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.

"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 brutall 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. 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	•Drop item held in that hand
~ PTI//	•Lose 1d4 Fingers
ব Fingers	•DIS to skills req'ing that hand for 2d4
	•Bleeding 1d8 HP/round
Compound	•Can't hold heavy items in that hand and DIS to attacks with that hand for 2d6
Fracture	DIS to attacks with that hand for 206 weeks
	그는 그렇게 다 그렇게 다 그 가 많이 걸었다.
Pierced	•Victim drops to 0 hp with two
Heart	automatically failed Death Saves
D iscussed	•Drop item held in that hand
Pierced	•DIS to skills req'ing that hand for 1d4
Hand	days
	•Stunned to end of next turn
Nethers	•Allies with line of sight spend Reaction
	gasping in empathy
	•All ranged attacks -2 to hit
Eye	•ADV to CHA (Intimidation) during first
Plucked	impressions
Throat	•Bleeding 1d6 HP/round
Pierced	•Can't speak above whisper
	Walking Speed is 5 (or 1/ with switch) and
Pierced	•Walking Speed is 5 (or ½ with crutch) and receive no AC Dex bonus for 2d6 weeks
Knee	•Unable to Dash
Pierced	•Unable to Dash and DIS to skills req'ing
Foot	footwork for 1d6 days
Femoral	•Bleeding 1d12 HP/round
Artery	Diccung 1012 III/Iound
	If Attacker gives stirring soliloguy Victim
Horrific	•If Attacker gives stirring soliloquy, Victim stunned to end of next turn
Facial	• ADV to CHA (Intimidation) during first
Scar	impressions
Knocked	
Down	• Prone
Down	

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
	•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	
Cranium		



- •All ranged attacks -2 to hit for 1d4 weeks Eye
- Larynx
- Crushed ·Stunned to end of next turn ·Unable to speak above whisper until long rest
 - •DIS to CHA (Persuasion) during first Lost impressions
 - Teeth . Attacker gets one free attack



•Bleeding 1 HP/round until short rest

Broken Neck

Paralyzed for 2d6 weeks

Dazing Blow

·Stunned to end of next turn

Knocked • Prone Down

Concussed • Stunned to end of next Turn Ear · Deafened for 2d4 turns

Skull

Cracked ·Stunned 1d4 Rounds • DIS to INT, WIS and CHA checks for 2d4 davs

Knocked •Unconscious 1d4 rounds Out



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

Bludgeoning - Leg

Knee- Capped	• Walking Speed ¹ / ₂ and DIS to checks req'ing footwork for 2d6 weeks • Unable to Dash
Broken Leg	• Walking Speed is 5 (or ½ with crutch) and no AC Dex bonus for 2d6 weeks
Shattered Foot	•Walking Speed ½ •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 ½ with crutch) and no AC Dex bonus for 2d6 weeks
Broken Ankle	•Walking Speed ½ and unable to Dash for 1d4 weeks
Broken Knee	•Walking Speed is 5 (or ½ with crutch) and no AC Dex bonus for 2d6 weeks •Unable to Dash
Fractured	•Walking Speed ½ for 1d6 weeks

Blugeoning - 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
-H)	Wind Knocked Out	•Victim feels suffocated •Stunned to end of next turn
Grant	Kidney Strike	•Stunned to end of next turn •Exhaustion level raised by 1
S.	Knocked Down	•Prone
		•Walking Speed ½ until short rest •DIS to STR checks for 1d6 days
(F)	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
F	Broken Hip	•Walking Speed ½ and can't Dash for 2d6 weeks
E	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

0.00		•Drop item held in that hand
- RHP/	Lost	•Lose 1d4 Fingers
4	Fingers	•DIS to skills req'ing that hand for 2d4 weeks
NR	Broken	•DIS to skills req'ing that hand for 2d4
2 1	Fingers	weeks
115	Dropped	•Victim drops item held in hand of
A Sul	Item	Attacker's choice
	Broken	•Can't hold heavy items in that hand
The second	Wrist	•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
	Shour	•Bleeding 1d8 HP/round
14-3	Compound	•Can't hold heavy items in that hand and
	Fracture	DIS to attacks with that hand for 2d6 weeks
	Pierced	•Drop item held in that hand
- THE	Hand	•DIS to skills req'ing that hand for 1d4 days
	Flung	
= 5.1	Flung	•Weapon is thrown 1d6x5 feet in random direction
411	Weapon	
N-3	Slit	•Bleeding 1d6 HP/Round
ant	Wrists	Diceding rue mynound
-	Finger	•Lose 1d4 Fingertips
Jus.	Tipped	•DIS to skills req'ing that hand for 1d4 days
	2011년 - 11 · 11 · 11 · 11 · 11 · 11 · 11 ·	
	Broken	•Can't hold heavy items in that hand and DIS to attacks with that hand for 2d4
E.	Elbow	weeks

