
THE DICE OF DEATH & DISMEMBERMENT

INSTRUCTIONS

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

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

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

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

Long term effects can be removed with the appropriate healing magic (use Regenerate or Wish for lost limbs, eyes, and other maimings; Cure Serious Wounds or better ends broken bones and lasting wounds at the GM's discretion).

The following Frequently Asked Questions section clarifies a few things. The remaining pages describe the recommended OSR/1e 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.

“You’ve included recommended effects for OSR/1e, what about my system?”

We have created some suggested rules for some other systems. Please see <http://deckanddicegames.com/instructions>. For other system, it’s up to individual GMs to translate the effects. If you’d like to see an official ruleset for your system, 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 dis-figurations (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: Any “Instant death” result instead deals double damage, and the victim dies only if reduced to 0 hp or below (or -10 if using negative hp). Alternatively, allow a save vs. Death Magic to survive at 1 hp with a gruesome permanent scar

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.

“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. This is often a version of *Regeneration* or *Wish*, but this is entirely up to the discretion of your GM.

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

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

Arrow



Severed Fingers

- Drop item held in that hand
- Lose 1d4 fingers
- -4 to checks with hand for 2d4 weeks



Compound Fracture

- Bleeding 1d4 hp/round
- Can't hold heavy items in that hand and -2 to attacks with that arm for 2d6 weeks



Pierced Heart

- Victim drops to -6 hp: unconscious, bleeding 1/round, dead at -10



Pierced Hand

- Drop item held in that hand
- -4 to checks requiring that hand for 1d4 days



Nethers

- Stunned until end of next round
- Allies who can see make CHA -2 check or lose their next attack, gasping in empathy



Eye Plucked

- -2 to all missile attacks
- +2 reactions when intimidating



Throat Pierced

- Bleeding 1d3 hp/round
- Can't speak above a whisper (no verbal spell components)



Pierced Knee

- MV 1" (or 1/2 MV with crutch) and no Dex bonus to AC for 2d6 weeks
- Cannot run or charge



Pierced Foot

- Cannot run or charge
- -4 to checks requiring footwork for 1d6 days



Femoral Artery

- Bleeding 1d6 hp/round (tourniquet or magic to stop)



Horrific Facial Scar

- If the attacker delivers a stirring soliloquy, victim is stunned until end of next round
- +2 reactions when intimidating; -1 to enemy morale



Knocked Down

- Prone (attackers +4 to hit until standing)

Bludgeoning - Arm



- Broken Arm**
- Can't hold heavy items in that hand
 - -2 to attacks with that arm for 2d6 weeks



- Shattered Hand**
- -4 to attacks and checks requiring that hand



- Shattered Wrist**
- Unable to hold anything in that hand
 - Automatically fail tasks requiring that hand



- Broken Wrist**
- Can't hold heavy items
 - -2 to attacks with that hand for 1d6 weeks



- Flung Weapon**
- Victim's weapon knocked 1d6×5 feet in a direction of the attacker's choice



- Dropped Item**
- Victim drops the item held in the hand of the attacker's choice



- Compound Fracture**
- Bleeding 1d4 hp/round
 - Can't hold heavy items
 - -2 to attacks with that arm for 2d6 weeks



- Broken Shoulder**
- Can't attack with any weapon requiring that arm for 2d6 weeks



- Broken Finger**
- -2 to checks requiring that hand for 2d4 weeks



- Broken Elbow**
- Can't hold heavy items
 - -2 to attacks with that arm for 2d4 weeks

Bludgeoning - Head



Caved Cranium

- Instant death



Shattered Eye

- -2 to all missile attacks for 1d4 weeks



Crushed Larynx

- Stunned until end of next round
- Whisper only (no verbal spell components) until a full night's rest



Lost Teeth

- -2 on reaction rolls (persuasion)
- Attacker gains one immediate free attack



Broken Nose

- Bleeding 1 hp/round until bound or one turn's rest



Broken Neck

- Paralyzed for 2d6 weeks



Dazing Blow

- Stunned until end of next round



Knocked Down

- Prone (attackers +4 to hit)



Concussed Ear

- Stunned until end of next round
- Deafened 2d4 rounds (deaf: surprised on 1-3 in 6; 20% spell failure)



Cracked Skull

- Stunned 1d4 rounds
- -4 to INT, WIS, and CHA checks for 2d4 days



Knocked Out

- Unconscious 1d4 rounds, or until successful CON -2 check (roll each round)



