
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 roll a natural 20 on an attack, roll one random black die along with your doubled damage.

When you roll a natural 1 on the first attack of your turn, roll the red fumble die matching your attack type

The following pages are suggested results for Fumbles and Crits in Shadowdark games. Long term effects can be removed with the appropriate healing magic, at the GM's discretion.

Luck Tokens: A player may spend a Luck Token to re-roll a Death & Dismemberment die result (theirs or one rolled against them).

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 Stat check, but don’t show a DC?”

The DC will vary depending on several factors. We recommend the GM decide the DC of any saving throws or skill checks 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 Shadowdark, 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. 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: Treat instant death effects as double-damage with death happening only if the total damage drops the Victim to 0 hit points.

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, 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
- DIS to checks with hand for 2d4 weeks



Compound Fracture

- Bleeding 1d6 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; death timer is 1 round



Pierced Hand

- Drop item held in that hand
- DIS to checks with that hand for 1d4 days



Nethers

- Loses next turn
- Allies who can see make CHA -2 check or lose their next attack, gasping in empathy



Eye Plucked

- DIS on all ranged attacks
- ADV on CHA checks to intimidate during first impressions



Throat Pierced

- Bleeding 1d4 HP/round
- Can't speak above whisper



Pierced Knee

- Can only crawl (or half speed with crutch) and no DEX bonus to AC for 2d6 weeks
- Cannot move double



Pierced Foot

- Cannot move double and DIS on checks requiring footwork for 1d6 days



Femoral Artery

- Bleeding 1d10 HP/round



Horrific Facial Scar

- If Attacker gives stirring soliloquy, Victim loses next turn
- ADV on CHA checks to intimidate during first impressions



Knocked Down

- Prone

Bludgeoning - Arm



Broken Arm

- Can't hold heavy items in that hand and DIS on attacks with it for 2d6 weeks



Shattered Hand

- DIS on attacks and checks using that hand until healed



Shattered Wrist

- Unable to hold anything in that hand
- Auto fail checks requiring that hand



Broken Wrist

- Can't hold heavy items in that hand and DIS on attacks with it 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 1d6 HP/round
- Can't hold heavy items in that hand and DIS on attacks with it for 2d6 weeks



Broken Shoulder

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



Broken Finger

- DIS on checks using that hand for 2d4 weeks



Broken Elbow

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

Bludgeoning - Head



Caved Cranium

- Instant death



Shattered Eye

- DIS on ranged attacks for 1d4 weeks



Crushed Larynx

- Loses next turn
- Unable to speak above whisper until next full rest



Lost Teeth

- DIS on CHA checks to persuade during first impressions
- Attacker gets one free attack



Broken Nose

- Bleeding 1 HP/round until treated



Broken Neck

- Can't move or act for 2d6 weeks



Dazing Blow

- Loses next turn



Knocked Down

- Prone



Concussed Ear

- Loses next turn
- Deafened for 2d4 turns



Cracked Skull

- Loses 1d4 turns
- DIS on INT, WIS and CHA checks for 2d4 days



Knocked Out

- Unconscious 1d4 rounds



Broken Jaw

- DIS on checks requiring speech and no spellcasting for 2d4 weeks

Bludgeoning - Leg



Knee-Capped

- Half speed and DIS on checks requiring footwork for 2d6 weeks
- Cannot move double



Broken Leg

- Can only crawl (or half speed with crutch) and no DEX bonus to AC for 2d6 weeks



Shattered Foot

- Half speed
- DIS on checks requiring footwork
- Cannot move double



Broken Foot

- Half speed and DIS on checks requiring footwork for 2d4 weeks



Off Balance

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



Knocked Down

- Prone



Compound Fracture

- Bleeding 1d6 HP/round
- Can only crawl (or half speed with crutch) and no DEX bonus to AC for 2d6 weeks



Broken Ankle

- Half speed and cannot move double for 1d4 weeks



Broken Knee

- Can only crawl (or half speed with crutch) and no DEX bonus to AC for 2d6 weeks
- Cannot move double



Fractured Heel

- Half speed for 1d6 weeks

Bludgeoning - Torso



- Broken Tailbone**
- Resting restores only half HP for 2d4 days
 - Attacker gets one free attack



- Broken Back**
- Cannot walk (speed 0) until 2d6 weeks of bed rest



- Broken Nethers**
- Loses next turn
 - Allies who can see make CHA -2 check or lose their next attack, gasping in empathy



- Wind Knocked Out**
- Victim feels suffocated
 - Loses next turn



- Kidney Strike**
- Loses next turn
 - DIS on all checks and attacks until next full rest