Piercing - Head

10 - A. A.		
	Lost	•DIS to CHA (Persuasion) during first
	Teeth	impressions
	iceui	•Attacker gets one free attack
	Severed	•Stunned to end of next turn
(20		•DIS to skills req'ing smell
ب ر	Nose	•ADV to CHA (Intimidation) during first
	Pierced	
$\left(\begin{array}{c} \Omega \end{array} \right)$	이상 전에 가지 못했는 것이 없다.	•DIS to skills req'ing hearing
	Eardrum	사람 옷에서 이 것은 것 못했는 것 같아요
	D!	•DIS to skills req'ing speech and can't cast
(Pierced	spells with Verbal component until long
Sil	Mouth	rest
	Broken	•DIS to skill checks req'ing speech and can't cast spells with Verbal component
5%	Jaw	for 2d4 weeks
Churt 1		- 19 : 2014 - 19 : 19 : 19 : 19 : 19 : 19 : 19 : 19
	Eye	•All ranged attacks -2 to hit
	Plucked	•ADV to CHA (Intimidation) during first
ې ۱	I WUNUU	impressions
	Pierced	•Bleeding 1d6 HP/round
्रि /		•Can't speak above whisper for 2d6 days
4	Thro at	Can't speak above whisper for 200 days
	Doging	
	Dazing	•Stunned to end of next turn
57	Blow	
	Kan ala d	
2	Knocked	•Unconscious 1d4 rounds or until
25/	Out	successful CON Save
, slo	Knocked	•Prone
2	Down	
11		
10	Horrific	•If Attacker performs a stirring soliloquy, Victim stunned to end of next turn
L.	Facial	• ADV to CHA (Intimidation) during first
	Scar	impressions
	Pierced	
(x)		Instant Death
reg -	Brain	
1		

Piercing - Leg

Femoral Artery	•Bleeding 1d12 HP/round
Compound	•Bleeding 1d8 HP/round
Fracture	•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 ¹ / ₂ 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

H

Piercing - Torso

1. R. L. 198		
23	Pierced	•Short Rests take twice as long for 1d4 days
IA	Backside	•Attacker gets one free attack
	Nethers	• Stunned to end of next turn • Allies with line of sight lose Reaction gasping in empathy
Coff	Back Stabbed	•Double damage •Attacker may kick Victim prone as a bonus action
Sent 1	Impaled Stomach	•Double damage •If Attacker whispers shocking revelation or vile insult into ear, Frightened 1d4 rounds
ß	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 ½ until short rest •DIS to STR checks for 1d6 days
JE H	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
Ant	Disem- boweled	 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
F	Broken Hip	• Walking Speed ½ and can't Dash for 2d6 weeks

Slashing - Arm

0.00	To at	•Drop item held in that hand
ANY/	Lost	•Lose 1d4 Fingers
SI	Fingers	•DIS to skills req'ing that hand for 2d4 weeks
NZ	Broken	•DIS to skills req'ing that hand for 2d4
Z m	Fingers	weeks
151	Dropped	•Drop item held in hand of Attacker's
A South	Item	choice
	Forward	•Bleeding 1d8 HP/round
	Severed	•Can't hold items in that hand
-	Arm	•Can't perform actions that requires that arm
	Broken	•Cannot hold heavy items with that hand
	Arm	and DIS to attacks with that hand for 2d6
EUN		weeks
	Compound	•Bleeding 1d8 HP/round
(A)	Fracture	•Cannot hold heavy items in that hand and DIS to attacks with that hand for 2d6
15	11400410	weeks
	Pierced	•Drop item held in that hand
Xin	Hand	•DIS to skills req'ing that hand for 1d4
	manu	days
ollo	Split	•Drop item held in that hand
14.1	Hand	•DIS to skills req'ing that hand for 1d6
	manu	days
ø	Severed	•Bleeding 1d6 HP/round •Can't hold items in that hand
2	Hand	•Can't perform actions that requires that
ollo	Dinand	hand
	Slit	
à, K	Wrists	•Bleeding 1d6 HP/round
000	1111565	
	Finger	Lose 1d4 fingertips
Ma	Tipped	•DIS to skills req'ing that hand for 1d4
00%	ripped	days
	Broken	•Can't hold heavy items in that hand and
	Elbow	DIS to attacks with that hand for 2d4
WB.	LiDow	weeks

