
THE DICE OF

DEATH & DISMEMBERMENT

INSTRUCTIONS

The Dice of Death & Dismemberment don't replace your current Critical Hit or Fumble (Critical Miss) mechanics, but simply add a new layer, keeping combat resolution quick and efficient. The basic instructions are:

**When you score a Critical Hit,
roll one random black die along
with your normal damage dice**

**When you score a Critical Miss on the first
attack of your turn, roll the red die that
matches that attack type**

Game Masters should interpret the result as best fits their game session. Some GMs will want brutal results, others will be more forgiving.

The following pages are suggested results for Fumbles and Crits in "5e" games. If a result calls for a Skill Check or Saving Throw, the GM should improvise the DC. Long term effects can be removed with the appropriate healing magic, at the GM's discretion.

The following Frequently Asked Questions section clarifies a few things. The remaining pages describe the recommended 5e effects for each die face.

FAQ

“The base set has four dice. How do I know which one to roll?”

We suggest blindly grabbing one. Each die represents one hit location: Head, Torso, Arm and Leg.

“Why do the recommended effects require a Saving throw/skill check, but don’t show a DC?”

The DC will vary depending on several factors. We recommend the GM decide the DC of any saving throws or skill checks based on the current game situation, such as how much damage was done and the combat ability of the attacker.

“You’ve included recommended effects for 5e, what about my system?”

The publisher of 5e has provided usage rights (see the Creative Commons declaration at the end of this document) which allow developers to use their rules. Most other systems don’t offer those rights. So, for the time being, it’s up to individual GMs to translate the effects to their system. If your system has a similar license, giving developers the right to use their rules, please contact us!

“We want to use these dice differently. Is that ok?”

We highly recommend you tailor them to fit the type of game you play. Tabletop RPGs have a long glorious history steeped in variations and home rules. Heck, the first RPG was just some home rules tacked onto a strategic combat game! And since our dice aren’t part of the official rule-set of any RPG, they are by definition home rules. So do with them what you want. Our only

rule is to have fun!

On our website (www.deckanddicegames.com) we provide a blank template of the die face descriptions for GMs to write in your own versions of the effects.

“These dice are too brutal! I wouldn’t want my character to lose an eye, or be decapitated on a random die roll!”

Keep in mind, if you’re playing a Fantasy RPG that includes magic healing none of the effects presented here are truly permanent. A visit to the proper healer will clear up any effects these dice can cause.

And besides, real medieval combat is brutal! Everyone who engages in it long enough eventually walks away with scars and disfigurements (if walking away is even an option!)

We recommend leaning into the danger and rolling with whatever unexpected changes these dice bring to your characters. Remember Jamie losing his hand? That brutal, totally unexpected event completely changed his character’s trajectory. And the story benefited from it!

“Still, they’re too brutal for our game. Is there a way to use them without putting our beloved characters in so much danger?”

Yes! We recommend you try:

Hero Mode: The ***Dice of Death & Dismemberment*** are only rolled by the players against the GM’s lesser minions. Players would not roll these against the GM’s Big Bad Evil Gal/Guy, and the GM would not roll these against the players, except when cranky.

“Some of the effects call for instant death. How can we minimize this in our game?”

If **Hero Mode** doesn't resolve your concerns, try:

Stay-of-Execution Mode: Treat instant death effects as double-damage with death happening only if the total damage drops the Victim to 0 hit points (or the equivalent in your RPG).

For example, if the Decapitation effect is rolled, the Attacker rolls their crit damage, doubles it, and then if the Victim still has at least 1 HP left the result is a gruesome, but non-deadly neck slash.

“How is damage resolved if the dice effect calls for double damage?”

In this case you would take the total crit damage you just rolled, including modifiers, and double the result. Yes, this could get gnarly!

“Many of the effects don't have instructions for when the effect goes away. How can I get rid of them?”

