Maximum damage, and the target must make a DC 12 Constitution saving throw. On a failed save, the target is pushed back 5 ft.
Magical	<b>Terrifying display.</b> Double damage, and all enemies that can see you must make a DC 12 Wisdom saving throw. On a failed save, they are frightened of you until the end of your next turn.

TABLE 9

Damage Type	Effect
Slashing	<b>Sliced tendon.</b> Double damage, and the target's speed is reduced by 1/2 until the end of the target's next turn.
Piercing	<b>In the knee.</b> Maximum damage.
Bludgeoning	<b>Low blow.</b> Double damage.
Magical	<b>Surge of power.</b> Maximum damage, and you can immediately cast the same spell against the same target, expending a spell slot as normal.

TABLE 10

Damage Type	Effect
Slashing	<b>Sweep the legs.</b> Maximum damage, and the target must make a DC 12 Dexterity saving throw. On a failed save, the target is knocked prone.
Piercing	<b>Pinned.</b> Double damage, and the target is pinned to the ground and becomes restrained.
Bludgeoning	<b>Shin bash.</b> Maximum damage.
Magical	<b>Blast of power.</b> Double damage.

TABLE 11

Damage Type	Effect
Slashing	<b>Calf slash.</b> Double damage.
Piercing	<b>Target practice.</b> Maximum damage, and any enemy of the target within range may make an attack of opportunity with disadvantage against it.
Bludgeoning	<b>...And stay down.</b> Double damage, and the target must make a DC 12 Constitution saving throw. On a failed save, the target is knocked prone.
Magical	<b>Targeted spell.</b> Maximum damage.

TABLE 12

Damage Type	Effect
Slashing	<b>Low slash.</b> Maximum damage.
Piercing	<b>Pierced thigh.</b> Double damage.
Bludgeoning	<b>Something slipped.</b> Maximum damage, and the target's AC is reduced by 1d4 until the end of its next turn.
Magical	<b>Big boom.</b> Double damage. If this attack deals force or thunder damage: the target is pushed back 1d4 × 5 ft. if it is Large or smaller, taking 1d6 bludgeoning damage for every 5 ft. traveled.

TABLE 13

Damage Type	Effect
Slashing	<b>Slow recovery.</b> Double damage, and the target must make a DC 12 Constitution saving throw. On a failed save, the target can make one less attack on their next turn.
Piercing	<b>Shoulder jab.</b> Maximum damage.
Bludgeoning	<b>Rap on the knuckles.</b> Double damage.
Magical	<b>Resistance is futile.</b> Maximum damage and, if the target is resistant to this damage type, it loses that resistance for 1 minute.

TABLE 14

Damage Type	Effect
Slashing	<b>You get what you pay for.</b> Maximum damage, and you and the target must make a contested Strength check. If the target loses, their weapon is partially broken and deals 1/2 damage until it is repaired.
Piercing	<b>Distracting jab.</b> Double damage, and the target must make a DC 12 Constitution saving throw. On a failed save, the target has disadvantage on their next attack.
Bludgeoning	<b>Battered shoulder.</b> Maximum damage.
Magical	<b>Eruption.</b> Double damage.

TABLE 15

Damage Type	Effect
Slashing	<b>Forearm blow.</b> Double damage.
Piercing	<b>Find an opening.</b> Maximum damage, and you have advantage on your next attack against the target.
Bludgeoning	<b>Drop it!</b> Double damage, and the target must make a DC 12 Strength or Dexterity saving throw. On a failed save, the target drops what they are holding (GM decides which hand, or determines randomly).
Magical	<b>Onslaught.</b> Maximum damage.

TABLE 16

Damage Type	Effect
Slashing	<b>Slashed shoulder.</b> Maximum damage.
Piercing	<b>Pierced hand.</b> Double damage.
Bludgeoning	<b>Bruised joints.</b> Maximum damage, and the target must make a DC 12 Constitution saving throw. On a failed save, the target has disadvantage on its next melee attack.
Magical	<b>Didn't want it anyway...</b> Double damage, and a non-magical item the target is holding or wearing is also affected by the damage type of the spell.

TABLE 17

Damage Type	Effect
Slashing	<b>Brow slash.</b> Triple damage, and the target is blinded for 1d4 + 1 rounds.
Piercing	<b>Pierced ear.</b> Maximum damage, and roll the damage dice again.
Bludgeoning	<b>Bashed nose.</b> Triple damage.
Magical	<b>Magical barrage.</b> Maximum damage, and 2 additional targets within range are affected at half potency, or the spell's area of effect is increased by 10 ft.