Slashing - Head

Lost	•DIS to CHA (Persuasion) during first impressions
Teeth	• Attacker gets one free attack
	• Stunned to end of next turn
Severed	•DIS to skills req'ing smell
Nose Nose	•ADV to CHA (Intimidation) during first impressions
Severed	•DIS to skills req'ing hearing
Ear	• ADV to CHA (Intimidation) during first
	impressions
Forehead	•Bleeding 1d6 HP/round
Cleave	•Weapon stuck until successful STR (Athletics) check
Broken	•DIS to skills req'ing speech and can't cast spells with Verbal component for 2d4
Jaw Jaw	weeks
	•All ranged attacks -2 to hit
Eye	•ADV to CHA (Intimidation) during first
Plucked	impressions
Throat	Riss ding 1 d10 HR/manual
3	•Bleeding 1d10 HP/round •Can't speak above whisper for 2d6 days
Slashed	Call t speak above whisper for 200 days
Dazing	
Blow	•Stunned to end of next turn
UT DIOLO	
Knocked	•Unconscious 1d4 rounds or until
Out	successful CON Save
Scalped	•Stunned to end of next turn
Scalped	•Bleeding 1d10 HP/round
Horrific	•If Attacker gives stirring soliloquy, Victim
Facial	stunned to end of next turn
E Scar	• ADV to CHA (Intimidation) during first impressions
	• Victim grimaces as head hits ground,
Beheaded	body stumbles and falls
molto-	Instant Death

Slashing - Leg

- 10 A		
	Lost	•Lose 1d4 toes
\sim	이 그는 것을 하는 것 않는 것	•Walking Speed ¹ / ₂ for one day for each toe
	Toes	lost
	Broken	Welling Creed is E (as I/ with systel) and
≥(;)	신 성장 것이 말 가 있는	• Walking Speed is 5 (or ½ with crutch) and no DEX AC bonus for 2d6 weeks
	Leg	no DEX Ne Donus for 200 weeks
	Severed	•Bleeding 1d8 HP/round
6	이 이 아이에 가지 않는 것이 같아.	• Walking Speed is 5 (or $\frac{1}{2}$ with crutch) and
	Foot	no DEX AC bonus
	Severed	•Bleeding 1d10 HP/round
้า		• Walking Speed is 5 (or $\frac{1}{2}$ with crutch) and
L	Leg	no DEX AC bonus
	Broken	• Walking Speed is 5 (or $\frac{1}{2}$ with crutch) and
		no DEX AC bonus for 2d6 weeks
	Knee	•Unable to Dash
	Achillos	•Walking Speed ½ and DIS to skills req'ing
	Achilles	footwork
\leq	Tendon	•Unable to Dash
		•Bleeding 1d8 HP/round
	Compound	•Walking Speed is 5 (or $\frac{1}{2}$ with crutch)
K	Fracture	and no DEX AC bonus 2d6 weeks
14	Pierced	•Unable to Dash and DIS to skills req'ing
4	Foot	footwork for 1d6 days
Rollo	Knocked	•Prone
	Down	
11	Broken	•Walking Speed ¹ / ₂ and DIS to skills req'ing
	Foot	footwork for 2d4 weeks
	Broken	•Walking Speed ¹ / ₂ and unable to Dash for
	Ankle	1d4 weeks
	Femoral	Blooding 1d12 HP/round
1)L	Artery	•Bleeding 1d12 HP/round
\sim		

