

**TABLE 4-4: TURN UNHOLY RESULT BY HD**

\* See page 97 for abbreviations and notes.  
See page 122 for disapproval table.

Check	Turn Range	Holy Smite	1 HD	2 HD	3-4 HD	5-6 HD	7-8 HD	9-10 HD	11-12 HD
1-11	-	-	NE	NE	NE	NE	NE	NE	NE
12-13	30'	-	T1	NE	NE	NE	NE	NE	NE
14-17	30'	-	T1d3+CL	NE	NE	NE	NE	NE	NE
18-19	30'	-	T1d4+CL	T1	NE	NE	NE	NE	NE
20-23	60'	-	T1d6+CL	T1d3+CL	T1	NE	NE	NE	NE
24-27	60'	Beam, 60', 1d3 dmg	T1d8+CL, D1d4 (no save)	T1d4+CL	T1d3+CL	T1	NE	NE	NE
28-29	60'	Cone, 30', 1d4 dmg	T2d6+CL, D1d4 (no save)	T1d6+CL	T1d4+CL	T1d3+CL	T1	NE	NE
30-31	120'	Cone, 60', 1d5 dmg	K1d8+CL (no save)	T1d8+CL, D1d4 (no save)	T1d6+CL	T1d4+CL	T1d3+CL	T1	NE
32+	240'	Cone, 120', 1d6 dmg	K2d6+CL (no save)	T2d6+CL, D1d4 (no save)	T1d8+CL, D1d4	T1d6+CL	T1d4+CL	T1d3+CL	T1

**CRIT TABLE M: MONSTERS**

Roll	Result	Roll	Result
1 or less	Strike to chest, breaking ribs. This attack inflicts +1d6 damage.	18	Monster seizes PC by the neck. This attack inflicts +1d12 damage and the monster makes a second attack at +4 to hit.
2	Stunning blow! The PC falls to the bottom of the initiative count for the remainder of the battle.	19	Blow to cranium! This attack inflicts +1d16 damage and the PC must make a Fort save (DC 15 + HD) or fall unconscious.
3	Legs knocked out from beneath the character, knocking him prone.	20	Terrifying blow pierces several important organs. The PC spends the next 1d4 days dying a slow, painful death. Powerful magic (healing by a cleric of level 3 or higher) can arrest the dying.
4	PC disarmed. Weapon lands 1d12+5' away.	21	Strike crushes skull, destroying the optic nerve and resulting in instant, permanent blindness.
5	Blow to shield arm! If no shield, this attack inflicts +1d6 damage.	22	PC's leg is shorn from his body. The character cannot move. This attack inflicts +2d12 damage.
6	Weapon lodged in PC's chest! This attack inflicts +2d6 damage and an additional 1d6 damage next round.	23	Both the PC's arms are torn from his body. This attack inflicts +3d12 damage. Exceptionally cruel monsters may proceed to use PC's arms as weapons.
7	Blow to jaw! The PC loses 1d8 hp and the same number of teeth.	24	PC is disemboweled. Bloody guts spill to the ground. The PC spends the next 8 rounds dying as he futilely tries to feed the spooling intestines back into his body.
8	Blow shatters PC's forearm. This attack inflicts +1d6 damage, and the arm is useless until healed.	25	Attack craters PC's skull. This attack inflicts 1d8 Intelligence and Personality damage and puts the PC into an instant coma.
9	Strike to helm! If no helmet, this attack inflicts +1d8 damage and forces a Fort save (DC 10 + HD). On a failed save, the PC falls unconscious.	26	Strike crushes throat. The PC drowns in his own blood for 6 rounds.
10	Stunning blow! The world spins as the fell monster makes a second attack!	27	Attack snaps the PC's spinal column like a twig. The attack causes permanent paralysis, and the PC watches the remainder of the battle from the floor.
11	Strike to throat! The PC can't speak until healed and spends the next round struggling to breathe.	28	Throat torn asunder. The panicked PC gargles wetly as blood gouts down his chest. He dies in 4 rounds.
12	Blow smashes PC's kneecap. The character's movement is cut by half and this attack inflicts +1d10 damage.	29	Terrible blow to the chest explodes the PC's heart. Immediate and instantaneous death.
13	Crushing blow! This attack inflicts +1d12 damage.	30+	Attack rends PC's head from his torso. Blood gouts from the collapsing body, and the monster moves on to the next foe, making attacks until it misses.
14	PC's weapon sundered in the violent assault.*		
15	Strike to torso crushes internal organs. This attack inflicts +1d12 damage, and force the PC to make Fort save (DC 15 + HD) to remain conscious through the pain.		
16	Devastating strike! This attack inflicts +1d16 damage.		
17	PC's Achilles tendon is torn, snapping back into his thigh. The character's movement drops to 5' and the screaming can be heard for leagues.		

\* Magical weapons never break due to critical fumbles. The target is disarmed instead, the weapon landing 1d10+5 feet away.