

SECOND EDITION

PATHFINDER



CRITICAL HIT DECK

54 CRITICAL HIT CARDS
for the Pathfinder Roleplaying Game

THE RULES

A group can use a *Critical Hit Deck* in their game to make combat more surprising and dangerous. Whenever a PC scores a critical hit due to a natural 20 on the die roll, that player can draw one card from this deck and apply the effect appropriate to that attack's type (bludgeoning, piercing, or slashing in the case of a weapon or unarmed attack, or bomb or spell for either a bomb or spell attack roll). Since these effects can be deadly against player characters, the GM draws for a monster, NPC, or hazard only if the creature or hazard's level is equal to or greater than the target's level.

DEADLY VARIANT

For a deadlier and more chaotic game, the GM can allow a player to draw on any critical hit, not just one due to a natural 20, and draw for any critical hits scored by an enemy regardless of that enemy's level.

SPECIAL RULES

- A critical hit still deals double damage to the target unless the card's entry says it deals normal damage or triple damage, or if the entry's effect doesn't apply to the attack used.
- Any effect listed as a Crit Effect replaces your attack's critical specialization effect (*Pathfinder Core Rulebook* 283), if it had one. You can disregard the card effect and use your attack's existing critical specialization effect if you prefer.
- Any card effect using a critical specialization effect follows the rules for that effect unless stated otherwise.
- Effects that scale by level use the attacker's level. The save DC for an effect inflicted by a PC is their class DC. For other creatures and hazards, use a hard DC for the creature or hazard's level.
- An effect that lasts until healed ends once the target has Hit Points restored with Treat Wounds or is restored to full Hit Points and rests for 10 minutes.

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 **CRUNCH**

Crit Effect: The target is sickened 3.

Bludgeoning

 **FOREARM PIERCING**

Crit Effect: The target drops one weapon it's holding (chosen randomly by the GM).

Piercing

 **SURPRISE OPENING**


Crit Effect: You gain 1 action that you can use before the end of your turn to use an attack action against the target.

Slashing

 **ALLERGIC REACTION**

The target takes 1d8 poison damage.

Bomb or Spell

 **WHERE AM I?**

Normal damage. **Crit Effect:** The target is stunned 2.

Bludgeoning

 **SURPRISE OPENING**

Crit Effect: You gain 1 action that you can use before the end of your turn to use an attack action against the target.

Piercing

 **MISSING EAR**

Normal damage. The target takes a -2 circumstance penalty to Perception checks and Charisma-based checks except Intimidation until healed.

Slashing

 **MIND CLOUD**

The target is stupefied 2 until healed.

Bomb or Spell

 **SURPRISE OPENING**

Crit Effect: You gain 1 action that you can use before the end of your turn to use an attack action against the target.

Bludgeoning

 **TONGUE PIERCING**

The target must succeed at a DC 5 flat check to cast spells with the verbal component until healed.

Piercing

 **BROW TO CHIN**

Crit Effect: The target takes a -2 status penalty to Perception and ranged attack rolls until healed.

Slashing

 **OLFACTORY OVERLOAD**

The target loses its sense of smell and any scent ability or other olfactory senses until healed.

Bomb or Spell

 **CRACKED RIB**

The target is fatigued.

Bludgeoning

 **MOMENTUM**

You gain a +2 circumstance bonus to all attack rolls until the end of your next turn.

Piercing

 **GORY**

The target is sickened 1.

Slashing

 **STUNNED**


Normal damage. The target is stunned 2.

Bomb or Spell

 **FEEBLE PARRY**

Crit Effect: The target drops one weapon it's wielding, determined by the GM.

Bludgeoning

 **SHOULDER WOUND**

Crit Effect: Until healed, the target is clumsy 1 and enfeebled 2.

Piercing

 **HAMSTRING**

Normal damage. **Crit Effect:** The target is knocked prone. The target is also clumsy 2 until healed.