Slashing - Torso

 		
	Pierced	•Short Rests take twice as long for 1d4
	Backside	days
	Dachsille	•Attacker gets one free attack
, Uj	Broken	• Walking Speed ½ and can't Dash for 2d6
	이는 동안 전화 전화 전 것이다.	weeks
	Нір	
	Back	•Double damage
CH		Attacker may kick Victim prone as a
X	Stabbed	bonus action
	Impaled	•Double damage
Star		•If Attacker whispers shocking revelation or vile insult into ear, Frightened 1d4
XI	Stomach	rounds
	Broken	
R		•Victim drops to 0 HP with two automatically failed Death Saves
X	Heart	automatically laned Death Saves
$\overline{\mathbf{A}}$	Brokow	
	Broken	•Walking Speed can't be raised higher than
	Back	0 until 2d6 weeks of bed rest
	CI:	
	Slipped	•Walking Speed 1/2 until short rest
	<i>Vertebrae</i>	•DIS to STR checks for 1d6 days
		•Attacker gets ADV next attack
S.	Broken	•Short Rests take twice as long and Long
	Ribs	Rests take 2 additional hours for 2d6 days
		•Stunned to end of next turn
Q	Nethers	•Allies with line of sight lose Reaction
	nemers	gasping in empathy
		그 귀엽 가장을 깨끗하는 것 같아요. 이 것 같아요. 이 것 같아요. 이 것 같아요. 이 것 같아요.
	Disem-	 Incapacitated until successful CON Save, pushing innards back
	boweled	•Exhaustion level raised by 1
	4	이 같은 사람이 많은 것이 같은 것이 같은 것이 같이 많이 많이 했다.
dhy	Pierced	• Speaking requires successful CON save or
	Lung	cough blood instead, until long rest
	Lung	•Exhaustion level raised by 2
o flo	Knocked	
S	Down	•Prone
й V	Down	

Unarmed Strike - Kick

n	Knee	• Walking Speed ¹ / ₂ and DIS to skills req'ing
772		footwork for 2d6 weeks
Ľ."	Capped	•Unable to Dash
	Broken	
	- Vice 25 T T T T T S.C.	•Bleeding 1 HP/turn until short rest
	Nose	그는 그는 것은 것은 것이 같아. 이렇게 많은 것이 같아. 집에 가지 않는 것이 같아.
		•Bleeding 1d8 HP/round
	Compound	
		•Cannot hold heavy items with that hand and DIS to attacks with that hand for 2d6
1 · 7.3	Fracture	weeks
		weeks
	Slipped	•Walking Speed 1/2 until Short Rest
	n na stran strange s	•DIS to STR checks for 1d6 days
	Vertebrae	DID to STR CHECKS IOF I do days
	at said	
1- 1	Broken	•DIS to skills req'ing speech and can't cast
<u> </u>		spells with Verbal components for 2d4
211	Jaw	weeks
<u>6</u>		•Stunned until end of next turn
2111	Nethers	•Attacker gets one free attack
		-Altacker gets one nee attack
	A State of the	
)AR	Broken	• Walking Speed is 5 (or $\frac{1}{2}$ with crutch) and
	Log	no DEX AC bonus for 2d6 weeks
	Leg	
XXXX	Dazing	Church the stand of a state burner
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~	Blow	•Stunned to end of next turn
$\psi$	Diow	
	W	
2	Knocked	•Unconscious 1d4 rounds or until
25.	Out	successful CON Save
Yr	Out	
1		•Victim is thrown 1d4x5 feet directly away
Charles -	Thrown	from Attacker
r is	mown	•For each 10 feet, 1d6 damage is shared
12 1		by target and anything target hits
	W	
L Slo	Knocked	•Prone
	Down	- TIONE
11	Down	
	Developer	•Attacker gets ADV next attack
	Broken	<b>U</b>
	Ribs	•Short Rests take twice as long and Long
	mbs	Rests take 2 additional hours for 2d6 days