These effects continue until some appropriate healing is applied to the Victim. Bandages or minor healing spells should stop minor effects, like Bleeding. In other cases, such as lost appendages, more powerful magic would be required. In 5e this is often a version of *Restoration* or *Wish*, but this is entirely up to the discretion of your GM.

“Will magical healing speed up the recovery from effects that last days or weeks?”

Yes! The suggested recovery time is when a wound is not completely healed by the appropriate magic.

Arrow



Severed Fingers

- Drop item held in that hand
- Lose 1d4 Fingers
- DIS to skills req'ing that hand for 2d4



Compound Fracture

- Bleeding 1d8 HP/round
- Can't hold heavy items in that hand and DIS to attacks with that hand for 2d6 weeks



Pierced Heart

- Victim drops to 0 hp with two automatically failed Death Saves



Pierced Hand

- Drop item held in that hand
- DIS to skills req'ing that hand for 1d4 days



Nethers

- Stunned to end of next turn
- Allies with line of sight spend Reaction gasping in empathy



Eye Plucked

- All ranged attacks -2 to hit
- ADV to CHA (Intimidation) during first impressions



Throat Pierced

- Bleeding 1d6 HP/round
- Can't speak above whisper



Pierced Knee

- Walking Speed is 5 (or 1/2 with crutch) and receive no AC Dex bonus for 2d6 weeks
- Unable to Dash



Pierced Foot

- Unable to Dash and DIS to skills req'ing footwork for 1d6 days



Femoral Artery

- Bleeding 1d12 HP/round



Horrific Facial Scar

- If Attacker gives stirring soliloquy, Victim stunned to end of next turn
- ADV to CHA (Intimidation) during first impressions



Knocked Down

- Prone

Bludgeoning - Arm



Broken Arm

- Can't hold heavy items in that hand and DIS to attacks with that hand for 2d6 weeks



Shattered Hand

- DIS to attacks/skills req'ing that hand



Shattered Wrist

- Unable to hold anything in that hand
- Fail skills req'ing that hand



Broken Wrist

- Can't hold heavy items in that hand and DIS to attacks with that hand for 1d6 weeks



Flung Weapon

- Victim's weapon is knocked 1d6x5 feet in direction of Attacker's choice



Dropped Item

- Victim drops item held in hand of Attacker's choice



Compound Fracture

- Bleeding 1d8 HP/round
- Can't hold heavy items in that hand and DIS to attacks with that hand for 2d6 weeks



Broken Shoulder

- Can't attack with any weapon req'ing that hand for 2d6 weeks



Broken Finger

- DIS to skills req'ing that hand for 2d4 weeks



Broken Elbow

- Can't hold heavy items in that hand and DIS to attacks with that hand for 2d4 weeks

Bludgeoning - Head



Caved Cranium

- Instant death



Shattered Eye

- All ranged attacks -2 to hit for 1d4 weeks



Crushed Larynx

- Stunned to end of next turn
- Unable to speak above whisper until long rest



Lost Teeth

- DIS to CHA (Persuasion) during first impressions
- Attacker gets one free attack



Broken Nose

- Bleeding 1 HP/round until short rest



Broken Neck

- Paralyzed for 2d6 weeks



Dazing Blow

- Stunned to end of next turn



Knocked Down

- Prone



Concussed Ear

- Stunned to end of next Turn
- Deafened for 2d4 turns



Cracked Skull

- Stunned 1d4 Rounds
- DIS to INT, WIS and CHA checks for 2d4 days



Knocked Out

- Unconscious 1d4 rounds



Broken Jaw

- DIS to skills req'ing speech and can't cast spells with Verbal component for 2d4 weeks

Bludgeoning - Leg



Knee-Capped

- Walking Speed $\frac{1}{2}$ and DIS to checks req'ing footwork for 2d6 weeks
- Unable to Dash



Broken Leg

- Walking Speed is 5 (or $\frac{1}{2}$ with crutch) and no AC Dex bonus for 2d6 weeks



Shattered Foot

- Walking Speed $\frac{1}{2}$
- DIS to checks req'ing footwork
- Unable to Dash



Broken Foot

- Walking Speed $\frac{1}{2}$ and DIS to skills req'ing footwork for 2d4 weeks



Off Balance

- Victim chooses to fall prone or move 1d3 x 5 feet in random direction.