Slashing

 **CUT OFF FROM MAGIC**

Normal damage. The target can't cast spells or activate magic items for 1d4 rounds.

Bomb or Spell

 **CRACKED KNEE**


Crit Effect: Until healed, the target is clumsy 2 and takes a -5-foot status penalty to land Speed.

Bludgeoning

 **CALF JAB**

Crit Effect: Until healed, the target is clumsy 1 and takes a -10-foot status penalty to land Speed.

Piercing

 **UGLY WOUND**

The target takes a -2 circumstance penalty to checks with all Charisma-based skills except Intimidation.

Slashing

 **NOW YOU SEE ME...**

You become invisible until the end of your next turn or until you use a hostile action.

Bomb or Spell

 **BELL RINGER**

Crit Effect: The target is sickened 2, and it is stupefied 2 until it is no longer sickened.

Bludgeoning

 **SKEWERED**

Triple damage. **Crit Effect:** The target is slowed 1 for 1 round.

Piercing

 **MOMENTUM**

You gain a +2 circumstance bonus to all attack rolls until the end of your next turn.

Slashing

 **PETRIFIED**

The target is petrified for 10 minutes.

Bomb or Spell

 **SPLIT OPEN**

Crit Effect: The target takes 1d6 persistent bleed damage.

Bludgeoning

 **SEND 'EM REELING**

Crit Effect: The target is flat-footed until the end of its next turn.

Piercing

 **SHATTERED JAW**

Crit Effect: Until healed, the target is wounded 1 and can't speak, eat, drink, or make attacks with its jaws.

Slashing

 **PROTECTIVE CHARM**

You gain a +2 status bonus to AC and all saving throws until the end of your next turn.

Bomb or Spell

 **MOMENTUM**

You gain a +2 circumstance bonus to all attack rolls until the end of your next turn.

Bludgeoning

 **BLOWBACK**

The target is knocked prone.

Piercing

 **TANGLED**

Crit Effect: You can attempt to Grapple the target as a free action. This uses the same multiple attack penalty as your attack and doesn't count toward your multiple attack penalty.

Slashing

 **PRETTY COLORS**

The target is dazzled until the end of your next turn.

Bomb or Spell



I SEE STARS

Normal damage. **Crit Effect:** The target is dazed until healed.

Bludgeoning



PINHOLE

Crit Effect: The target takes 1 persistent bleed damage that can't be removed until the target is healed.

Piercing



DISEMBOWEL

Triple damage.

Slashing



CONDUIT

The target takes a -2 status penalty to AC and saves against your bombs or spells until the end of your next turn.

Bomb or Spell



BROKEN NOSE

The target takes 1d4 persistent bleed damage.

Bludgeoning



TWO IN A ROW

Crit Effect: Deal normal damage to an additional target adjacent to the original target.

Piercing



WEAPON STRIKE

Crit Effect: Deal normal damage to one of the target's weapons (applying Hardness normally).

Slashing



NERVE DAMAGE

Normal damage. The target is slowed 1 until healed.

Bomb or Spell



CRUSHED TOE

Normal damage. The target is clumsy 2 and takes a -10-foot status penalty to land Speed. Both effects last until healed.

Bludgeoning



STINGER

Normal damage. The target is sickened 3.

Piercing



MISSING DIGITS

Normal damage. **Crit Effect:** The target loses 1d4 fingers on one hand and becomes clumsy 1 until subject to a *regeneration* spell or similar effect.

Slashing



STRANGE GOD

Normal damage and the target is restrained, using your class DC as the DC to Escape.

Bomb or Spell



NUMBING BLOW

Normal damage. **Crit Effect:** The target is clumsy 1 for 1 minute and must succeed at a Reflex save or drop one item it holds at random.

Bludgeoning



SUCKING CHEST WOUND

The target is fatigued.

Piercing



OVERHAND CHOP

Crit Effect: 1d8 persistent bleed damage.