## **Unarmed Strike - Punch**

بخيد	Crushed Larnyx	• Stunned until end of next turn • Unable to speak above whisper until long rest
( Ja	Broken Nose	•Bleeding 1 HP/turn until short rest
in the second se	Knocked Out	•Unconscious 1d4 rounds or until successful CON Save
GÖE	Kidney Strike	
	Off Balance	•Victim must chose to either fall Prone or forfeit movement until end of next turn
R	Wind Knocked	•Victim feels suffocated •Stunned until end of next turn
54	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
E	Broken Ribs	<ul> <li>Attacker gets ADV on next attack</li> <li>Short Rests take twice as long and Long Rests take 2 additional hours for 2d6 days</li> </ul>
N Sul	Dropped Item	• Victim drops item held in hand of Attacker's choice
Star 1	Knocked Down	•Prone

## **Dragon - Attacking**

	•Grappled by Dragon's mouth
Swallowed	• If still Grappled on next turn: swallowed
Stranouecu	if small enough, else Breath Weapon with
	no save
Charles alord	•Double damage
Crew Impaled	•Target lands prone 1d4 x 5 feet in direction of Dragon's choice
	direction of Dragon's choice
<b>Pierced</b>	•DEX save or Instant death
Head	•DIS to INT, WIS and CHA checks until long
270 Head	rest
	•Thrown 1d6 x 10 feet in direction of Dragon's choice
Flung	•For every 10 feet thrown, 1d6 HP damage
31 C	shared by target and whomever target hits
<b>Severed</b>	Instant death
	•Allies with line of sight make WIS save or
Head	Frightened 1d4 rounds
Broken	• Walking Speed cannot be raised higher
Back	than 0 until 2d6 weeks of bed rest
The all the second states	•Bleeding 1d8 HP/round
Severed	•Can't hold item in that hand
Hand	•Cannot perform any action that requires
MN Hand	that hand
<b>Dazing</b>	
Blow	•Stunned to end of next turn
UT DIOW	
Knocked	
	Unconscious 1d4 rounds
≥ Out	
<b>Horrific</b>	•If Dragon performs a stirring soliloquy,
Facial	Stunned I'd4 turns
<b>Scar</b>	•ADV to CHA (Intimidation) during first impressions
	mpressions
Knocked	Prono
Out	•Prone
	•Bleeding 1d8 HP/round
<b>Severed</b>	•Walking Speed is 5 (or ½ with crutch) and
<b>Foot</b>	no DEX AC bonus
1000	Fail checks req'ing footwork

## **Dragon - Defending**

7	Severed	•Dragon loses Tail attack
guy	Tail	•Dragon loses sense of balance, DIS to checks requiring movement
	Severed	•Unable to speak or cast spells with Verbal components
JS .	Tongue	• Dragon is furious and targets Attacker
		until dead
	Shredded Wing	Flight Speed is 0     Dragon loses Wing attack
W.Y		5
STIT	Broken	•Bite damage is $\frac{1}{2}$
1	Teeth	
w.	Sealed	•If Attacker choses to let go of weapon, Dragon loses Bite and Breath Weapon
a-	Maw	attacks
	Pierced	•Dragon loses Frightful Presence attack
	Eye	•DIS on checks req'ing vision
	Severed	•Walking Speed is ½
J.B.	Claw	•Dragon loses one Claw attack
50	A AN	•Dragon has a hole in armor
	Descaled	•Critical Hit range against Dragon is
X		expanded by 1
$\sim$	Breath	Immediate Breath Weapon attack centered on Attacker
W X	Weapon	•Dragon loses Breath Weapon attack
16	Dazing	•Stunned until end of next turn
7/	Blow	Stummed until end of next turn
	Throat	•Bleeding 1d10 HP/round
The state	Slashed	•Cannot speak above whisper
		Instant Death
(R	Pierced Heart	• Attacker has permanent ADV on saves from Frightful Presence attack by dragons
X	neart	•There is much rejoicing