Knocked Down

- Prone



Compound Fracture

- Bleeding 1d8 HP/round
- Walking Speed is 5 (or $\frac{1}{2}$ with crutch) and no AC Dex bonus for 2d6 weeks



Broken Ankle

- Walking Speed $\frac{1}{2}$ and unable to Dash for 1d4 weeks



Broken Knee

- Walking Speed is 5 (or $\frac{1}{2}$ with crutch) and no AC Dex bonus for 2d6 weeks
- Unable to Dash



Fractured Heel

- Walking Speed $\frac{1}{2}$ for 1d6 weeks

Bludgeoning - Torso



- Broken Tailbone**
- Short Rests take twice as long for 2d4 days
 - Attacker gets one free attack



- Broken Back**
- Walking Speed can't be raised higher than 0 until 2d6 weeks of bed rest



- Nethers**
- Stunned to end of next turn
 - Allies with line of sight lose Reaction gasping in empathy



- Wind Knocked Out**
- Victim feels suffocated
 - Stunned to end of next turn



- Kidney Strike**
- Stunned to end of next turn
 - Exhaustion level raised by 1



- Knocked Down**
- Prone



- Slipped Vertebrae**
- Walking Speed $\frac{1}{2}$ until short rest
 - DIS to STR checks until long rest



- Off Balance**
- Victim chooses to fall prone or move 1d3 x 5 feet in random direction.



- Thrown**
- Victim is thrown 1d4x5 feet directly away from Attacker
 - For each 10 feet, 1d6 damage is shared by Victim and whomever Victim hits



- Broken Hip**
- Walking Speed $\frac{1}{2}$ and can't Dash for 2d6 weeks



- Broken Ribs**
- Attacker gets ADV on next attack
 - Short Rests take twice as long and Long Rests take 2 additional hours for 2d6 days

Piercing - Arm



Lost Fingers

- Drop item held in that hand
- Lose 1d4 Fingers
- DIS to skills req'ing that hand for 2d4 weeks



Broken Fingers

- DIS to skills req'ing that hand for 2d4 weeks



Dropped Item

- Victim drops item held in hand of Attacker's choice



Broken Wrist

- Can't hold heavy items in that hand
- DIS to attacks/skills req'ing that hand for 1d6 weeks



Broken Shoulder

- Can't attack with any weapon req'ing that hand for 2d6 weeks



Compound Fracture

- Bleeding 1d8 HP/round
- Can't hold heavy items in that hand and DIS to attacks with that hand for 2d6 weeks



Pierced Hand

- Drop item held in that hand
- DIS to skills req'ing that hand for 1d4 days



Flung Weapon

- Weapon is thrown 1d6x5 feet in random direction



Slit Wrists

- Bleeding 1d6 HP/Round



Finger Tipped

- Lose 1d4 Fingertips
- DIS to skills req'ing that hand for 1d4 days



Broken Elbow

- Can't hold heavy items in that hand and DIS to attacks with that hand for 2d4 weeks

Piercing - Head



Lost Teeth • DIS to CHA (Persuasion) during first impressions
• Attacker gets one free attack



Severed Nose • Stunned to end of next turn
• DIS to skills req'ing smell
• ADV to CHA (Intimidation) during first



Pierced Eardrum • DIS to skills req'ing hearing



Pierced Mouth • DIS to skills req'ing speech and can't cast spells with Verbal component until long rest



Broken Jaw • DIS to skill checks req'ing speech and can't cast spells with Verbal component for 2d4 weeks



Eye Plucked • All ranged attacks -2 to hit
• ADV to CHA (Intimidation) during first impressions