Broken Jaw

- -4 to checks requiring speech
- cannot cast spells with verbal components for 2d4 weeks

Bludgeoning - Leg



Knee-Capped

- MV halved and -4 to footwork checks for 2d6 weeks
- Cannot run or charge



Broken Leg

- MV 1" (or 1/2 with crutch) and no Dex bonus to AC for 2d6 weeks



Shattered Foot

- MV halved
- -4 to checks requiring footwork
- Cannot run or charge



Broken Foot

- MV halved and -4 to footwork checks for 2d6 weeks



Off Balance

- Victim chooses: fall prone (attackers +4 to hit), or move 1d3×5 feet in a random direction



Knocked Down

- Prone (attackers +4 to hit)



Compound Fracture

- Bleeding 1d4 hp/round
- MV 1" (or 1/2 with crutch) and no Dex bonus to AC for 2d6 weeks



Broken Ankle

- MV halved and cannot run or charge for 1d4 weeks



Broken Knee

- MV 1" (or 1/2 with crutch) and no Dex bonus to AC for 2d6 weeks
- Cannot run or charge



Fractured Heel

- MV halved for 1d6 weeks

Bludgeoning - Torso



- Broken Tailbone**
- Natural healing halved for 2d4 days
 - Attacker gains one immediate free attack



- Broken Back**
- MV 0 until 2d6 weeks of bed rest



- Nethers**
- Stunned until end of next round
 - Allies who can see make CHA -2 check or lose their next attack, gasping in empathy



- Wind Knocked Out**
- Victim feels suffocated
 - Stunned until end of next round



- Kidney Strike**
- Stunned until end of next round
 - -1 to attacks, damage, and AC until a full day's rest



- Knocked Down**
- Prone (attackers +4 to hit)



- Slipped Vertebrae**
- MV halved until one turn's rest
 - -2 to STR checks until a full night's rest



- Off Balance**
- Victim chooses: fall prone, or move 1d3×5 feet in a random direction



- Thrown**
- Victim hurled 1d4×5 feet directly away
 - For each 10 feet, 1d6 damage split between the victim and whatever the victim hits



- Broken Hip**
- MV halved and cannot run or charge for 2d6 weeks



- Broken Ribs**
- Attacker gains +2 on next attack
 - No natural healing for 2d6 days

Piercing - Arm



Lost Fingers

- Drop item held in that hand
- Lose 1d4 fingers
- -4 to checks with hand for 2d4 weeks



Broken Fingers

- -2 to checks requiring that hand for 2d4 weeks



Dropped Item

- Victim drops the item held in the hand of the attacker's choice



Broken Wrist

- Can't hold heavy items in that hand
- -2 to attacks and checks with that hand for 1d6 weeks



Broken Shoulder

- Can't attack with any weapon requiring that arm for 2d6 weeks



Compound Fracture

- Bleeding 1d4 hp/round
- Can't hold heavy items and -2 to attacks with that arm for 2d6 weeks



Pierced Hand

- Drop item held in that hand
- -4 to checks requiring that hand for 1d4 days



Flung Weapon

- Victim's weapon thrown 1d6×5 feet in a random direction



Slit Wrists

- Bleeding 1d3 hp/round



Finger Tipped

- Lose 1d4 fingertips
- -2 to checks requiring that hand for 1d4 days



Broken Elbow

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

Piercing - Head



- Lost Teeth**
- -2 on reaction rolls (persuasion)
 - Attacker gains one immediate free attack



- Severed Nose**
- Stunned until end of next round
 - -4 to checks requiring smell
 - +2 reactions when intimidating



- Pierced Eardrum**
- -4 to checks requiring hearing and surprised on 1-3 in 6 from that side



- Pierced Mouth**
- -4 to checks requiring speech and no verbal spell components for 1 week



- Broken Jaw**
- -4 to checks requiring speech and no verbal spell components for 2d4 weeks



- Eye Plucked**
- -2 to all missile attacks
 - +2 reactions when intimidating



- Pierced Throat**
- Bleeding 1d3 hp/round
 - Whisper only for 2d6 days



- Dazing Blow**
- Stunned until end of next round



- Knocked Out**
- Unconscious 1d4 rounds, or until successful CON -2 check (roll each round)



- Knocked Down**
- Prone (attackers +4 to hit)