TABLE 18

Damage Type	Effect
Slashing	<b>Terrifying slash.</b> Maximum damage, and the target must make a DC 14 Wisdom saving throw. On a failed save, the target is frightened of you for 2d4 rounds.
Piercing	<b>With a sharp stick.</b> Triple damage, and the target must make a DC 14 Dexterity saving throw. On a failed save, the target loses an eye (GM decides which one).
Bludgeoning	<b>Bonk on the noggin.</b> Maximum damage, and roll the damage dice again.
Magical	<b>Spell storm.</b> Triple damage.

TABLE 19

Damage Type	Effect
Slashing	<b>Slice to the cheek.</b> Triple damage.
Piercing	<b>Right in the kisser.</b> Maximum damage, and the target cannot speak for 2d4 rounds.
Bludgeoning	<b>Nighty night!</b> Triple damage, and the target must make a DC 14 Constitution saving throw. On a failed save, the target is knocked unconscious.
Magical	<b>Impact.</b> Maximum damage, and roll the damage dice again.

TABLE 20

Damage Type	Effect
Slashing	<b>Bloodied nose.</b> Maximum damage, and roll the damage dice again.
Piercing	<b>Neck wound.</b> Triple damage.
Bludgeoning	<b>Stunning blow.</b> Maximum damage, and the target must make a DC 14 Constitution saving throw. On a failed save, the target is stunned.
Magical	<b>Spell drain.</b> Triple damage, and the target must make a DC 14 saving throw using its spellcasting ability. On a failed save, the target is unable to cast spells for 1d4 + 1 rounds.

TABLE 21

Damage Type	Effect
Slashing	<b>Vexing cut.</b> Triple damage, and the target must make a DC 14 Constitution saving throw. On a failed save, the target cannot take reactions for 2d4 rounds.
Piercing	<b>Between the shoulders.</b> Maximum damage, and roll the damage dice again.
Bludgeoning	<b>Gut punch.</b> Triple damage.
Magical	<b>Guiding attack.</b> Maximum damage, and the target has disadvantage on saving throws against your spells for 2d4 rounds.

TABLE 22

Damage Type	Effect
Slashing	<b>Follow-up.</b> Maximum damage, and you may make another attack with advantage against the same target.
Piercing	<b>Press the advantage.</b> Triple damage and, if this was a melee attack, you can make a DC 14 Strength (Athletics) check to increase this to quadruple damage.
Bludgeoning	<b>Winded.</b> Maximum damage, and roll the damage dice again.
Magical	<b>Bombardment.</b> Triple damage.

TABLE 23

Damage Type	Effect
Slashing	<b>Nave to chops.</b> Triple damage.
Piercing	<b>Follow-up.</b> Maximum damage, and you may make another attack against the same target.
Bludgeoning	<b>Soften 'em up.</b> Triple damage, and the target must make a DC 14 Constitution saving throw. On a failed save, the target has disadvantage on saving throws for 1d4 + 1 rounds.
Magical	<b>Precise magic.</b> Maximum damage, and roll the damage dice again.

TABLE 24

Damage Type	Effect
Slashing	<b>Slash to the ribs.</b> Maximum damage, and roll the damage dice again.
Piercing	<b>Poke in the belly.</b> Triple damage.
Bludgeoning	<b>Get back!</b> Maximum damage, and the target must make a DC 14 Constitution saving throw. On a failed save, the target is pushed back 10 ft.
Magical	<b>Terrifying display.</b> Triple damage, and all enemies that can see you must make a DC 14 Wisdom saving throw. On a failed save, they are frightened of you for 1d4 + 1 rounds.

TABLE 25

Damage Type	Effect
Slashing	<b>Sliced tendon.</b> Triple damage, and the target's speed is reduced to 5 ft. until the end of the target's next turn.
Piercing	<b>In the knee.</b> Maximum damage, and roll the damage dice again.
Bludgeoning	<b>Low blow.</b> Triple damage.
Magical	<b>Surge of power.</b> Maximum damage, and you can immediately cast the same spell against any target within range, expending a spell slot as normal.

TABLE 26

Damage Type	Effect
Slashing	<b>Sweep the legs.</b> Maximum damage, and the target must make a DC 14 Dexterity saving throw. On a failed save, the target is knocked prone.
Piercing	<b>Pinned.</b> Triple damage, and the target is pinned to the ground and becomes restrained.
Bludgeoning	<b>Shin bash.</b> Maximum damage, and roll the damage dice again.
Magical	<b>Blast of power.</b> Triple damage.

