

D12 CRIT HIT EFFECTS

SCROLL OF REVELATION #114

1. **{Clubbed}** If the weapon deals bludgeoning damage, the target is Stunned until their next turn.
2. **{Shatter}** The target's non-magical weapon or shield {your choice} is destroyed.
3. **{Skewer}** Your weapon pierces through the enemy and pins them to a surface behind them.
4. **{Crippled}** Severing the enemy's calf muscle reduces their speed by 10 feet.
5. **{Scarred}** Leave them with a scar that will never heal.
6. **{Break Away}** After making the attack, you can move out of the enemy's reach without provoking an attack.
7. **{Rend}** The target's AC is reduced by 1.
8. **{Shaken}** The enemy is Frightened of you until they hit you with an attack or you miss them with an attack.
9. **{Bleeding}** You gain Advantage on checks to follow or track the target by following their blood trail.
10. **{Insight}** You learn a weakness, vulnerability, or other piece of useful information about the enemy.
11. **{Inspiring}** You gain a free point of Inspiration that carries between sessions if not used.
12. **{Countered}** Choose 1 of the enemy's normal actions. They are unable to use that action on their next turn.