- Horrific Facial Scar**
- If the attacker performs a stirring soliloquy, victim is stunned until end of next round
 - +2 reactions when intimidating



- Pierced Brain**
- Instant death

Piercing - Leg



Femoral Artery

- Bleeding 1d6 hp/round (tourniquet or magic to stop)



Compound Fracture

- Bleeding 1d4 hp/round
- MV 1" (or 1/2 with crutch) and no Dex bonus to AC for 2d6 weeks



Pierced Foot

- Cannot run or charge and -4 to checks requiring footwork for 1d6 days



Pierced Knee

- MV 1" (or 1/2 with crutch) and no Dex bonus to AC for 2d6 weeks
- Cannot run or charge



Broken Ankle

- MV halved and cannot run or charge for 1d4 weeks



Knocked Down

- Prone (attackers +4 to hit)



Achilles Tendon

- MV halved and -4 to footwork checks
- Cannot run or charge (until magically healed)



Lost Toes

- Lose 1d4 toes
- MV halved for one day per toe lost



Broken Foot

- MV halved and -4 to checks requiring footwork for 2d4 weeks



Broken Heel

- MV halved for 1d6 weeks



Off Balance

- Victim chooses: fall prone, or move 1d3×5 feet in a random direction

Piercing - Torso



Pierced Backside

- Natural healing halved for 1d4 days
- Attacker gains one immediate free attack



Nethers

- Stunned until end of next round
- Allies who can see make CHA -2 check or lose their next attack, gasping in empathy



Back Stabbed

- Double damage
- Attacker may kick the victim prone as a free action



Impaled Stomach

- Double damage
- If the attacker whispers a shocking revelation or vile insult into the victim's ear, victim fails morale and cowers/flees



Broken Heart

- Victim drops to -6 hp: unconscious, bleeding 1/round, dead at -10



Broken Back

- MV 0 until 2d6 weeks of bed rest



Slipped Vertebrae

- MV halved until and -2 to STR checks until a full night's rest



Broken Ribs

- Attacker gains +2 on next attack
- No natural healing for 2d6 days



Knocked Down

- Prone (attackers +4 to hit)



Disemboweled

- Helpless until successful CON -4 check, pushing innards back until healed
- -2 to attacks, damage, and AC until rest



Pierced Lung

- Speaking requires CON -check or the victim coughs blood instead until healed
- -2 to attacks, damage, and AC until rest



Broken Hip

- MV halved and cannot run or charge for 2d6 weeks

Slashing - Arm



Lost Fingers

- Drop item held in that hand
- Lose 1d4 fingers
- -4 to checks requiring that hand for 1 week per finger



Broken Fingers

- -2 to checks requiring that hand for 1d4 weeks



Dropped Item

- Drop item held in the hand of the attacker's choice



Severed Arm

- Bleeding 1d4 hp/round (tourniquet or magic)
- Can't hold items in that hand or perform actions requiring that arm



Broken Arm

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



Compound Fracture

- Bleeding 1d4 hp/round
- Can't hold heavy items and -2 to attacks with that arm for 2d6 weeks



Pierced Hand

- Drop item held in that hand
- -4 to checks requiring that hand for 1d4 days



Split Hand

- Drop item held in that hand
- -4 to checks requiring that hand for 1d6 days



Severed Hand

- Bleeding 1d4 hp/round (tourniquet or magic)
- Can't hold items in that hand



Slit Wrists

- Bleeding 1d4 HP/round



Finger Tipped

- Lose 1d4 fingertips
- DIS on checks using that hand for 1 day per fingertip



Broken Elbow

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

Slashing - Head



Lost Teeth • -1 on reaction rolls
• Attacker gains one immediate free attack



Severed Nose • Stunned until end of next round
• -4 to checks requiring smell
• +2 reactions when intimidating



Severed Ear • -4 to checks requiring hearing
• +2 reactions when intimidating



Cleaved Forehead • Bleeding 1d3 hp/round
• Weapon is stuck until the attacker makes a successful STR check to wrench it free



Broken Jaw • -4 to checks requiring speech and no verbal spell components for 2d4 weeks



Eye Plucked • -2 to all missile attacks
• +2 reactions when intimidating



Throat Slashed • Bleeding 1d4+1 hp/round
• Whisper only for 2d6 days



Dazing Blow • Stunned until end of next round



Knocked Out • Unconscious 1d4 rounds, or until successful CON -2 check (roll each round)



