

# 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](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 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  $\frac{1}{2}$  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  $\frac{1}{2}$  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 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 1/2 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 1/2 with crutch) and receive no AC Dex bonus for 2d6 weeks
- Unable to Dash



## **Broken Ankle**

- Walking Speed 1/2 and unable to Dash for 1d4 weeks



## **Knocked Down**

- Prone



## **Achilles Tendon**

- Walking Speed 1/2 and DIS to skills req'ing footwork
- Unable to Dash



## **Lost Toes**

- Lose 1d4 toes
- Walking Speed 1/2 for one day for each toe lost



## **Broken Foot**

- Walking Speed 1/2 and DIS to skills req'ing footwork for 2d4 weeks



## **Broken Heel**

- Walking Speed 1/2 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  $\frac{1}{2}$  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



- 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  $\frac{1}{2}$  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 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/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



## **Disemboweled**

- 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
- Drop item held in that hand



## **Lost Fingers**

- 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

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