Pierced Throat • Bleeding 1d6 HP/round
• Can't speak above whisper for 2d6 days



Dazing Blow • Stunned to end of next turn



Knocked Out • Unconscious 1d4 rounds or until successful CON Save



Knocked Down • Prone



Horrific Facial Scar • If Attacker performs a stirring soliloquy, Victim stunned to end of next turn
• ADV to CHA (Intimidation) during first impressions



Pierced Brain • Instant Death

Piercing - Leg



Femoral Artery

- Bleeding 1d12 HP/round



Compound Fracture

- Bleeding 1d8 HP/round
- Walking Speed is 5 (or ½ with crutch) and no AC Dex bonus for 2d6 weeks



Pierced Foot

- Unable to Dash and DIS to skills req'ing footwork for 1d6 days



Pierced Knee

- Walking Speed is 5 (or ½ with crutch) and receive no AC Dex bonus for 2d6 weeks
- Unable to Dash



Broken Ankle

- Walking Speed ½ and unable to Dash for 1d4 weeks



Knocked Down

- Prone



Achilles Tendon

- Walking Speed ½ and DIS to skills req'ing footwork
- Unable to Dash



Lost Toes

- Lose 1d4 toes
- Walking Speed ½ for one day for each toe lost



Broken Foot

- Walking Speed ½ and DIS to skills req'ing footwork for 2d4 weeks



Broken Heel

- Walking Speed ½ for 1d6 weeks



Off Balance

- Victim chooses to fall prone or move 1d3 x 5 feet in random direction.

Piercing - Torso



- Pierced Backside**
- Short Rests take twice as long for 1d4 days
 - Attacker gets one free attack



- Nethers**
- Stunned to end of next turn
 - Allies with line of sight lose Reaction gasping in empathy



- Back Stabbed**
- Double damage
 - Attacker may kick Victim prone as a bonus action



- Impaled Stomach**
- Double damage
 - If Attacker whispers shocking revelation or vile insult into ear, Frightened 1d4 rounds



- Broken Heart**
- Victim drops to 0 HP with two automatically failed Death Saves



- Broken Back**
- Walking Speed cannot be raised higher than 0 until 2d6 weeks of bed rest



- Slipped Vertebrae**
- Walking Speed 1/2 until short rest
 - DIS to STR checks until long rest



- Broken Ribs**
- Attacker gets ADV next attack
 - Short Rests take twice as long and Long Rests take 2 additional hours for 2d6 days



- Knocked Down**
- Prone



- Disemboweled**
- Incapacitated until successful CON Save, pushing innards back
 - Exhaustion level raised by 1



- Pierced Lung**
- Speaking requires successful CON save or cough blood instead, until long rest
 - Exhaustion level raised by 2



- Broken Hip**
- Walking Speed 1/2 and can't Dash for 2d6 weeks

Slashing - Arm



Lost Fingers

- Drop item held in that hand
- Lose 1d4 Fingers
- DIS to skills req'ing that hand for 1 week per finger



Broken Fingers

- DIS to skills req'ing that hand for 1d4 weeks



Dropped Item

- Drop item held in hand of Attacker's choice



Severed Arm

- Bleeding 1d8 HP/round
- Can't hold items in that hand or perform actions that requires that arm



Broken Arm

- Cannot hold heavy items with that hand and DIS to attacks with that hand for 2d6 weeks



Compound Fracture

- Bleeding 1d8 HP/round
- Cannot hold heavy items in that hand and DIS to attacks with that hand for 2d6 weeks



Pierced Hand

- Drop item held in that hand
- DIS to skills req'ing that hand for 1d4 days



Split Hand

- Drop item held in that hand
- DIS to skills req'ing that hand for 1d6 days



Severed Hand

- Bleeding 1d8 HP/round
- Can't hold items in that hand or perform actions that requires that hand