Slashing



KNOCKBACK

Push the target up to 10 feet.

Bomb or Spell



CRUMPLING BLOW

The target is knocked prone.

Bludgeoning



PIERCED

The target is slowed 1 until the end of its next turn.

Piercing



THROAT SLASH

Normal damage. **Crit Effect:** The target takes 1d8 persistent bleed damage. The target can't talk, cast spells with a verbal component, or breathe while subject to this bleed damage.

Slashing



LIFE LEECH

If this is a spell, the target becomes doomed 1 and you regain 1d8 Hit Points.

Bomb or Spell



SHATTERED HAND

Normal damage. Until healed, the target is clumsy 2 and enfeebled 2, and it can't use one of its hands (chosen randomly by the GM).

Bludgeoning



RIGHT IN THE EAR

Normal damage. The target is deafened until healed.

Piercing



STAND ASIDE

Push the target 5 feet.

Slashing



VAMPIRIC FEEDBACK

Normal damage. You regain Hit Points equal to half the damage you dealt.

Bomb or Spell



TWO FOR ONE

Crit Effect: Deal normal damage to one target adjacent to the original target.

Bludgeoning



PINNED ARM

As the bow critical specialization effect, and the target can't use one of its arms until freed. If using a melee weapon, you must drop it to gain this effect.

Piercing



CUT STRAPS

Crit Effect: The target's armor check penalty doubles until the armor is Repaired (DC 15).

Slashing



ELECTROCUTED

If this is a electricity spell or bomb, the target takes double damage, and at the start of its next turn, it takes normal damage. Any other bomb or spell deals double damage.

Bomb or Spell



AND STAY DOWN!

Normal damage. **Crit Effect:** The target is knocked prone and stunned 2.

Bludgeoning



VENTILATED

Triple damage.

Piercing



KNOCKBACK

Push the target up to 10 feet.

Slashing



FROZEN

If this is a cold bomb or spell, the target takes triple damage and is slowed 2 for 1 round. Any other bomb or spell deals double damage.

Bomb or Spell



RATTLED

Normal damage. **Crit Effect:** The target is confused for 1 round.

Bludgeoning



GUARDED STRIKE

Crit Effect: Gain a +2 circumstance bonus to AC until the end of your next turn.

Piercing



SEVERED TENDON

Crit Effect: Until healed, the target is clumsy 1 and takes a -5-foot status penalty to its land Speed.

Slashing



POWER SURGE

Triple damage.

Bomb or Spell

 **NIGHTY NIGHT**
Normal damage. **Crit Effect:** The target falls unconscious and can't wake up until the end of its next turn.
Bludgeoning

 **PAINFUL POKE**
The target is stunned 1.
Piercing

 **THAT'LL LEAVE A MARK!**
Normal damage. **Crit Effect:** The target takes 2d6 persistent bleed damage.
Slashing

 **DEVASTATING STRIKE**
Triple damage. The target is stunned 1.
Bomb or Spell

 **BRAINED**
The target is stunned 1.
Bludgeoning

 **KIDNEY PIERCING**
The target is sickened 2.
Piercing

 **FINGERTIPPED**
Normal damage. Until healed, the target is clumsy 1 and can't use one of its hands (chosen randomly by the GM).
Slashing


 **EYEBURN**
The target is blinded until the end of its next turn.
Bomb or Spell


 **COLLAPSED LUNG**
Normal damage. **Crit Effect:** Until healed, the target is enfeebled 2 and fatigued.
Bludgeoning


 **NERVE CLUSTER**
Normal damage. **Crit Effect:** The target is stunned 2.
Piercing


 **RUPTURE ABDOMINAL CAVITY**
Triple damage. The target is fatigued.
Slashing


 **TRANSPOSITION**
If this is a spell attack, you and the target switch places. This is a teleportation effect.
Bomb or Spell