## Vorpal

	•Drop item held in that hand
Lost	•Lose 1d4 Fingers
Fingers	•DIS to skills req'ing that hand for 2d4
1 ingers	weeks
	•Stunned to end of next turn
Severed	•DIS to skills req'ing smell
Nose Nose	• ADV to CHA (Intimidation) during first
	impressions
Severed	•DIS to skills req'ing hearing
	• ADV to CHA (Intimidation) during first
Ear	impressions
<b>Severed</b>	•Bleeding 1d6 HP/round
Hand	•Can't hold items in that hand
	•Can't perform actions req'ing that hand
	•Bleeding 1d8 HP/round
Severed	•Can't hold items in that hand
Arm	
	•Can't perform actions req'ing that arm
<b>Finger</b>	Lose 1d4 Fingertips
	•DIS to skills req'ing that hand for 1d4
<b>Tipped</b>	days
a liste of the state	
Lost	·Lose 1d4 toes
Toos	•Walking Speed ½ for one day for each toe
Solution Toes	lost
	•Bleeding 1d8 HP/round
<b>Severed</b>	•Walking Speed is 5 (or ½ with crutch) and no DEX AC bonus
<b>Foot</b>	
	Fail checks req'ing footwork
<b>Severed</b>	•Bleeding 1d10 HP/round
1	•Walking Speed is 5 (or ½ with crutch) and no DEX AC bonus
	•Fail checks reg'ing footwork
	ran enecks req ing lootwork
Cont.	•Stunned to end of next turn
Scalped	•Bleeding 1d10 HP/round
	2. Secting rate in fround
	•Incapacitated until successful CON Save,
<b>Disem</b> -	<ul> <li>Incapacitated until successful CON Save, pushing innards back</li> </ul>
boweled	
Doweled	•Exhaustion level raised by 1
	•Victim grimaces as head hits ground,
Beheaded	body stumbles and falls
holg-	Instant Death

## Cursed

R	Halved	• Victim at first seems unphased, then upper body slowly slides off • Instant death
EP	Open- Minded	•Victim stares at Attacker in momentary disbelief. •Instant death
R	Uni- corned	•The last thing to pass through Victim's mind is Attacker's weapon •Instant death
R	Silenced	<ul> <li>Victim tries to say some final words, but no sound comes out</li> <li>Instant death</li> </ul>
-AB	Bifur- cated	•Victim has split •Instant death
C	Defaced	<ul> <li>A sudden look of surprise appears on the Victim's face and then quickly drops</li> <li>Instant death</li> </ul>
HC-	Severed Foot	<ul> <li>Bleeding 1d8 HP/round</li> <li>Walking Speed is 5 (or ½ with crutch) and no DEX AC bonus</li> <li>Drop item held in that hand</li> </ul>
Shirt	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
3.	Severed Nose	<ul> <li>Stunned to end of next turn</li> <li>DIS to skills req'ing smell</li> <li>ADV to CHA (Intimidation) during first impressions</li> </ul>
3-	Eye Pluck	•All ranged attacks -2 to hit •ADV to CHA (Intimidation) during first impressions

#### **Fumble - Bow**

Drop	•Bow falls at feet
	If an enemy grabs Bow they gain ADV on
Bow	next attack
	next attack
<b>Sprained</b>	•Forfeit remaining attacks on current turn.
	DIS on skills reging this hand until short
Wrist	rest.
Broken	•Bow is unusable until an Action is spent
	bow is unusuble until all Action is spent
String	resumging it.
Dislocated	•Unable to attack with any weapon req'ing
Shoulder	chable to attack with any weapon req mg
Shoulder	that hand until short lest
A CARACTER AND	
<b>Broken</b>	• Arrow breaks on impact
	•Target is emboldened and gains ADV on
Arrow	next attack
Wrong	• Attacker rolls to hit Ally or Enemy closest
Target	
Slipped	•Walking Speed ½ until short rest
Vertebrae	•DIS to STR shecks for 1d6 days
Fall	
Fall	•Prone
Down	TIONE
- <b> </b>	
Dislocated	•Forfeit remaining attacks on current turn.
	DIC with attacks we stind this hand with
Elbow	short rest.
the second second	•Forfeit remaining attacks on current turn.
<b>Stumble</b>	•Must fall Prone or forfeit move to end of
	next turn
	이는 성국 전 사람이 적별한 이번에 가지 않는 것이다.
<b>Dropped</b>	Attacker function provided forfatte all
Arrow	bow attacks until beginning of next turn.
Wrong	Attacker rolls to hit Ally or Fromy closest
Target	to target