Scalped • Stunned until end of next round
• Bleeding 1d4+1 hp/round



Horrific Facial Scar • If the attacker gives a stirring soliloquy, victim is stunned until end of next round
• +2 reactions when intimidating



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

Slashing - Leg



- Lost Toes**
- Lose 1d4 toes
 - MV halved for one day per toe lost



- Broken Leg**
- MV 1" (or ½ with crutch) and no Dex bonus to AC for 2d6 weeks



- Severed Foot**
- Bleeding 1d4 hp/round
 - MV 1" (or ½ with crutch) and no Dex bonus to AC
 - Auto-fail checks requiring footwork



- Severed Leg**
- Bleeding 1d4+1 hp/round
 - MV 1" (or ½ with crutch) and no Dex bonus to AC
 - Auto-fail checks requiring footwork



- Broken Knee**
- MV 1" (or ½ with crutch) and no Dex bonus to AC for 2d6 weeks
 - Cannot run or charge



- Achilles Tendon**
- MV halved and -4 to checks requiring footwork for 2d6 days
 - Cannot run or charge



- Compound Fracture**
- Bleeding 1d4 hp/round
 - MV 1" (or ½ with crutch) and no Dex bonus to AC for 2d6 weeks



- Pierced Foot**
- Cannot run or charge and -4 to checks requiring footwork for 1d6 days



- Knocked Down**
- Prone (attackers +4 to hit)



- Broken Foot**
- MV halved and -4 to checks requiring footwork for 2d4 weeks



- Broken Ankle**
- MV halved and cannot run or charge for 1d4 weeks



- Femoral Artery**
- Bleeding 1d6 hp/round (tourniquet or magic to stop)

Slashing - Torso



Pierced Backside

- Natural healing halved for 1d4 days
- Attacker gains one immediate free attack



Broken Hip

- MV halved and cannot run or charge for 2d6 weeks



Back Stabbed

- Double damage
- Attacker may kick the victim prone as a free action



Impaled Stomach

- Double damage
- If the attacker whispers a shocking revelation or vile insult into the victim's ear, victim fails morale and cowers/flees



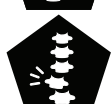
Broken Heart

- Victim drops to -6 hp: unconscious, bleeding 1/round, dead at -10



Broken Back

- MV 0 and automatically fail STR and DEX checks until 2d6 weeks of bed rest



Slipped Vertebrae

- MV halved until one turn's rest
- -2 to STR checks until a full night's rest



Broken Ribs

- Attacker gains +2 on next attack
- No natural healing for 2d6 days



Nethers

- Stunned until end of next round
- Allies who can see make CHA -2 check or lose their next attack, gasping in empathy



Disemboweled

- Helpless until successful CON -4 check, pushing innards back until healed
- -2 to attacks, damage, and AC until rest



Pierced Lung

- Speaking requires CON -check or the victim coughs blood instead until healed
- -2 to attacks, damage, and AC until rest



Knocked Down

- Prone (attackers +4 to hit)

Unarmed Strike - Kick



Knee Capped

- MV halved and -4 to checks requiring footwork for 2d6 weeks
- Cannot run or charge



Broken Nose

- Bleeding 1 hp/round until bound or one turn's rest



Compound Fracture

- Bleeding 1d4 hp/round
- Can't hold heavy items and -2 to attacks with that arm for 2d6 weeks



Slipped Vertebrae

- MV halved until one turn's rest
- -2 to STR checks for 1d6 days



Broken Jaw

- -4 to checks requiring speech and no verbal spell components for 2d4 weeks



Nethers

- Stunned until end of next round
- Attacker gains one immediate free attack



Broken Leg

- MV 1" (or 1/2 with crutch) and no Dex bonus to AC for 2d6 weeks



Dazing Blow

- Stunned until end of next round



Knocked Out

- Unconscious 1d4 rounds, or until successful CON -2 check (roll each round)



Thrown

- Victim hurled 1d4×5 feet directly away
- For each 10 feet, 1d6 damage split between the victim and whatever it hits



Knocked Down

- Prone (attackers +4 to hit)



Broken Ribs

- Attacker gains +2 on next attack
- No natural healing for 2d6 days

Unarmed Strike - Punch



Crushed Larynx

- Stunned until end of next round
- Whisper only (no verbal spell components) until a full night's rest



Broken Nose

- Bleeding 1 hp/round until bound or one turn's rest



Knocked Out

- Unconscious 1d4 rounds, or until successful CON -2 check (roll each round)



