

# THE DICE OF DEATH & DISMEMBERMENT™

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## INSTRUCTIONS

The ***Dice of Death & Dismemberment*** aren't meant to replace your current critical hit mechanics. They simply add a new layer, intending to keep your combat resolution quick and efficient.

The basic instructions can be boiled down to one sentence:

***Whenever you roll critical hit damage, include one Death & Dismemberment die along with your damage dice.***

For example, in 5e when a critical hit is rolled the Attacker will:

1. Grab twice as many damage dice as they would in a non-critical hit
2. Grab one critical hit die
3. Roll all the dice together
4. Calculate the damage as normal then add the effects of the critical hit die

That's it for the basic rules. Drop these dice into your game and see how they roll!

The FAQ below clarifies a few things. The rest of the pages describe the recommended 5e effects for each die face. Updated instructions can be found at our website: [www.deckanddicegames.com](http://www.deckanddicegames.com).

## 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.

***"You've included recommended effects for 5e, what about my system?"***

The publisher of 5e has provided usage rights (see the Open Gaming License 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](http://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 disfigurations (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. This could seriously hinder our ability to tell the story we want to tell. 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.

# The Base Set Head Die

(Black Opaque)



## Lost Teeth

- DIS to CHA (Persuasion) during a first impression
- Attacker gains one free melee attack



## Severed Nose

- Stunned until end of next turn
- DIS to WIS (Perception) smell
- ADV to CHA (Intimidation) during a first impression



## Severed Ear

- DIS to WIS (Perception) hearing
- ADV to CHA (Intimidation) during a first impression



## Forehead Cleave

- Bleeding 1d6 hp/round
- Weapon stuck until a successful DC 12 STR (Athletics) check



## Broken Jaw

- DIS to skill checks requiring speech
- Cannot cast spells with Verbal components



## Eye Pluck

- All ranged attacks are at -2 to hit
- ADV to CHA (Intimidation) during a first impression



## Throat Slashed

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



## Dazing Blow

- Stunned 1d4 rounds or until a successful DC (1/2 damage) CON Save



## Knocked Out

- Unconscious 1d4 rounds or until a successful DC (1/2 damage) CON Save



## Scalped

- Stunned until end of next turn
- Bleeding 1d10 hp/round



## Horrific Facial Scar

- If Attacker performs a stirring soliloquy, Victim Stunned until end of next turn
- ADV to CHA (Intimidation) during a first impression



## Decapitation

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

# The Base Set Torso Die

(Black Opaque)



## Pierced Rear

- Short Rests take twice as long for 1d4 days or until a successful daily DC 16 CON Save



## Broken Hip

- Walking speed halved and cannot Dash for 1d6 weeks or until a successful weekly DC 20 CON Save



## Back Stabbed

- Double damage
- Attacker may Kick as Bonus action to send Victim Prone 0 to 10 feet



## Impaled Stomach

- Double damage
- If Attacker whispers a shocking revelation or vile insult into Victim's ear, Victim must succeed DC 16 WIS or CHA Save or die from shock



## Broken Heart

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



## Broken Back

- Walking speed cannot be raised higher than 0 until a successful weekly DC 25 CON Save



## Slipped Vertebrae

- Limited to light encumbrance 1d4 days or until a successful daily DC 16 CON Save



## Broken Rib

- Rests take 50% longer for 1d4 weeks or until a successful weekly DC 16 CON Save



## Nethers

- Stunned until end of next turn.
- Make successful DC ( $\frac{1}{2}$  damage) CON Save or unable to procreate



## Disemboweled

- Stunned until end of next turn
- Prone until a successful DC 20 CON Save



## Pierced Lung

- Minimum Level 2 Exhaustion for 1d4 days or until a successful daily DC 16 CON Save



## Knocked Down

- Prone

# The Base Set Arm Die

(Black Opaque)



## Lost Fingers

- Lost 1d4 Fingers
- DIS to skill checks requiring that hand for 1d6 weeks or until a successful weekly DC 16 WIS Save



## Broken Fingers

- DIS to skill checks requiring that hand for 2d6 days or until a successful daily DC 16 CON Save



## Severed Hand

- Bleeding 1d6 hp/round
- Cannot hold items with that hand
- Cannot perform any action that requires that hand



## Severed Arm

- Bleeding 1d8 hp/round
- Cannot hold items with that hand
- Cannot perform any action that requires that hand



## Broken Arm

- Cannot hold heavy items with that hand and DIS to skill checks requiring that hand for 1d6 weeks or until a successful weekly DC 16 CON Save



## Compound Fracture Arm

- Bleeding 1d8 hp/round
- Cannot hold heavy items with that hand and DIS to skill checks requiring that hand for 1d6 weeks or until a successful weekly DC 16 CON Save



## Pierced Hand

- Drop item held in that hand
- DIS to skill checks requiring that hand for 1d4 days or until a successful DC 14 CON Save



## Split Hand

- Drop item held in that hand
- DIS to skill checks requiring that hand for 1d6 days or until a successful DC 14 CON Save



## Dropped Item

- Drop item held in hand of Attacker's choice



## Slit Wrists

- Bleeding 1d6 hp/round



## Finger-tipped

- Lost 1d4 Fingertips
- DIS to skill checks requiring that hand for 1d4 days or until a successful daily DC 14 WIS Save