 **BONE MASHER**
Normal damage. **Crit Effect:** Either the target is clumsy 2 and takes a -10-foot status penalty to land Speed or is clumsy 2 and can't use one of its arms (your choice). Either effect lasts until healed.
Bludgeoning


 **PUNCTURED LUNG**
Crit Effect: The target is suffocating (*Pathfinder Core Rulebook* 478) until subject to magical healing.
Piercing


 **PAIN AND SIMPLE**
Triple damage.
Slashing


 **HYPNOTIC LINK**
If this is a spell, the target takes normal damage and is controlled by you until the end of its next turn.
Bomb or Spell


 **OVERWHELMING SMASH**
Triple damage.
Bludgeoning


 **NICKED AN ARTERY**
Normal damage. **Crit Effect:** The target takes 2d6 persistent bleed damage.
Piercing


 **CARVE YOUR INITIALS**
Normal damage. The target is so humiliated it can do nothing but attack you. At the end of each of its turns, it can attempt a Will save to end this effect.
Slashing


 **DISTRACTION**
The target is flat-footed until the end of its next turn.
Bomb or Spell


 **RUPTURED SPLEEN**
Normal damage. **Crit Effect:** The target takes 1 persistent bleed damage that can't be removed until the target has been subject to magical healing.
Bludgeoning


 **MUSCLE SEVERED**
Normal damage. **Crit Effect:** Until healed, the target is clumsy 3 and enfeebled 3.
Piercing


 **LEAN INTO THE BLOW**
Triple damage. You drop your weapon.
Slashing

 **FUNNY BONE**
The target laughs uncontrollably until the end of its next turn. While laughing, it is slowed 1 and can't use reactions.
Bomb or Spell


 **OFF BALANCE**
Normal damage. The target triggers reactions as if it just used a move action. It is also flat-footed until the end of its next turn.
Bludgeoning


 **CHIPPED BONE**
The target is clumsy 1 until healed.
Piercing

 **HACK AND SLASH**
Triple damage. The target is flat-footed until the end of its next turn.
Slashing

 **SHRINK AFTEREFFECT**
Normal damage. The target is reduced in size as if subject to a *shrink* spell (*Pathfinder Core Rulebook* 369) until the end of its next turn.
Bomb or Spell

 **CRUSHED INTESTINES**
Normal damage. **Crit Effect:** The target is wounded 2 and enfeebled 2 until it is no longer wounded.
Bludgeoning

 **LODGED IN THE BONE**
Crit Effect: The target takes 1d6 persistent bleed damage.
Piercing

 **SEVERED SPINE**
Crit Effect: The target must succeed at a Fortitude save or be paralyzed until healed.
Slashing

 **PSYCHIC OVERFLOW**
The target takes 1d8 mental damage.
Bomb or Spell

 **CRUSHED TRACHEA**
Crit Effect: The target is suffocating (*Pathfinder Core Rulebook* 478) until subject to magical healing. It can't speak while it is suffocating.
Bludgeoning

 **PIERCED ELBOW**
The target drops one item it is holding (determined randomly by the GM).
Piercing

 **LONG GASH**
Normal damage. **Crit Effect:** The target takes 1d4 persistent bleed damage. The DC of the flat check to remove this bleed damage is 5 higher than normal.
Slashing

 **VULNERABILITY**
The target gains weakness 5 to any damage types dealt by the bomb or spell for 1 minute.
Bomb or Spell

SKULL CRUSH

Crit Effect: The target is stupefied 3 until healed.

Bludgeoning

HAND WOUND

Crit Effect: Until healed, the target is clumsy 2 and can't use one of its hands (determined randomly by the GM).

Piercing

BROAD SWIPE

The target takes 1d4 persistent bleed damage.

Slashing

LINGERING DAMAGE

The target takes 1d6 persistent damage of the same type as the bomb or spell's damage.

Bomb or Spell

DAZING THUD

The target is stunned 1.

