

THE DICE OF DEATH & DISMEMBERMENT™

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. How the dice results are interpreted in your games is up to you. Some GM's will want to interpret the results literally, others may use them simply to describe the damage without adding any effects.

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, but don’t give the DC?”

The DC will vary depending on several factors. We recommend the GM decide the DC of any saving throws 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 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) 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 recommended recovery time is considered for non-magical healing only.

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

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



Off Balance

- Victim chooses to fall prone or forfeit movement until end of next turn



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 ½ until short rest
- DIS to STR checks for 1d6 days



- Off Balance** • Victim chooses to fall prone or forfeit movement until end of next turn



- 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 ½ 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 Shoul-

- 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 forfeit movement until end of next turn

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 for 1d6 days



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



- 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 2d4 weeks



Broken Fingers

- DIS to skills req'ing that hand for 2d4 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
- Can't 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 1d6 HP/round
- Can't hold items in that hand
- Can't 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 1d4 days



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



Forehead Cleave • 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



Severed Leg

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



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
- 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, Frightened 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 until 2d6 weeks of bed rest



- Slipped Vertebrae**
- Walking Speed $\frac{1}{2}$ until short rest
 - DIS to STR checks for 1d6 days



- 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 gassing 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/turn 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/turn 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 chose to either fall Prone or forfeit movement until end of next turn



Wind Knocked

- 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 next turn: swallowed if small enough, else 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 Out

- 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



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



Drop 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 for 1d6 days



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.
- Must fall Prone or forfeit move to end of next turn



Dropped Arrow

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



Wrong Target

- Attacker rolls to hit Ally or Enemy closest to target

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 $\frac{1}{2}$ until short rest



Fell Down

- Prone



Slipped Vertebrae

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



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 forfeit move to end of next turn

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 for 1d6 days



Flung Weapon

- Weapon thrown 2d4 x5 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 forfeit move to end of next turn



Fell Down

- Prone



Wrong Target

- Attacker rolls to hit Ally or Enemy closest to target

The 5e Open Game Content presented here may only be Used under and in terms of the following License:

OPEN GAME License Version 1.0a The following text is the property of Wizards of the Coast, LLC. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, License, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; Creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, Symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of Characters, Spells, enchantments, personalities, teams, personas, likenesses and Special abilities; places, locations, environments, Creatures, Equipment, magical or supernatural Abilities or Effects, logos, Symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the OPEN Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to Identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or Conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, nonexclusive License with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original Creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a Challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE Open Game License v 1.0a Copyright 2000, Wizards of the Coast, LLC. System Reference Document 5.1 Copyright 2016, Wizards of the Coast, LLC.; Authors Mike Mearls, Jeremy Crawford, Chris Perkins, Rodney Thompson, Peter Lee, James Wyatt, Robert J. Schwalb, Bruce R. Cordell, Chris Sims, and Steve Townshend, based on original material by E. Gary Gygax and Dave Arneson.



For the latest instructions, a template for creating your own effects tables, or if you just want to check out some other cool gaming products, visit us at:

www.deckanddicegames.com

Instructions: Marcus Pascall

Feedback: Jeffery Royer, Thomas Thrash, Jason Exum,
Damian Erickson & Jon "Dice Lord" Schroeder

Proofreading: Audrey Cochran

Dice Art: Olivia Dohme & Marcus Pascall

Copyright 2022 Deck and Dice Games LLC