- Knocked Down**
- Prone



- Slipped Vertebrae**
- Half speed until treated
 - DIS on STR checks until next full rest



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



- Thrown**
- Victim is thrown 1d4×5 feet directly away from Attacker
 - For each 10 feet, 1d6 damage shared by Victim and whomever Victim hits



- Broken Hip**
- Half speed and cannot move double for 2d6 weeks



- Broken Ribs**
- Attacker gets ADV on next attack
 - Resting restores only half HP for 2d6 days

Piercing - Arm



Lost Fingers

- Drop item held in that hand
- Lose 1d4 Fingers
- DIS on checks using that hand for 2d4 weeks



Broken Fingers

- DIS on checks using that hand for 2d4 weeks



Dropped Item

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



Broken Wrist

- Can't hold heavy items in that hand
- DIS on attacks and checks using that hand for 1d6 weeks



Broken Shoulder

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



Compound Fracture

- Bleeding 1d6 HP/round
- Can't hold heavy items in that hand and DIS on attacks with it for 2d6 weeks



Pierced Hand

- Drop item held in that hand
- DIS on checks using that hand for 1d4 days



Flung Weapon

- Weapon is thrown 1d6x5 feet in random direction



Slit Wrists

- Bleeding 1d4 HP/Round



Finger Tipped

- Lose 1d4 Fingertips
- DIS on checks using that hand for 1d4 days



Broken Elbow

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

Piercing - Head



Lost Teeth

- DIS on CHA checks to persuade during first impressions
- Attacker gets one free attack



Severed Nose

- Stunned to end of next turn
- DIS on checks requiring smell
- ADV on checks to intimidate



Pierced Eardrum

- DIS on checks requiring hearing



Pierced Mouth

- DIS on checks requiring speech and no spellcasting until next full rest



Broken Jaw

- DIS on checks requiring speech and no spellcasting for 2d4 weeks



Eye Plucked

- DIS on all ranged attacks
- ADV on CHA checks to intimidate during first impressions



Pierced Throat

- Bleeding 1d4 HP/round
- Can't speak above whisper for 2d6 days



Dazing Blow

- Loses next turn



Knocked Out

- Unconscious 1d4 rounds or until a successful DC 12 CON check



Knocked Down

- Prone



Horrific Facial Scar

- If Attacker performs a stirring soliloquy, Victim loses next turn
- ADV on CHA checks to intimidate during first impressions



Pierced Brain

- Instant Death

Piercing - Leg



Femoral Artery

- Bleeding 1d10 HP/round



Compound Fracture

- Bleeding 1d6 HP/round
- Can only crawl (or half speed with crutch) and no DEX bonus to AC for 2d6 weeks



Pierced Foot

- Cannot move double and DIS on checks requiring footwork for 1d6 days



Pierced Knee

- Can only crawl (or half speed with crutch) and no DEX bonus to AC for 2d6 weeks
- Cannot move double



Broken Ankle

- Half speed and cannot move double for 1d4 weeks



Knocked Down

- Prone



Achilles Tendon

- Half speed and DIS on checks requiring footwork
- Cannot move double



Lost Toes

- Lose 1d4 toes
- Half speed for one day per toe lost



Broken Foot

- Half speed and DIS on checks requiring footwork for 2d4 weeks



Broken Heel

- Half speed for 1d6 weeks



Off Balance

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

Piercing - Torso



Pierced Backside

- Resting restores only half HP for 1d4 days
- Attacker gets one free attack



Nethers

- Loses next turn
- Allies who can see make CHA -2 check or lose their next attack, gasping in empathy



Back Stabbed

- Double damage
- Attacker may also kick Victim prone (no action)



Impaled Stomach

- Double damage
- If Attacker whispers a shocking revelation or vile insult into Victim's ear, Victim is frightened for 1d4 rounds



Broken Heart

- Victim drops to 0 HP; death timer is 1 round



Broken Back

- Cannot walk (speed 0) until 2d6 weeks of bed rest



Slipped Vertebrae

- Half speed until treated
- DIS on STR checks until next full rest



Broken Ribs

- Attacker gets ADV on next attack
- Resting restores only half HP for 2d6 days



Knocked Down

- Prone



Disemboweled

- Can't move or act until a DC 12 CON check (pushing innards back in)
- DIS on checks and attacks until full rest



Pierced Lung

- Speaking requires DC 12 CON check or coughs blood instead, until full rest
- DIS on checks and attacks until full rest



