

# TALVARA

## THE FRACTURED LANDS

### TALVARA: THE FRACTURED LANDS – SONG OF STEEL

In addition to rolling double damage as normal when a player critically hits an enemy, have them roll an additional D20 to determine a secondary result. Melee attacks only.

1. On the next round, treat the enemy as if they are unarmored.
2. The next time you miss in combat, re-roll to see if you hit instead.
3. Initiative is rolled with advantage for the rest of the encounter, favoring the players.
4. Your attack does no damage, but knocks the foe out for D6 turns. (Human-sized foes or smaller).
5. The next attack that would hit you, misses instead.
6. Your next attack on a foe automatically hits but only does damage equal to your STR.
7. Your allies have +2 Morale for the rest of the combat.
8. Your enemies have a -3 penalty to hit on the next round of combat.
9. You automatically hit this foe with every attack for the rest of this combat.
10. Your next miss is considered a normal hit.
11. Deal triple damage instead of the normal double damage.
12. You can instantaneously kill this foe, no to-hit or damage roll necessary, with your next attack if you win the initiative next round. (Human-sized foes or smaller).
13. Your next saving throw attempt automatically succeeds.
14. You and all allies gain advantage on their attacks next round.
15. You and all allies heal for 1D4 hit points, rallying back to the fight.
16. You heal for 1D8 hit points, rallying back to the fight.
17. If any of your allies have been reduced to zero hit points, they regain 1D6 hit points and rejoin the battle. Unless they're already dead of course.
18. You may immediately make a second attack against the same foe with advantage.
19. You and your party gain experience points for this combat.
20. You heal for a single injury; this can only occur one time per character. If you roll this afterwards, roll 2D20 and take both results. (Re-rolling a result of 20).