## **Fumble - Melee**

Star Ale		
	Dropped	•Weapon falls at feet
- Ent		•If an enemy grabs weapon they gain ADV
	Weapon	on next attack
	Envoired	•Forfeit remaining attacks on current turn.
12	Sprained	•DIS to skills req'ing this hand until short
1 MB	Wrist	rest
		•Forfeit remaining movement on current
	Sprained	turn
1	Ankle	•DIS on checks req'ing footwork until short rest.
	Horrife	
1.	Horrific	
STU	Facial Scar	•ADV to CHA (Intimidation) during first impressions
	Scar	
	Twisted	Forfeit remaining movement on current
. 77	Knee	turn
L.	miee	•Walking Speed ¹ / ₂ until short rest
	Fell	
Lefto		•Prone
	Down	
	Cline and	
		•Walking Speed ½ until short rest
	Slipped Vertebrae	•Walking Speed ½ until short rest •DIS to STR checks for 1d6 days
	Vertebrae	•DIS to STR checks for 1d6 days
		•DIS to STR checks for 1d6 days •Attacker rolls to hit Ally or Enemy closest
	Vertebrae	•DIS to STR checks for 1d6 days
	Vertebrae Wrong Target	<ul> <li>DIS to STR checks for 1d6 days</li> <li>Attacker rolls to hit Ally or Enemy closest to target</li> </ul>
	Vertebrae Wrong Target Dislocated	<ul> <li>•DIS to STR checks for 1d6 days</li> <li>•Attacker rolls to hit Ally or Enemy closest to target</li> <li>•Forfeit remaining attacks on current turn</li> </ul>
	Vertebrae Wrong Target	<ul> <li>•DIS to STR checks for 1d6 days</li> <li>•Attacker rolls to hit Ally or Enemy closest to target</li> <li>•Forfeit remaining attacks on current turn</li> <li>•DIS to attacks req'ing this hand until</li> </ul>
	Vertebrae Wrong Target Dislocated	<ul> <li>•DIS to STR checks for 1d6 days</li> <li>•Attacker rolls to hit Ally or Enemy closest to target</li> <li>•Forfeit remaining attacks on current turn</li> <li>•DIS to attacks req'ing this hand until short rest</li> </ul>
	Vertebrae Wrong Target Dislocated	<ul> <li>•DIS to STR checks for 1d6 days</li> <li>•Attacker rolls to hit Ally or Enemy closest to target</li> <li>•Forfeit remaining attacks on current turn</li> <li>•DIS to attacks req'ing this hand until short rest</li> <li>•May use Bonus action to DEX save, else</li> </ul>
	Vertebrae Wrong Target Dislocated Elbow Juggled	<ul> <li>•DIS to STR checks for 1d6 days</li> <li>•Attacker rolls to hit Ally or Enemy closest to target</li> <li>•Forfeit remaining attacks on current turn</li> <li>•DIS to attacks req'ing this hand until short rest</li> <li>•May use Bonus action to DEX save, else weapon falls 5 to 10 feet in random</li> </ul>
	Vertebrae Wrong Target Dislocated Elbow	<ul> <li>•DIS to STR checks for 1d6 days</li> <li>•Attacker rolls to hit Ally or Enemy closest to target</li> <li>•Forfeit remaining attacks on current turn</li> <li>•DIS to attacks req'ing this hand until short rest</li> <li>•May use Bonus action to DEX save, else</li> </ul>
	Vertebrae Wrong Target Dislocated Elbow Juggled Weapon	<ul> <li>•DIS to STR checks for 1d6 days</li> <li>•Attacker rolls to hit Ally or Enemy closest to target</li> <li>•Forfeit remaining attacks on current turn</li> <li>•DIS to attacks req'ing this hand until short rest</li> <li>•May use Bonus action to DEX save, else weapon falls 5 to 10 feet in random direction</li> <li>•Weapon thrown 2d4 x 5 feet in random</li> </ul>
	Vertebrae Wrong Target Dislocated Elbow Juggled Weapon Flung	<ul> <li>•DIS to STR checks for 1d6 days</li> <li>•Attacker rolls to hit Ally or Enemy closest to target</li> <li>•Forfeit remaining attacks on current turn</li> <li>•DIS to attacks req'ing this hand until short rest</li> <li>•May use Bonus action to DEX save, else weapon falls 5 to 10 feet in random direction</li> <li>•Weapon thrown 2d4 x 5 feet in random direction</li> </ul>
	Vertebrae Wrong Target Dislocated Elbow Juggled Weapon	<ul> <li>•DIS to STR checks for 1d6 days</li> <li>•Attacker rolls to hit Ally or Enemy closest to target</li> <li>•Forfeit remaining attacks on current turn</li> <li>•DIS to attacks req'ing this hand until short rest</li> <li>•May use Bonus action to DEX save, else weapon falls 5 to 10 feet in random direction</li> <li>•Weapon thrown 2d4 x 5 feet in random</li> </ul>
	Vertebrae Wrong Target Dislocated Elbow Juggled Weapon Flung	<ul> <li>•DIS to STR checks for 1d6 days</li> <li>•Attacker rolls to hit Ally or Enemy closest to target</li> <li>•Forfeit remaining attacks on current turn</li> <li>•DIS to attacks req'ing this hand until short rest</li> <li>•May use Bonus action to DEX save, else weapon falls 5 to 10 feet in random direction</li> <li>•Weapon thrown 2d4 x 5 feet in random direction</li> <li>•Enemy has a good chuckle</li> </ul>
	Vertebrae Wrong Target Dislocated Elbow Juggled Weapon Flung	<ul> <li>•DIS to STR checks for 1d6 days</li> <li>•Attacker rolls to hit Ally or Enemy closest to target</li> <li>•Forfeit remaining attacks on current turn</li> <li>•DIS to attacks req'ing this hand until short rest</li> <li>•May use Bonus action to DEX save, else weapon falls 5 to 10 feet in random direction</li> <li>•Weapon thrown 2d4 x 5 feet in random direction</li> <li>•Enemy has a good chuckle</li> <li>•Forfeit remaining attacks on current turn</li> </ul>
	Vertebrae Wrong Target Dislocated Elbow Juggled Weapon Flung Weapon	<ul> <li>•DIS to STR checks for 1d6 days</li> <li>•Attacker rolls to hit Ally or Enemy closest to target</li> <li>•Forfeit remaining attacks on current turn</li> <li>•DIS to attacks req'ing this hand until short rest</li> <li>•May use Bonus action to DEX save, else weapon falls 5 to 10 feet in random direction</li> <li>•Weapon thrown 2d4 x 5 feet in random direction</li> <li>•Enemy has a good chuckle</li> </ul>