Broken Hip

- Half speed and cannot move double for 2d6 weeks

Slashing - Arm



Lost Fingers

- Drop item held in that hand
- Lose 1d4 fingers
- DIS on checks using that hand for 1 week per finger



Broken Fingers

- DIS on checks using that hand for 1d4 weeks



Dropped Item

- Drop item held in hand of Attacker's choice



Severed Arm

- Bleeding 1d6 HP/round
- Can't hold items in that hand or perform actions requiring that arm



Broken Arm

- Can't hold heavy items in that hand and DIS on attacks with it for 2d6 weeks



Compound Fracture

- Bleeding 1d6 HP/round
- Can't hold heavy items in that hand and DIS on attacks with it for 2d6 weeks



Pierced Hand

- Drop item held in that hand
- DIS on checks using that hand for 1d4 days



Split Hand

- Drop item held in that hand
- DIS on checks using that hand for 1d6 days



Severed Hand

- Bleeding 1d6 HP/round
- Can't hold items in that hand or perform actions requiring 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

- DIS on CHA checks to persuade during first impressions
- Attacker gets one free attack



Severed Nose

- Loses next turn
- DIS on checks requiring smell
- ADV on CHA checks to intimidate during first impressions



Severed Ear

- DIS on checks requiring hearing
- ADV on CHA checks to intimidate during first impressions



Cleaved Forehead

- Bleeding 1d4 HP/round
- Weapon is stuck until a successful DC 12 STR check



Broken Jaw

- DIS on checks requiring speech and no spellcasting for 2d4 weeks



Eye Plucked

- DIS on all ranged attacks • ADV on CHA checks to intimidate during first impressions



Throat Slashed

- Bleeding 1d8 HP/round
- Can't speak above a whisper for 2d6 days



Dazing Blow

- Loses next turn



Knocked Out

- Unconscious 1d4 rounds or until a successful DC 12 CON check



Scalped

- Loses next turn
- Bleeding 1d8 HP/round



Horrific Facial Scar

- If Attacker gives a stirring soliloquy, Victim loses next turn
- ADV on CHA checks to intimidate during first impressions



Beheaded

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

Slashing - Leg



Lost Toes

- Lose 1d4 toes
- Half speed for one day per toe lost



Broken Leg

- Can only crawl (or half speed with crutch) and no DEX bonus to AC for 2d6 weeks



Severed Foot

- Bleeding 1d6 HP/round
- Can only crawl (or half speed with crutch) and no DEX bonus to AC
- Auto fail checks requiring footwork



Severed Leg

- Bleeding 1d8 HP/round
- Can only crawl (or half speed with crutch) and no DEX bonus to AC
- Auto fail checks requiring footwork



Broken Knee

- Can only crawl (or half speed with crutch) and no DEX bonus to AC for 2d6 weeks
- Cannot move double



Achilles Tendon

- Half speed and DIS on checks requiring footwork for 2d6 days
- Cannot move double



Compound Fracture

- Bleeding 1d6 HP/round
- Can only crawl (or half speed with crutch) and no DEX bonus to AC for 2d6 weeks



Pierced Foot

- Cannot move double and DIS on checks requiring footwork for 1d6 days



Knocked Down

- Prone



Broken Foot

- Half speed and DIS on checks requiring footwork for 2d4 weeks



Broken Ankle

- Half speed and cannot move double for 1d4 weeks



Femoral Artery

- Bleeding 1d10 HP/round

Slashing - Torso



Pierced Backside

- Resting restores only half HP for 1d4 days
- Attacker gets one free attack



Broken Hip

- Half speed and cannot move double for 2d6 weeks



Back Stabbed

- Double damage
- Attacker may also kick Victim prone (no action)



Impaled Stomach

- Double damage
- If Attacker whispers a shocking revelation or vile insult into Victim's ear, Victim is frightened for 1d4 rounds



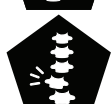
Broken Heart

- Victim drops to 0 HP; death timer is 1 round



Broken Back

- Cannot walk (speed 0) and automatically fail STR and DEX checks until 2d6 weeks of bed rest



Slipped Vertebrae

- Half speed until treated
- DIS on STR checks until next full rest



Broken Ribs

- Attacker gets ADV on next attack
- Resting restores only half HP for 2d6 days



Nethers

- Loses next turn
- Allies who can see make CHA -2 check or lose their next attack, gasping in empathy



Disemboweled

- Can't move or act until successful DC 12 CON check (pushing innards back in)
- DIS on checks and attacks until full rest