Kidney Strike

- Stunned until end of next round
- -1 to attacks, damage, and AC until a full day's rest



Off Balance

- Victim chooses: fall prone, or move 1d3×5 feet in a random direction



Wind Knocked Out

- Victim feels suffocated
- Stunned until end of next round



Broken Jaw

- -4 to checks requiring speech and no verbal spell components for 2d4 weeks



Dazing Blow

- Stunned until end of next round



Lost Teeth

- -2 on reaction rolls (persuasion)
- Attacker gains one immediate free attack



Broken Ribs

- Attacker gains +2 on next attack
- No natural healing for 2d6 days



Dropped Item

- Victim drops the item held in the hand of the attacker's choice



Knocked Down

- Prone (attackers +4 to hit)

Dragon - Attacking



Swallowed

- Grappled in the dragon's mouth
- If in the dragon's mouth next turn and small enough swallowed whole, otherwise suffers the breath weapon with no save



Impaled

- Double damage
- Victim lands prone 1d4×5 feet in a direction of the dragon's choice



Pierced Head

- Make CON -4 check or instant death
- -4 to INT, WIS, and CHA checks until a full night's rest



Flung

- Thrown 1d6×10 feet in a direction of the dragon's choice
- For every 10 feet, 1d6 damage split between the victim and whatever it hits



Severed Head

- Instant death
- Allies who can see must succeed CHA -4 check or flee in fear for 1d4 rounds



Broken Back

- MV 0 until 2d6 weeks of bed rest



Severed Hand

- Bleeding 1d4 hp/round (tourniquet or magic)
- Can't hold items in that hand



Dazing Blow

- Stunned until end of next round



Knocked Out

- Unconscious 1d4 rounds



Horrific Facial Scar

- If the dragon performs a stirring soliloquy, victim is stunned 1d4 rounds
- +2 reactions when intimidating



Knocked Down

- Prone (attackers +4 to hit)



Severed Foot

- Bleeding 1d4 hp/round
- MV 1" (or ½ with crutch) and no Dex bonus to AC
- Auto-fail checks requiring footwork

Dragon - Defending



Severed Tail

- Dragon loses its tail attack
- Loses its sense of balance and -4 on checks requiring movement



Severed Tongue

- Dragon cannot speak or cast spells with verbal components
- Dragon is furious and targets the attacker until one of them is dead



Shredded Wing

- Flight MV 0
- Dragon loses wing attacks



Broken Teeth

- Bite damage is halved



Sealed Maw

- If the attacker chooses to let go of their weapon (leaving it pinning the jaws), the dragon loses its bite and breath weapon attacks



Pierced Eye

- Dragon loses its fear aura
- -4 on checks requiring vision and attacks from its blind side gain +2 to hit



Severed Claw

- Dragon's MV halved
- Dragon loses one claw attack



Descaled

- Dragon has a hole in its armor
- Attackers score criticals against the dragon on a natural 19-20



Breath Weapon

- Immediate breath weapon attack centered on the attacker (save as normal)
- The dragon expends one of its breath



Dazing Blow

- Dragon is stunned until end of next round



Throat Slashed

- Bleeding 1d4+1 hp/round
- Dragon cannot speak above a whisper



Pierced Heart

- Instant death
- The attacker forever immune to saves against dragon fear
- There is much rejoicing

Vorpai



Lost Fingers

- Drop item held in that hand
- Lose 1d4 fingers
- -4 to checks requiring that hand for 2d4 weeks



Severed Nose

- Stunned until end of next round
- -4 to checks requiring smell
- +2 reactions when intimidating



Severed Ear

- -4 to checks requiring hearing
- +2 reactions when intimidating



Severed Hand

- Bleeding 1d3 hp/round
- Can't hold items in that hand or perform actions requiring it



Severed Arm

- Bleeding 1d4 hp/round
- Can't hold items in that hand or perform actions requiring that arm



Finger Tipped

- Lose 1d4 fingertips
- -2 to checks requiring that hand for 1d4 days



Lost Toes

- Lose 1d4 toes
- MV halved for one day per toe los



Severed Foot

- Bleeding 1d4 hp/round
- MV 1" (or 1/2 with crutch) and no Dex bonus to AC
- Auto-fail checks requiring footwork