Bludgeoning

CHEEK PIERCED

The target must succeed at a DC 5 flat check to cast spells with a verbal component until healed.

Piercing

ACROSS THE EYES

Normal damage. **Crit Effect:** The target is blinded until healed.

Slashing

SLOWED DOWN

The target is slowed 2 for 1 round.

Bomb or Spell

STAGGERING BLOW

Crit Effect: The target is stunned 2.

Bludgeoning

HEART SHOT

Triple damage. **Crit Effect:** The target takes 1d4 persistent bleed damage.

Piercing

LEG SWIPE

The target is knocked prone.

Slashing

TERRIFYING DISPLAY

The target is frightened 3.

Bomb or Spell

CAVED SKULL

Triple damage. **Crit Effect:** The target must succeed at a Fortitude save or die.

Bludgeoning

OVERREACTION

Normal damage. The target triggers reactions as if it just used a move action. It is also flat-footed until the end of its next turn.

Piercing

PAPER CUT

The target takes a -2 status penalty to attack rolls until the end of its next turn.

Slashing

UNNATURAL SELECTION

Triple damage to aberrations, celestials, fiends, and monitors. Double damage to all other creatures.

Bomb or Spell

TO YOUR THINKY BITS

Crit Effect: The target is stupefied 2 until healed.

Bludgeoning

CLEAN THROUGH

Triple damage.

Piercing

WIDE OPEN

The target is flat-footed until the end of its next turn.

Slashing

HOARDER'S WRATH

Triple damage to dragons. Double damage to all other creatures.

Bomb or Spell

CLOCKED!

Triple damage. The target is knocked prone.

Bludgeoning

HEAD SHOT

Triple damage. **Crit Effect:** The target must succeed at a Fortitude save or die.

Piercing

FROM CHOPS TO GROIN

Triple damage. **Crit Effect:** The target must succeed at a Fortitude save or die.

Slashing

DOOMED!

The target is slowed 1 for 1 round, and is also doomed 1.

Bomb or Spell

BROKEN RIBS

Normal damage. **Crit Effect:** The target is slowed 1 until healed.

Bludgeoning

SPINAL TAP

Normal damage. **Crit Effect:** The target is sickened 3.

Piercing

NERVE SLICE

Crit Effect: The target is slowed 2 for 1 round.

Slashing

FORCEFUL BLAST

The bomb or spell deals an additional 1d8 force damage.

Bomb or Spell

THUNDER STRIKE

Crit Effect: The target is deafened until healed.

Bludgeoning

NAILED IN PLACE

As the bow critical specialization effect. If this is a melee weapon, you must drop the weapon to gain this effect. If this attack already has that effect, the Athletics check to pull free is DC 20 instead of DC 10.

Piercing

DECAPITATION

Triple damage. **Crit Effect:** The target must succeed at a Fortitude save or die.

Slashing

RETURNING SPELL

If a spell attack, the spell or spell slot is not expended.

Bomb or Spell

BOX THE EARS

The target is deafened until healed.

Bludgeoning

JAVELIN CATCHER

Triple damage if the attack was a ranged or thrown attack. Double damage for all other attacks.

Piercing

LIP CUT


The target must succeed at a DC 5 flat check to cast spells with a verbal component until healed.

Slashing


CALL OF THE WILD

Triple damage to animals, beasts, and fey. Double damage to all other creatures.


Bomb or Spell

 **CONCUSSION**
Normal damage. The target is confused for 1 minute and stupefied 2 until healed.


Bludgeoning

 **INFECTION**
The target must succeed at a Fortitude save or contract filth fever (*Pathfinder Bestiary* 258).


Piercing

 **FLAY**
Normal damage. The target is enfeebled 3 until healed.

Slashing

 **CORROSIVE**
If this is an acid bomb or spell, the target takes triple damage and 1d6 persistent acid damage. Any other bomb or spell deals double damage.