Slit Wrists

- Bleeding 1d6 HP/round



Finger Tipped

- Lose 1d4 fingertips
- DIS to skills req'ing that hand for 1 day per fingertip



Broken Elbow

- Can't hold heavy items in that hand and DIS to attacks with that hand for 2d4 weeks

Slashing - Head



Lost Teeth • DIS to CHA (Persuasion) during first impressions
• Attacker gets one free attack



Severed Nose • Stunned to end of next turn
• DIS to skills req'ing smell
• ADV to CHA (Intimidation) during first impressions



Severed Ear • DIS to skills req'ing hearing
• ADV to CHA (Intimidation) during first impressions



Cleaved Forehead • Bleeding 1d6 HP/round
• Weapon stuck until successful STR (Athletics) check



Broken Jaw • DIS to skills req'ing speech and can't cast spells with Verbal component for 2d4 weeks



Eye Plucked • All ranged attacks -2 to hit
• ADV to CHA (Intimidation) during first impressions



Throat Slashed • Bleeding 1d10 HP/round
• Can't speak above whisper for 2d6 days



Dazing Blow • Stunned to end of next turn



Knocked Out • Unconscious 1d4 rounds or until successful CON Save



Scalped • Stunned to end of next turn
• Bleeding 1d10 HP/round



Horrific Facial Scar • If Attacker gives stirring soliloquy, Victim stunned to end of next turn
• ADV to CHA (Intimidation) during first impressions



Beheaded • Victim grimaces as head hits ground, body stumbles and falls
• Instant Death

Slashing - Leg



Lost Toes

- Lose 1d4 toes
- Walking Speed $\frac{1}{2}$ for one day for each toe lost



Broken Leg

- Walking Speed is 5 (or $\frac{1}{2}$ with crutch) and no DEX AC bonus for 2d6 weeks



Severed Foot

- Bleeding 1d8 HP/round
- Walking Speed is 5 (or $\frac{1}{2}$ with crutch) and no DEX AC bonus
- Fail checks req'ing footwork



Severed Leg

- Bleeding 1d10 HP/round
- Walking Speed is 5 (or $\frac{1}{2}$ with crutch) and no DEX AC bonus
- Fail checks req'ing footwork



Broken Knee

- Walking Speed is 5 (or $\frac{1}{2}$ with crutch) and no DEX AC bonus for 2d6 weeks
- Unable to Dash



Achilles Tendon

- Walking Speed $\frac{1}{2}$ and DIS to skills req'ing footwork for 2d6 days
- Unable to Dash



Compound Fracture

- Bleeding 1d8 HP/round
- Walking Speed is 5 (or $\frac{1}{2}$ with crutch) and no DEX AC bonus 2d6 weeks



Pierced Foot

- Unable to Dash and DIS to skills req'ing footwork for 1d6 days



Knocked Down

- Prone



Broken Foot

- Walking Speed $\frac{1}{2}$ and DIS to skills req'ing footwork for 2d4 weeks



Broken Ankle

- Walking Speed $\frac{1}{2}$ and unable to Dash for 1d4 weeks



Femoral Artery

- Bleeding 1d12 HP/round

Slashing - Torso



Pierced Backside

- Short Rests take twice as long for 1d4 days
- Attacker gets one free attack



Broken Hip

- Walking Speed $\frac{1}{2}$ and can't Dash for 2d6 weeks



Back Stabbed

- Double damage
- Attacker may kick Victim prone as a bonus action



Impaled Stomach

- Double damage
- If Attacker whispers shocking revelation or vile insult into ear, Victim is Frightened for 1d4 rounds



Broken Heart

- Victim drops to 0 HP with two automatically failed Death Saves



Broken Back

- Walking Speed can't be raised higher than 0 and automatically fail STR and DEX checks until 2d6 weeks of bed rest



Slipped Vertebrae

- Walking Speed $\frac{1}{2}$ until short rest
- DIS to STR checks until long rest