Severed Leg

- Bleeding 1d4+1 hp/round
- MV 1" (or 1/2 with crutch) and no Dex bonus to AC
- Auto-fail checks requiring footwork



Scalped

- Stunned until end of next round
- Bleeding 1d4+1 hp/round



Disemboweled

- Helpless until successful CON -4 check, pushing innards back until healed
- -2 to attacks, damage, and AC until rest



Beheaded

- Victim grimaces as head hits the 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 1d4 hp/round
- MV 1" (or 1/2 with crutch) and no Dex bonus to AC
- Auto-fail checks requiring footwork



Lost Fingers

- Drop item held in that hand
- Lose 1d4 fingers
- -4 to checks requiring that hand for 2d4 weeks



Severed Ear

- -4 to checks requiring hearing
- +2 reactions when intimidating



Nethers

- Stunned until end of next round
- Allies who can see make CHA -2 check or lose their next attack, gasping in empathy



Severed Nose

- Stunned until end of next round
- -4 to checks requiring smell
- +2 reactions when intimidating



Eye Pluck

- -2 to all missile attacks
- +2 reactions when intimidating

Fumble - Bow



Dropped Bow

- Bow falls at the archer's feet
- If an enemy grabs it, that enemy gains +2 on its next attack



Sprained Wrist

- Forfeit remaining attacks this round
- -4 to checks requiring this hand until one turn's rest



Broken String

- Bow is unusable until a full round is spent restringing it



Dislocated Shoulder

- Unable to attack with any weapon requiring that arm until one turn's rest



Broken Arrow

- Arrow breaks on impact
- Target is emboldened and gains +2 on its next attack



Wrong Target

- Attacker rolls to hit the ally or enemy closest to the intended target



Slipped Vertebrae

- MV halved until one turn's rest
- -2 to STR checks until a full night's rest



Fall Down

- Prone (attackers +4 to hit)



Dislocated Elbow

- Forfeit remaining attacks this round
- -2 to attacks requiring this arm until one turn's rest



Stumble

- Forfeit remaining attacks this round
- Fall prone or move 1d3×5 feet in a random direction



Dropped Arrow

- Attacker fumbles the arrow and forfeits all bow attacks until the beginning of next round

Fumble - Melee



Dropped Weapon

- Weapon falls at the attacker's feet
- If an enemy grabs it, that enemy gains +2 on its next attack



Sprained Wrist

- Forfeit remaining attacks this round
- -4 to checks requiring this hand until one turn's rest



Sprained Ankle

- Forfeit remaining movement this round
- -4 to checks requiring footwork until one turn's rest



Horrific Facial Scar

- Forfeit remaining attacks this round
- +2 reactions when intimidating



Twisted Knee

- Forfeit remaining movement this round
- MV halved until one turn's rest



Fell Down

- Prone (attackers +4 to hit)



Slipped Vertebrae

- MV halved until one turn's rest
- -2 to STR checks until a full night's rest



Wrong Target

- Attacker rolls to hit the ally or enemy closest to the intended target



Dislocated Elbow

- Forfeit remaining attacks this round
- -2 to attacks requiring this arm until one turn's rest



Juggled Weapon

- Make successful DEX -2 check to catch it, otherwise the weapon falls 5-10 feet away in a random direction



Flung Weapon

- Weapon thrown 2d4×5 feet in a random direction
- The enemy has a good chuckle



Stumble

- Forfeit remaining attacks this round
- Fall prone or move 1d3×5 feet in a random direction

Fumble - Thrown



Dropped Weapon

- Forfeit remaining attacks this round
- Fall prone or move 1d3x5 feet in a random direction



Sprained Wrist

- Forfeit remaining attacks this round
- -4 to checks requiring this hand until one turn's rest



Dislocated Shoulder

- Can't attack with any weapon requiring this arm until one turn's rest



Juggled Weapon

- Make successful DEX -2 check to catch it, otherwise the weapon falls 5-10 feet away in a random direction



Broken Weapon

- Weapon breaks on impact if non-magical
- Target is emboldened and gains +2 on its next attack



Wrong Target

- Attacker rolls to hit the ally or enemy closest to the intended target



Slipped Vertebrae

- MV halved until one turn's rest
- -2 to STR checks until a full night's rest



Flung Weapon

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



Dislocated Elbow

- Forfeit remaining attacks this round
- -2 to attacks requiring this arm until one turn's rest



Stumble

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



Fell Down

- Prone (attackers +4 to hit)



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