Bomb or Spell

 **ARMOR DENT**
Normal damage. **Crit Effect:** Deal the same amount of damage to the target's armor, ignoring that armor's Hardness.

Bludgeoning

 **EYE PATCH FOR YOU**
Triple damage. **Crit Effect:** The target is dazzled until healed.

Piercing

 **FLAT-BLADE THWACK**
Triple damage. You can deal bludgeoning damage instead of slashing damage.

Slashing

 **MAGICAL GLOW**
The target glows for 1 minute with the effect of a *faerie fire* spell.


Bomb or Spell

 **SOUL-CRUSHING BLOW**
Crit Effect: The target is doomed 1 and is stupefied 1 for as long as it is doomed.


Bludgeoning

 **KNOCKBACK**
The target is pushed 10 feet.

Piercing

 **ARMOR DAMAGE**
The target's armor also takes the damage (applying the armor's Hardness normally).


Slashing

 **DRAINING STRIKE**
The target loses one random prepared spell or spell slot, as determined by the GM.

Bomb or Spell

 **BREATHLESS**
The target is fatigued.


Bludgeoning

 **SPUN AROUND**
The target is flat-footed until the end of its next turn.

Piercing

 **SLICED HAND**
Normal damage. Until healed, the target is enfeebled 1, clumsy 1, and can't use one of its hands (determined randomly by the GM).

Slashing

 **COMBUSTION**
If this is a fire bomb or spell, the target takes triple damage and 1d6 persistent fire damage. Any other bomb or spell deals double damage.


Bomb or Spell

 **BROKEN LEG**
Crit Effect: The target takes a -15-foot status penalty to its land Speed until healed.


Bludgeoning

 **GRAZING HIT**
Normal damage. **Crit Effect:** The target is stunned 3.


Piercing

 **SWING THROUGH**
Crit Effect: Make an additional attack against a foe adjacent to the original target, using the same attack modifier as the original attack.


Slashing

 **MAXIMUM EFFECT**
Don't roll for damage. You deal the maximum possible critical hit damage with this attack.


Bomb or Spell

 **SHIELD SMACK**
Crit Effect: The target must succeed at a Reflex save or drop a shield it's holding.

Bludgeoning

 **PENETRATING WOUND**
The attack ignores all resistances.


Piercing

 **MUSCLE WOUND**
Crit Effect: The target is enfeebled 2 until healed.


Slashing

 **INTENSE STRIKE**
The attack ignores all resistances.

Bomb or Spell

 **MY TEEF!**
The target must succeed at a DC 5 flat check to cast spells with the verbal component until healed.

Bludgeoning

 **GUSHER**
The target takes 1d6 persistent bleed damage.

Piercing

 **TERRIBLE CUT**
Triple damage.

Slashing

 **EXCRUCIATING**
The target is sickened 3.


Bomb or Spell

 **KNOCKBACK**
Crit Effect: The target is pushed 1d4x5 feet away.

Bludgeoning

 **DEEP HURTING**
Crit Effect: The target is fatigued.


Piercing

 **GUT SLASH**
The target takes 1d4 persistent bleed damage and any creature it Swallows Whole is immediately released.


Slashing

 **INTENSE SPLASH**
The target takes normal damage, and all creatures adjacent to the target take half damage of the same type.


Bomb or Spell

 **LOW BLOW**
Crit Effect: The target is sickened 2 and slowed 1 as long as it remains sickened.

Bludgeoning

 **HOBbled**
Crit Effect: Until healed, the target is clumsy 2 and takes a -10-foot status penalty to all Speeds.

Piercing

 **BAD PARRY**
Crit Effect: The target must succeed at a Reflex save or drop one weapon it is holding (determined randomly by the GM).

Slashing

 **PLANAR RIFT**
If this is a spell, the target takes normal damage and must succeed at a Will save or be sent to a random plane (determined by the GM).