TABLE 27

Damage Type	Effect
Slashing	<b>Calf slash.</b> Triple damage.
Piercing	<b>Target practice.</b> Maximum damage, and any enemy of the target within range may make an attack of opportunity against it.
Bludgeoning	<b>...And stay down.</b> Triple damage, and the target must make a DC 14 Constitution saving throw. On a failed save, the target is knocked prone.
Magical	<b>Targeted spell.</b> Maximum damage, and roll the damage dice again.

TABLE 28

Damage Type	Effect
Slashing	<b>Low slash.</b> Maximum damage, and roll the damage dice again.
Piercing	<b>Pierced thigh.</b> Triple damage.
Bludgeoning	<b>Something slipped.</b> Maximum damage, and the target's AC is reduced by 2d4 until the end of its next turn.
Magical	<b>Big boom.</b> Triple damage. If this attack deals force or thunder damage: the target is pushed back 2d4 × 5 ft. if it is Large or smaller, taking 1d6 bludgeoning damage for every 5 ft. traveled.

TABLE 29

Damage Type	Effect
Slashing	<b>Slow recovery.</b> Triple damage, and the target must make a DC 14 Constitution saving throw. On a failed save, the target can make two fewer attacks on their next turn.
Piercing	<b>Shoulder jab.</b> Maximum damage, and roll the damage dice again.
Bludgeoning	<b>Rap on the knuckles.</b> Triple damage.
Magical	<b>Resistance is futile.</b> Maximum damage and, if the target is resistant to this damage type, it loses that resistance for 1 minute. If the target isn't resistant, it becomes vulnerable to this damage type for 1 minute.

TABLE 30

Damage Type	Effect
Slashing	<b>You get what you pay for.</b> Maximum damage, and you and the target must make a contested Strength check. If the target loses, their weapon is partially broken and deals 1/4 damage until it is repaired.
Piercing	<b>Distracting jab.</b> Triple damage, and the target must make a DC 14 Constitution saving throw. On a failed save, the target has disadvantage on attacks for 1d4 + 1 rounds.
Bludgeoning	<b>Drop it!</b> Triple damage, and the target must make a DC 14 Strength or Dexterity saving throw. On a failed save, the target drops what they are holding (GM decides which hand, or determines randomly).
Magical	<b>Eruption.</b> Triple damage.

TABLE 31

Damage Type	Effect
Slashing	<b>Slashed shoulder.</b> Maximum damage, and roll the damage dice again.
Piercing	<b>Find an opening.</b> Maximum damage, and you have advantage on attacks against the target for 1d4 + 1 rounds.
Bludgeoning	<b>Bruised joints.</b> Maximum damage, and the target must make a DC 14 Constitution saving throw. On a failed save, the target has disadvantage on attacks for 1d4 + 1 rounds.
Magical	<b>Didn't want it anyway...</b> Triple damage, and two non-magical items the target is holding or wearing are also affected by the damage type of the spell.

TABLE 32

Damage Type	Effect
Slashing	<b>Brow slash.</b> Quadruple damage, and the target is blinded for 3d4 + 2 rounds.
Piercing	<b>Pierced ear.</b> Maximum double damage.
Bludgeoning	<b>Bashed nose.</b> Quadruple damage.
Magical	<b>Magical barrage.</b> Maximum damage, and 3 additional targets within range are affected at half potency, or the spell's area of effect is increased by 15 ft.

TABLE 33

Damage Type	Effect
Slashing	<b>Terrifying slash.</b> Maximum damage, and the target must make a DC 16 Wisdom saving throw. On a failed save, the target is frightened of you for 3d4 rounds.
Piercing	<b>With a sharp stick.</b> Quadruple damage, and the target must make a DC 16 Dexterity saving throw. On a failed save, the target loses an eye (GM decides which one).
Bludgeoning	<b>Bonk on the noggin.</b> Maximum double damage.
Magical	<b>Spell storm.</b> Quadruple damage.

TABLE 34

Damage Type	Effect
Slashing	<b>Slice to the cheek.</b> Quadruple damage.
Piercing	<b>Right in the kisser.</b> Maximum damage, and the target cannot speak for 3d4 rounds.
Bludgeoning	<b>Nighty night!</b> Quadruple damage, and the target must make a DC 16 Constitution saving throw. On a failed save, the target is knocked unconscious.
Magical	<b>Impact.</b> Maximum double damage.