Broken Ribs

- Attacker gets ADV next attack
- Short Rests take twice as long and Long Rests take 2 additional hours for 2d6 days



Nethers

- Stunned to end of next turn
- Allies with line of sight lose Reaction, gasping in empathy



Disemboweled

- Incapacitated until successful CON Save, pushing innards back
- Exhaustion level raised by 1



Pierced Lung

- Speaking requires successful CON save or cough blood instead, until long rest
- Exhaustion level raised by 2



Knocked Down

- Prone

Unarmed Strike - Kick



Knee Capped

- Walking Speed $\frac{1}{2}$ and DIS to skills req'ing footwork for 2d6 weeks
- Unable to Dash



Broken Nose

- Bleeding 1 HP/round until short rest



Compound Fracture

- Bleeding 1d8 HP/round
- Cannot hold heavy items with that hand and DIS to attacks with that hand for 2d6 weeks



Slipped Vertebrae

- Walking Speed $\frac{1}{2}$ until Short Rest
- DIS to STR checks for 1d6 days



Broken Jaw

- DIS to skills req'ing speech and can't cast spells with Verbal components for 2d4 weeks



Nethers

- Stunned until end of next turn
- Attacker gets one free attack



Broken Leg

- Walking Speed is 5 (or $\frac{1}{2}$ with crutch) and no DEX AC bonus for 2d6 weeks



Dazing Blow

- Stunned to end of next turn



Knocked Out

- Unconscious 1d4 rounds or until successful CON Save



Thrown

- Victim is thrown 1d4x5 feet directly away from Attacker
- For each 10 feet, 1d6 damage is shared by target and anything target hits



Knocked Down

- Prone



Broken Ribs

- Attacker gets ADV next attack
- Short Rests take twice as long and Long Rests take 2 additional hours for 2d6 days

Unarmed Strike - Punch



Crushed Larynx

- Stunned until end of next turn
- Unable to speak above whisper until long rest



Broken Nose

- Bleeding 1 HP/round until short rest



Knocked Out

- Unconscious 1d4 rounds or until successful CON Save



Kidney Strike

- Stunned until end of next turn
- Exhaustion level raised by 1



Off Balance

- Victim must choose to either fall Prone or move 1d3 x 5 feet in random direction.



Wind Knocked Out

- Victim feels suffocated
- Stunned until end of next turn



Broken Jaw

- DIS to skills req'ing speech and can't cast spells with Verbal components for 2d4 weeks



Dazing Blow

- Stunned to end of next turn



Lost Teeth

- DIS to CHA (Persuasion) during first impressions
- Attacker gets one free attack



Broken Ribs

- Attacker gets ADV on next attack
- Short Rests take twice as long and Long Rests take 2 additional hours for 2d6 days



Dropped Item

- Victim drops item held in hand of Attacker's choice



Knocked Down

- Prone

Dragon - Attacking



Swallowed

- Grappled by Dragon's mouth
- If still Grappled on Dragon's next turn: Victim is swallowed if small enough, or else suffers Breath Weapon with no save



Impaled

- Double damage
- Target lands prone 1d4 x 5 feet in direction of Dragon's choice



Pierced Head

- DEX save or Instant death
- DIS to INT, WIS and CHA checks until long rest



Flung

- Thrown 1d6 x 10 feet in direction of Dragon's choice
- For every 10 feet thrown, 1d6 HP damage shared by target and whomever target hits



Severed Head

- Instant death
- Allies with line of sight make WIS save or Frightened 1d4 rounds



Broken Back

- Walking Speed cannot be raised higher than 0 until 2d6 weeks of bed rest



Severed Hand

- Bleeding 1d8 HP/round
- Can't hold item in that hand
- Cannot perform any action that requires that hand



Dazing Blow

- Stunned to end of next turn



Knocked Out

- Unconscious 1d4 rounds



Horrific Facial Scar

- If Dragon performs a stirring soliloquy, Stunned 1d4 turns
- ADV to CHA (Intimidation) during first impressions