Pierced Lung

- Speaking requires DC 12 CON check or coughs blood instead, until full rest
- DIS on checks and attacks, until full rest



Knocked Down

- Prone

Unarmed Strike - Kick



Knee Capped

- Half speed and DIS on checks requiring footwork for 2d6 weeks
- Cannot move double



Broken Nose

- Bleeding 1 HP/round until treated



Compound Fracture

- Bleeding 1 d6 HP/round
- Can't hold heavy items in that hand and DIS on attacks with it for 2d6 weeks



Slipped Vertebrae

- Half speed until treated
- DIS on STR checks for 1d6 days



Broken Jaw

- DIS on checks requiring speech and no spellcasting for 2d4 weeks



Nethers

- Loses next turn
- Attacker gets one free attack



Broken Leg

- Can only crawl (or half speed with crutch) and no DEX bonus to AC for 2d6 weeks



Dazing Blow

- Loses next turn



Knocked Out

- Unconscious 1d4 rounds or until a successful DC 12 CON check



Thrown

- Victim is thrown 1d4×5 feet directly away from Attacker
- For each 10 feet, 1d6 damage shared by Victim and anything Victim hits



Knocked Down

- Prone



Broken Ribs

- Attacker gets ADV on next attack
- Resting restores only half HP for 2d6 days

Unarmed Strike - Punch



Crushed Larynx

- Loses next turn
- Can't speak above a whisper (no spellcasting) until next full rest



Broken Nose

- Bleeding 1 HP/round until treated



Knocked Out

- Unconscious 1d4 rounds or until a successful DC 12 CON check



Kidney Strike

- Loses next turn
- DIS on all checks and attacks until next full rest



Off Balance

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



Wind Knocked Out

- Victim feels suffocated
- Loses next turn



Broken Jaw

- DIS on checks requiring speech and no spellcasting for 2d4 weeks



Dazing Blow

- Loses next turn



Lost Teeth

- DIS on CHA checks to persuade during first impressions
- Attacker gets one free attack



Broken Ribs

- Attacker gets ADV on next attack
- Resting restores only half HP for 2d6 days



Dropped Item

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



Knocked Down

- Prone

Dragon - Attacking



Swallowed

- Grappled by Dragon's mouth
- If grappled on Dragon's next turn: Victim swallowed if small enough, or suffers Breath Weapon with no check to resist



Impaled

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



Pierced Head

- DC 15 DEX check or instant death
- DIS on INT, WIS, and CHA checks until next full rest



Flung

- Thrown 1d6×10 feet in a direction of Dragon's choice
- For every 10 feet, 1d6 damage shared by Victim and whomever Victim hits



Severed Head

- Instant death
- Allies with line of sight make a DC 12 WIS check or are frightened for 1d4 rounds



Broken Back

- Cannot walk (speed 0) until 2d6 weeks of bed rest



Severed Hand

- Bleeding 1d6 HP/round
- Can't hold items in that hand
- Can't perform actions requiring that hand



Dazing Blow

- Loses next turn



Knocked Out

- Unconscious 1d4 rounds



Horrific Facial Scar

- If Dragon performs a stirring soliloquy, Victim loses 1d4 turns
- ADV on CHA checks to intimidate during first impressions



Knocked Down

- Prone



Severed Foot

- Bleeding 1d6 HP/round
- Can only crawl (or half speed with crutch) and no DEX bonus to AC
- Auto fail checks requiring footwork

Dragon - Defending



Severed Tail

- Dragon loses its Tail attack
- Dragon loses its sense of balance: DIS on checks requiring movement



Severed Tongue

- Dragon can't speak or cast spells
- Dragon is furious and targets Attacker until one of them is dead



Shredded Wing

- Flying speed is 0
- Dragon loses its Wing attack



Broken Teeth

- Bite damage is halved



Sealed Maw

- If Attacker chooses to let go of their weapon, Dragon loses its Bite and Breath Weapon attacks



Pierced Eye

- Dragon loses its fear-aura ability (e.g., a wyvern's terrifying presence)
- DIS on checks requiring vision



Severed Claw

- Dragon's speed is halved
- Dragon loses one Claw attack



Descaled

- Dragon has a hole in its armor
- Attacks against the Dragon crit on a natural 19-20



Breath Weapon

- Immediate Breath Weapon attack centered on Attacker
- Dragon then loses its Breath Weapon



Dazing Blow

- Dragon loses its next turn



Throat Slashed

- Bleeding 1d8 HP/round
- Dragon cannot speak above a whisper



Pierced Heart

- Instant death
- Attacker has permanent ADV on checks to resist fear caused by dragons
- There is much rejoicing