TABLE 35

Damage Type	Effect
Slashing	<b>Bloodied nose.</b> Maximum double damage.
Piercing	<b>Neck wound.</b> Quadruple damage.
Bludgeoning	<b>Stunning blow.</b> Maximum damage, and the target must make a DC 16 Constitution saving throw. On a failed save, the target is stunned.
Magical	<b>Spell drain.</b> Quadruple damage, and the target must make a DC 16 saving throw using its spellcasting ability. On a failed save, the target is unable to cast spells for 3d4 rounds.

TABLE 36

Damage Type	Effect
Slashing	<b>Vexing cut.</b> Quadruple damage, and the target must make a DC 16 Constitution saving throw. On a failed save, the target cannot take reactions for 3d4 rounds.
Piercing	<b>Between the shoulders.</b> Maximum double damage.
Bludgeoning	<b>Gut punch.</b> Quadruple damage.
Magical	<b>Guiding attack.</b> Maximum damage, and the target has disadvantage on saving throws against your spells for 3d4 rounds.

TABLE 37

Damage Type	Effect
Slashing	<b>Follow-up.</b> Maximum damage, and you may make another attack.
Piercing	<b>Press the advantage.</b> Quadruple damage and, if this was a melee attack, you can make a DC 16 Strength (Athletics) check to increase this to quintuple damage.
Bludgeoning	<b>Winded.</b> Maximum double damage.
Magical	<b>Bombardment.</b> Quadruple damage.

TABLE 38

Damage Type	Effect
Slashing	<b>Nave to chops.</b> Quadruple damage.
Piercing	<b>Follow-up.</b> Maximum damage, and you may make another attack with advantage against the same target.
Bludgeoning	<b>Soften 'em up.</b> Quadruple damage, and the target must make a DC 16 Constitution saving throw. On a failed save, the target has disadvantage on saving throws for 2d4 + 2 rounds.
Magical	<b>Precise magic.</b> Maximum double damage.

TABLE 39

Damage Type	Effect
Slashing	<b>Slash to the ribs.</b> Maximum double damage.
Piercing	<b>Poke in the belly.</b> Quadruple damage.
Bludgeoning	<b>Get back!</b> Maximum damage, and the target must make a DC 16 Constitution saving throw. On a failed save, the target is pushed back 15 ft.
Magical	<b>Terrifying display.</b> Quadruple damage, and all enemies that can see you must make a DC 16 Wisdom saving throw. On a failed save, they are frightened of you for 2d4 + 2 rounds.

TABLE 40

Damage Type	Effect
Slashing	<b>Sliced tendon.</b> Quadruple damage, and the target's speed is reduced to 0 ft. until the end of the target's next turn.
Piercing	<b>In the knee.</b> Maximum double damage.
Bludgeoning	<b>Low blow.</b> Quadruple damage.
Magical	<b>Surge of power.</b> Maximum damage, and you can immediately cast the same spell against any target within range. This second attack does not expend a spell slot.

TABLE 41

Damage Type	Effect
Slashing	<b>Sweep the legs.</b> Maximum damage, and the target must make a DC 16 Dexterity saving throw. On a failed save, the target is knocked prone.
Piercing	<b>Pinned.</b> Quadruple damage, and the target is pinned to the ground and becomes restrained.
Bludgeoning	<b>Shin bash.</b> Maximum double damage.
Magical	<b>Blast of power.</b> Quadruple damage.

TABLE 42

Damage Type	Effect
Slashing	<b>Calf slash.</b> Quadruple damage.
Piercing	<b>Target practice.</b> Maximum damage, and any enemy of the target within range may make an attack of opportunity with advantage against it.
Bludgeoning	<b>...And stay down.</b> Quadruple damage, and the target must make a DC 16 Constitution saving throw. On a failed save, the target is knocked prone.
Magical	<b>Targeted spell.</b> Maximum double damage.

TABLE 43

Damage Type	Effect
Slashing	<b>Low slash.</b> Maximum double damage.
Piercing	<b>Pierced thigh.</b> Quadruple damage.
Bludgeoning	<b>Something slipped.</b> Maximum damage, and the target's AC is reduced by 3d4 until the end of its next turn.
Magical	<b>Big boom.</b> Quadruple damage. If this attack deals force or thunder damage: the target is pushed back 3d4 × 5 ft. if it is Large or smaller, taking 1d6 bludgeoning damage for every 5 ft. traveled.