Knocked Down

- Prone



Severed Foot

- Bleeding 1d8 HP/round
- Walking Speed is 5 (or 1/2 with crutch) and no DEX AC bonus
- Fail checks req'ing footwork

Dragon - Defending



Severed Tail

- Dragon loses Tail attack
- Dragon loses sense of balance, DIS to checks requiring movement



Severed Tongue

- Unable to speak or cast spells with Verbal components
- Dragon is furious and targets Attacker until dead



Shredded Wing

- Flight Speed is 0
- Dragon loses Wing attack



Broken Teeth

- Bite damage is $\frac{1}{2}$



Sealed Maw

- If Attacker chooses to let go of weapon, Dragon loses Bite and Breath Weapon attacks



Pierced Eye

- Dragon loses Frightful Presence attack
- DIS on checks requiring vision



Severed Claw

- Walking Speed is $\frac{1}{2}$
- Dragon loses one Claw attack



Descaled

- Dragon has a hole in armor
- Critical Hit range against Dragon is expanded by 1



Breath Weapon

- Immediate Breath Weapon attack centered on Attacker
- Dragon loses Breath Weapon attack



Dazing Blow

- Stunned until end of next turn



Throat Slashed

- Bleeding 1d10 HP/round
- Cannot speak above whisper



Pierced Heart

- Instant Death
- Attacker has permanent ADV on saves from Frightful Presence attack by dragons
- There is much rejoicing

Vorpal



Lost Fingers

- Drop item held in that hand
- Lose 1d4 Fingers
- DIS to skills req'ing that hand for 2d4 weeks



Severed Nose

- Stunned to end of next turn
- DIS to skills req'ing smell
- ADV to CHA (Intimidation) during first impressions



Severed Ear

- DIS to skills req'ing hearing
- ADV to CHA (Intimidation) during first impressions



Severed Hand

- Bleeding 1d6 HP/round
- Can't hold items in that hand
- Can't perform actions req'ing that hand



Severed Arm

- Bleeding 1d8 HP/round
- Can't hold items in that hand
- Can't perform actions req'ing that arm



Finger Tipped

- Lose 1d4 Fingertips
- DIS to skills req'ing that hand for 1d4 days



Lost Toes

- Lose 1d4 toes
- Walking Speed $\frac{1}{2}$ for one day for each toe lost



Severed Foot

- Bleeding 1d8 HP/round
- Walking Speed is 5 (or $\frac{1}{2}$ with crutch) and no DEX AC bonus
- Fail checks req'ing footwork
- Bleeding 1d10 HP/round



Severed Leg

- Walking Speed is 5 (or $\frac{1}{2}$ with crutch) and no DEX AC bonus
- Fail checks req'ing footwork



Scalped

- Stunned to end of next turn
- Bleeding 1d10 HP/round



Disem- boweled

- Incapacitated until successful CON Save, pushing innards back
- Exhaustion level raised by 1



Beheaded

- Victim grimaces as head hits ground, body stumbles and falls
- Instant Death

Cursed



Halved

- Victim at first seems unphased, then upper body slowly slides off
- Instant death



Open-Minded

- Victim stares at Attacker in momentary disbelief.
- Instant death



Unicorned

- The last thing to pass through Victim's mind is Attacker's weapon
- Instant death



Silenced

- Victim tries to say some final words, but no sound comes out
- Instant death



Bifurcated

- Victim has split
- Instant death



Defaced

- A sudden look of surprise appears on the Victim's face and then quickly drops
- Instant death



Severed Foot

- Bleeding 1d8 HP/round
- Walking Speed is 5 (or 1/2 with crutch) and no DEX AC bonus
- Fail skills req'ing footwork



Lost Fingers

- Drop item held in that hand
- Lose 1d4 Fingers
- DIS to skills req'ing this hand for 2d4 weeks