Bomb or Spell

BUSTED SHIN
Crit Effect: Until healed, the target is clumsy 1 and takes a -10-foot status penalty to its land Speed.
 Bludgeoning

PERFECT STRIKE
 Triple damage.
 Piercing

SAPPING SLASH
Crit Effect: The target is fatigued.
 Slashing

LIGHT BLAST
 The target is blinded until the end of its next turn.
 Bomb or Spell

BACK BREAKER
Crit Effect: Until healed, the target is clumsy 2 and enfeebled 2.
 Bludgeoning

DEEP WOUND
Crit Effect: The target is sickened 3.
 Piercing

BROW CUT
 Normal damage. **Crit Effect:** The target takes 1d4 persistent bleed damage. Until the bleed ends, all creatures are concealed to the target.
 Slashing

MYSTICAL THWART
 The target can't activate magic items, cast spells, or use Quick Alchemy until the end of its next turn.
 Bomb or Spell

BUSTED SHIN
Crit Effect: Until healed, the target is clumsy 1 and takes a -10-foot status penalty to its land Speed.
 Bludgeoning

PERFECT STRIKE
 Triple damage.
 Piercing

SAPPING SLASH
Crit Effect: The target is fatigued.
 Slashing

LIGHT BLAST
 The target is blinded until the end of its next turn.
 Bomb or Spell

SOLID BLOW
 Triple damage.
 Bludgeoning

TENACIOUS WOUND
 Normal damage. **Crit Effect:** The target can't heal this damage until it has rested at least 8 hours.
 Piercing

PARRYING STRIKE
Crit Effect: Gain a +2 circumstance bonus to AC until the end of your next turn.
 Slashing

PHASED
 The target becomes incorporeal (*Pathfinder Bestiary* 346) until the end of your next turn.
 Bomb or Spell

TIRING BLOW
 The target is fatigued.
 Bludgeoning

LEG WOUND
Crit Effect: The target takes a -5-foot status penalty to its land Speed until healed.
 Piercing

SPUN AROUND
 The target is flat-footed until the end of its next turn.
 Slashing

TIME VORTEX
 If this is a spell, normal damage and the target vanishes and reappears 1d4 rounds later. The target can use no actions, and any effects it has with durations do not pass while it's gone.
 Bomb or Spell

FOOT SMASH
 The target is flat-footed until the end of its next turn.
 Bludgeoning

ORGAN SCRAMBLE
 Triple damage. **Crit Effect:** The target is fatigued.
 Piercing

WING TEAR
 The target loses any fly Speed until healed.
 Slashing

ENERGY MIGHT
 If the bomb or spell deals acid, cold, electricity, fire, or sonic damage, it deals triple damage. Any other bomb or spell deals double damage.
 Bomb or Spell

LIGHTS OUT
Crit Effect: The target is blinded until the end of its next turn.
 Bludgeoning

BICEP WOUND
 The target is enfeebled 1 until healed.
 Piercing

BEWILDERING DISPLAY
Crit Effect: The target is flat-footed until the end of its next turn.
 Slashing

ROARING BLAST
 The target is deafened until healed.
 Bomb or Spell

ROUNDHOUSE
Crit Effect: Make one additional attack against a foe adjacent to the original target, using the same attack modifier as the original attack.
 Bludgeoning

RAGGED WOUND
 The target takes 1d6 persistent bleed damage.
 Piercing

DELAYED WOUND
 Normal damage. **Crit Effect:** The target takes the same amount of damage at the ends of its next two turns.
 Slashing

CONCUSSIVE BLAST
 The target is pushed up to 10 feet and knocked prone.
 Bomb or Spell



PATHFINDER

HIT HARDER!

Sometimes doubling the damage isn't enough! Why limit yourself when you can decapitate your foe or overload them with a surge of magical energy? With the *Pathfinder Critical Hit Deck*, when you score a critical hit, draw a card and apply one of four different effects. Beating your enemies has never been so visceral—or so much fun!