## Broken Elbow

- Cannot hold heavy items with that hand and DIS to skill checks requiring that hand for 1d6 weeks or until a successful weekly DC 16 CON Save

# The Base Set Leg Die

(Black Opaque)



## Lost Toes

- Unable to Dash for 1d4 days or until a successful daily DC 14 CON Save



## Broken Leg

- Walking speed reduced to 0 without crutch and unable to Dash 2d6 weeks or until a successful weekly DC 18 CON Save



## Severed Foot

- Bleeding 1d6 hp/round
- Walking speed reduced to 0 without crutch and unable to Dash



## Severed Leg

- Bleeding 1d8 hp/round
- Walking speed reduced to 0 without crutch and unable to Dash



## Broken Knee

- Walking speed reduced to 0 without crutch and unable to Dash 2d6 weeks or until a successful weekly DC 18 CON Save



## Achilles Tendon

- Walking speed halved and unable to Dash for 1d4 weeks or until a successful weekly DC 16 CON Save



## Compound Fracture Leg

- Bleeding 1d8 hp/round
- Walking speed reduced to 0 without crutch and unable to Dash 2d6 weeks or until a successful weekly DC 18 CON Save



## Pierced Foot

- Unable to Dash for 1d4 days or until a successful daily DC 14 CON Save



## Knocked Down

- Prone



## Broken Foot

- Walking speed halved and unable to Dash for 1d4 weeks or until a successful weekly DC 16 CON Save



## Broken Ankle

- Walking speed halved and unable to Dash for 1d6 weeks or until a successful weekly DC 16 CON Save



## Femoral Artery

- Bleeding 1d12 hp/round

# The Arrow Crit Die

(Brown Opaque)



## Lost Fingers

- Lost 1d4 Fingers
- DIS to skill checks requiring that hand for 1d6 weeks or until a successful weekly DC 16 WIS Save



## Compound Fracture Arm

- Bleeding 1d8 hp/round
- Cannot hold heavy item with that hand and DIS to skill checks requiring that hand for 1d6 weeks or until a successful weekly DC 16 CON Save



## Broken Heart

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



## Pierced Hand

- Drop item held in that hand
- DIS to skill checks requiring that hand for 1d4 days or until a successful DC 14 CON Save



## Nethers

- Stunned until end of turn.
- Make a successful DC (1/2 damage) CON Save or unable to procreate



## Eye Pluck

- All ranged attacks are at -2 to hit
- ADV to CHA (Intimidation) during a first impression



## Pierced Throat

- Bleeding 1d6 hp/round
- Cannot speak above whisper



## Pierced Knee

- Walking halved and unable to Dash 1d6 days or until a successful weekly DC 16 CON Save



## Pierced Foot

- Unable to Dash for 1d4 days or until a successful daily DC 14 CON Save



## Horrific Facial Scar

- If Attacker performs a stirring soliloquy, Victim Stunned until end of next turn
- ADV to CHA (Intimidation) during a first impression



## Knocked Down

- Prone



## Femoral Artery

- Bleeding 1d12 hp/round



# The Vorpal Die

(Grey Transparent)



## Disemboweled

- Stunned until end of next turn
- Prone until a successful DC 20 CON Save



## Severed Nose

- Stunned until end of next turn
- DIS to WIS (Perception) smell
- ADV to CHA (Intimidation) during a first impression



## Severed Ear

- DIS to WIS (Perception) hearing
- ADV to CHA (Intimidation) during a first impression



## Finger-tipped

- Lost 1d4 Fingertips
- DIS to skill checks requiring that hand for 1d4 days or until a successful daily DC 14 WIS Save



## Lost Fingers

- Lost 1d4 Fingers
- DIS to skill checks requiring that hand for 1d6 weeks or until a successful weekly DC 16 WIS Save



## Severed Leg

- Bleeding 1d8 hp/round
- Walking speed reduced to 0 without crutch and unable to Dash



## Scalped

- Stunned until end of next turn
- Bleeding 1d10 hp/round



## Severed Arm

- Bleeding 1d8 hp/round
- Cannot hold items with that hand
- Cannot perform any action that requires that hand



## Severed Foot

- Bleeding 1d6 hp/round
- Walking speed reduced to 0 without crutch and unable to Dash



## Severed Hand

- Bleeding 1d6 hp/round
- Cannot hold items with that hand
- Cannot perform any action that requires that hand



## Lost Toes

- Unable to Dash for 1d4 days or until a successful daily DC 14 CON Save



## Decapitation

- Victim's head stares back at self, sadly
- Instant Death



# The Cursed Die

(Blue Transparent)



## Severed Ear

- DIS to WIS (Perception) hearing
- ADV to CHA (Intimidation) during a first impression



## Nethers

- Stunned until end of next turn.
- Make a successful DC (1/2 damage) CON Save or unable to procreate



## Eye Pluck

- All ranged attacks are at -2 to hit
- ADV to CHA (Intimidation) during a first impression



## Severed Nose

- Stunned until end of next turn
- DIS to WIS (Perception) smell
- ADV to CHA (Intimidation) during a first impression



## Severed Foot

- Bleeding 1d6 hp/round
- Walking speed reduced to 0 without crutch and unable to Dash



## Lost Fingers

- Lost 1d4 Fingers
- DIS to skill checks requiring that hand for 2d6 days or until a successful DC 18 CON Save



## 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

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