Severed Ear

- DIS to skills req'ing hearing
- ADV to CHA (Intimidation) during first impressions



Nethers

- Stunned to end of next turn
- Allies with line of sight lose Reaction gasping in empathy



Severed Nose

- Stunned to end of next turn
- DIS to skills req'ing smell
- ADV to CHA (Intimidation) during first impressions



Eye Pluck

- All ranged attacks -2 to hit
- ADV to CHA (Intimidation) during first impressions

Fumble - Bow



Dropped Bow

- Bow falls at feet
- If an enemy grabs Bow they gain ADV on next attack



Sprained Wrist

- Forfeit remaining attacks on current turn.
- DIS on skills req'ing this hand until short rest.



Broken String

- Bow is unusable until an Action is spent restringing it.



Dislocated Shoulder

- Unable to attack with any weapon req'ing that hand until short rest



Broken Arrow

- Arrow breaks on impact
- Target is emboldened and gains ADV on next attack



Wrong Target

- Attacker rolls to hit Ally or Enemy closest to target



Slipped Vertebrae

- Walking Speed $\frac{1}{2}$ until short rest
- DIS to STR checks until long rest



Fall Down

- Prone



Dislocated Elbow

- Forfeit remaining attacks on current turn.
- DIS with attacks req'ing this hand until short rest.



Stumble

- Forfeit remaining attacks on current turn.
- Fall Prone or move 1d3 x 5 feet in random direction.



Dropped Arrow

- Attacker fumbles arrow and forfeits all bow attacks until beginning of next turn.

Fumble - Melee



Dropped Weapon

- Weapon falls at feet
- If an enemy grabs weapon they gain ADV on next attack



Sprained Wrist

- Forfeit remaining attacks on current turn.
- DIS to skills req'ing this hand until short rest



Sprained Ankle

- Forfeit remaining movement on current turn
- DIS on checks req'ing footwork until short rest.



Horrific Facial Scar

- Forfeit remaining attacks on current turn
- ADV to CHA (Intimidation) during first impressions



Twisted Knee

- Forfeit remaining movement on current turn
- Walking Speed ½ until short rest



Fell Down

- Prone



Slipped Vertebrae

- Walking Speed ½ until short rest
- DIS to STR checks for until long rest



Wrong Target

- Attacker rolls to hit Ally or Enemy closest to target



Dislocated Elbow

- Forfeit remaining attacks on current turn
- DIS to attacks req'ing this hand until short rest



Juggled Weapon

- May use Bonus action to DEX save, else weapon falls 5 to 10 feet in random direction



Flung Weapon

- Weapon thrown 2d4 x 5 feet in random direction
- Enemy has a good chuckle



Stumble

- Forfeit remaining attacks on current turn
- Fall prone or move 1d3 x 5 feet in random direction.

Fumble - Thrown



Dropped Weapon

- Weapon falls at feet
- If an enemy grabs weapon they gain ADV on next attack



Sprained Wrist

- Forfeit remaining attacks on current turn.
- DIS to skills req'ing this hand until short rest



Dislocated Shoulder

- Can't attack with weapon req'ing this hand until short rest



Juggled Weapon

- May use Bonus action to DEX save, else weapon falls 5 to 10 feet in random direction



Broken Weapon

- Weapon breaks on impact if non-magical
- Target is emboldened and gains ADV on next attack



Wrong Target

- Attacker rolls to hit Ally or Enemy closest to target



Slipped Vertebrae

- Walking Speed $\frac{1}{2}$ until short rest
- DIS to STR checks until long rest



Flung Weapon

- Weapon thrown 2d4 x 5 feet in random direction
- Enemy has a good chuckle



Dislocated Elbow

- Forfeit remaining attacks on current turn
- DIS to attacks req'ing this hand until short rest



Stumble

- Forfeit remaining attacks on current turn
- Fall prone or move 1d3 x 5 feet in random direction.



Fell Down

- Prone

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