### **Fumble - Thrown**

- <b>-</b>		
NO	Dropped	•Weapon falls at feet
En!		• If an enemy grabs weapon they gain ADV
	Weapon	on next attack
		•Forfeit remaining attacks on current turn.
~?	Sprained	
N.S	Wrist	•DIS to skills req'ing this hand until short rest
00	mitter	ICSL
	Dislocated	Con't attack with waapon reging this
SX D	Shoulder	•Can't attack with weapon req'ing this hand until short rest
ノジ	Snoulder	hand until short rest
		Manual Ramo action to DEV and alar
Carly	Juggled	•May use Bonus action to DEX save, else
Ether	Weapon	weapon falls 5 to 10 feet in random direction
J.	neupon	uitection
	Broken	•Weapon breaks on impact if non-magical
*17		•Target is emboldened and gains ADV on
	Weapon	next attack
Cz o	Wrong	•Attacker rolls to hit Ally or Enemy closest
$\sim$	Target	to target
(7)	larget	and the second
A	Slippod	Walking Speed 1/ until short rest
(Ě))	Slipped	•Walking Speed ½ until short rest
	Vertebrae	•DIS to STR checks for 1d6 days
		Wasser an three we bed to us for the way down
~	Flung	•Weapon thrown 2d4 x5 feet in random direction
= Gul	Weapon	
-00	meapon	•Enemy has a good chuckle
	Dislocated	•Forfeit remaining attacks on current turn
12		•DIS to attacks req'ing this hand until
- The second	Elbow	short rest
		Forfait remaining attacks on aurrent turn
EX 1	Stumble	•Forfeit remaining attacks on current turn
Kry	Stumble	•Fall prone or forfeit move to end of next
		turn
	Fell	
ello)	$\langle \varphi \rangle_{i}$	•Prone
	Down	
C2n	Wrong	•Attacker rolls to hit Ally or Enemy closest
	<b>U</b>	
	Target	to target

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