TABLE 44

Damage Type	Effect
Slashing	<b>Slow recovery.</b> Quadruple damage, and the target must make a DC 16 Constitution saving throw. On a failed save, the target can make three fewer attacks on their next turn.
Piercing	<b>Shoulder jab.</b> Maximum double damage.
Bludgeoning	<b>Rap on the knuckles.</b> Quadruple damage.
Magical	<b>Resistance is futile.</b> Maximum damage, and the target becomes vulnerable to this damage type for 1 minute.



TABLE 45

Damage Type	Effect
Slashing	<b>You get what you pay for.</b> Maximum damage, and you and the target must make a contested Strength check. If the target loses, their weapon is broken.
Piercing	<b>Distracting jab.</b> Quadruple damage, and the target must make a DC 16 Constitution saving throw. On a failed save, the target has disadvantage on attacks for 2d4 + 2 rounds.
Bludgeoning	<b>Bruised joints.</b> Maximum damage, and the target must make a DC 16 Constitution saving throw. On a failed save, the target has disadvantage on attacks for 2d4 + 2 rounds.
Magical	<b>Eruption.</b> Quadruple damage.

TABLE 46

Damage Type	Effect
Slashing	<b>Forearm blow.</b> Quadruple damage.
Piercing	<b>Find an opening.</b> Maximum damage, and you have advantage on attacks against the target for 2d4 + 2 rounds.
Bludgeoning	<b>Drop it!</b> Quadruple damage, and the target must make a DC 16 Strength or Dexterity saving throw. On a failed save, the target drops what they are holding (GM decides which hand, or determines randomly).
Magical	<b>Didn't want it anyway...</b> Quadruple damage, and three items the target is holding or wearing are also affected by the damage type of the spell.

TABLE 47

Damage Type	Effect
Slashing	<b>Don't lose your head!</b> Quadruple damage and, if the damage the target takes is equal to or greater than 1/2 of their maximum hit points, they are decapitated.
Piercing	<b>Pressure point.</b> Quadruple damage, and the target must make a DC 18 Constitution saving throw. On a failed save, the target is paralyzed.
Bludgeoning	<b>Nighty night!</b> Quadruple damage and, if the damage the target takes is equal to or greater than 1/4 of its maximum hit points, it is knocked unconscious.
Magical	<b>Rejuvenation.</b> Quadruple damage, and you regain a spell slot. Roll a d6 to determine the level of the spell slot.

TABLE 48

Damage Type	Effect
Slashing	<b>Gutted.</b> Quadruple damage and, if the damage the target takes is equal to or greater than 1/2 of their maximum hit points, they are disemboweled.
Piercing	<b>Shot through the heart.</b> Quadruple damage, and the target loses 1/4 of their maximum hit points at the beginning of their turn for 3 rounds.
Bludgeoning	<b>Tenderizer.</b> Quadruple damage, and the target becomes vulnerable to bludgeoning damage for 1 minute.
Magical	<b>Detonation.</b> Quadruple damage, and all creatures within 15 ft. of the target are also affected.

TABLE 49

Damage Type	Effect
Slashing	<b>I never touched a drop!</b> Quadruple damage and, if the damage the target takes is equal to or greater than 1/4 of their maximum hit points, they lose a leg.
Piercing	<b>Chink in the armor.</b> Quadruple damage, and the target becomes vulnerable to piercing damage for 1 minute.
Bludgeoning	<b>Shattered knee.</b> Quadruple damage, and the target's speed is reduced by 1/2. Additionally, for every 5 ft. the target moves, it takes 1d6 damage.
Magical	<b>Blink and you'll miss it.</b> Quadruple damage, and the target must make a DC 18 Wisdom saving throw. On a failed save, the target is unable to see you for 1 minute.

TABLE 50

Damage Type	Effect
Slashing	<b>Disarmed.</b> Quadruple damage and, if the damage the target takes is equal to or greater than 1/2 of their maximum hit points, they lose an arm/hand.
Piercing	<b>Distracting jab.</b> Quadruple damage, and the target has disadvantage on attacks until the end of the encounter.
Bludgeoning	<b>Crushed hand.</b> Quadruple damage, and the target loses use of one of its arms or hands.
Magical	<b>Terrifying display.</b> Quadruple damage, and all enemies that can see you must make a DC 18 Wisdom saving throw. On a failed save, they are frightened of you. An enemy can repeat this saving throw at the end of its turn to stop being frightened.

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