Vorpal



Lost Fingers

- Drop item held in that hand
- Lose 1d4 fingers
- DIS on checks using that hand for 2d4 weeks



Severed Nose

- Loses next turn
- DIS on checks requiring smell
- ADV on CHA checks to intimidate during first impressions



Severed Ear

- DIS on checks requiring hearing
- ADV on CHA checks to intimidate during first impressions



Severed Hand

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



Severed Arm

- Bleeding 1d6 HP/round
- Can't hold items in that hand
- Can't perform actions requiring that arm



Finger Tipped

- Lose 1d4 fingertips
- DIS on checks using that hand for 1d4 days



Lost Toes

- Lose 1d4 toes
- Half speed for one day per toe lost



Severed Foot

- Bleeding 1d6 HP/round
- Can only crawl (or half speed with crutch) and no DEX bonus to AC
- Automatically fail checks requiring



Severed Leg

- Bleeding 1d8 HP/round
- Can only crawl (or half speed with crutch) and no DEX bonus to AC
- Automatically fail checks requiring



Scalped

- Loses next turn
- Bleeding 1d8 HP/round



Disemboweled

- Can't move or act until a successful DC 12 CON check (pushing innards back in)
- DIS on checks and attacks until full 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 1d6 HP/round
- Can only crawl (or half speed with crutch) and no DEX bonus to AC
- Auto fail checks requiring footwork



Lost Fingers

- Drop item held in that hand
- Lose 1d4 fingers
- DIS on checks using that hand for 2d4 weeks



Severed Ear

- DIS on checks requiring hearing
- ADV on CHA checks to intimidate during first impressions



Nethers

- Loses next turn
- Allies who can see make CHA -2 check or lose their next attack, gasping in empathy



Severed Nose

- Loses next turn
- DIS on checks requiring smell
- ADV on CHA checks to intimidate during first impressions



Eye Pluck

- DIS on all ranged attacks
- ADV on CHA checks to intimidate during first impressions

Fumble - Bow



Dropped Bow

- Bow falls at feet
- If an enemy grabs the bow, they gain ADV on their next attack



Sprained Wrist

- Forfeit remaining attacks this turn
- DIS on checks using this hand until treated



Broken String

- Bow is unusable until an action is spent restringing it



Dislocated Shoulder

- Unable to attack with any weapon requiring that hand until treated



Broken Arrow

- Arrow breaks on impact
- Target is emboldened and gains ADV on their next attack



Wrong Target

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



Slipped Vertebrae

- Half speed until treated
- DIS on STR checks until next full rest



Fall Down

- Prone



Dislocated Elbow

- Forfeit remaining attacks this turn
- DIS on attacks using this hand until treated



Stumble

- Forfeit remaining attacks this turn
- 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 their next turn

Fumble - Melee



Dropped Weapon

- Weapon falls at feet
- If an enemy grabs it, they gain ADV on their next attack



Sprained Wrist

- Forfeit remaining attacks this turn
- DIS on checks using this hand until treated



Sprained Ankle

- Forfeit remaining movement this turn
- DIS on checks requiring footwork until treated



Horrific Facial Scar

- Forfeit remaining attacks this turn
- ADV on CHA checks to intimidate during first impressions



Twisted Knee

- Forfeit remaining movement this turn
- Half speed until treated



Fell Down

- Prone



Slipped Vertebrae

- Half speed until treated
- DIS on STR checks until next full rest



Wrong Target

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



Dislocated Elbow

- Forfeit remaining attacks this turn
- DIS on attacks using this hand until treated



Juggled Weapon

- Make a DC 12 DEX check (no action) or the weapon falls 5–10 feet in a random direction



Flung Weapon

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



Stumble

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

Fumble - Thrown



Dropped Weapon

- Weapon falls at feet
- If an enemy grabs it, they gain ADV on their next attack



Sprained Wrist

- Forfeit remaining attacks this turn
- DIS on checks using this hand until treated



Dislocated Shoulder

- Can't attack with any weapon requiring this hand until treated



Juggled Weapon

- Make a DC 12 DEX check (no action) or the weapon falls 5-10 feet in a random direction



Broken Weapon

- Weapon breaks on impact if non-magical
- Target is emboldened and gains ADV on their next attack



Wrong Target

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



Slipped Vertebrae

- Half speed until treated
- DIS on STR checks until next full rest



Flung Weapon

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



Dislocated Elbow

- Forfeit remaining attacks this turn
- DIS on attacks using this hand until treated



Stumble

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



Fell Down

- Prone



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