

Lingering Injuries

Here are some variant rules you can add to the Lingering Injuries module presented on pages 272 and 273 of the *Dungeon Master's Guide*.

Variant Rule: Confirm Lingering Injury

When you suffer an effect that would cause you to roll for a lingering injury, first roll a d20. If you roll a 1-9, roll on the Lingering Injuries table as normal. If you roll a 10-20, the effect does not cause you to suffer a lingering injury. This variant rule is meant to reduce the number of lingering injuries which occur at the table.

Variant Rule: Lose an Eye, I Choose You

When you score a critical hit by attacking a paralyzed or unconscious creature within 5 feet of you, you can choose the lingering injury which effects the creature as a result of the critical hit instead of rolling on the Lingering Injuries table.

Variant Rule: You *Fireballed* My Leg Off!

In addition to the options already presented in the *Dungeon Master's Guide*, a creature may sustain a lingering injury after rolling a natural 1 on a saving throw against a spell, magical, or trap effect that deals damage to the creature.

Variant Table: Expanded Lingering Injuries

The Expanded Lingering Injuries table is meant to expand the injury options from the ones presented in the *Dungeon Master's Guide*. Whenever you would roll on the Lingering Injuries table, you can choose to roll on the Expanded Lingering Injuries table instead.

Expanded Lingering Injuries

d100	Injury
1-2	Lose an Eye. You have disadvantage on Wisdom (Perception) checks that rely on sight and on ranged attack rolls. Magic such as the <i>regenerate</i> spell can restore the lost eye. If you have no eyes left after sustaining this injury, you're blinded.
3-4	Lose an Arm or a Hand. You can no longer hold anything with two hands, and you can hold only a single object at a time. Magic such as the <i>regenerate</i> spell can restore the lost appendage.
5-6	Lose a Foot or Leg. Your walking speed is halved and you must use a cane or crutch to move unless you have a peg leg or other prosthesis. You fall prone after using the Dash action. You have disadvantage on Dexterity checks made to balance. Magic such as the <i>regenerate</i> spell can restore the lost appendage.
7-8	Lose an Ear. You have disadvantage on Charisma (Persuasion) checks and Wisdom (Perception) checks that rely on hearing. You have advantage on Charisma (Intimidation) checks. Magic such as the <i>regenerate</i> spell can restore the lost ear.
9-10	Lose Nose. You have disadvantage on Charisma (Persuasion) checks and Wisdom (Perception) checks that rely on smell. You have advantage on Charisma (Intimidation) checks. Magic such as the <i>regenerate</i> spell can restore the lost nose.
11-15	Blurred Vision. You have disadvantage on Wisdom (Perception) checks that rely on sight and on ranged attack rolls. The injury heals if you receive magical healing. Alternatively, the injury heals after you spend three days doing nothing but resting.
16-20	Broken Arm or Hand. You can no longer hold anything with two hands, and you can hold only a single object at a time. The injury heals if you receive magical healing. Alternatively, the injury heals after someone sets the bone with a DC 15 Wisdom (Medicine) check and you spend thirty days doing nothing but resting.
21-25	Broken Foot or Leg. Your walking speed is halved and you must use a cane or crutch to move. You fall prone after using the Dash action. You have disadvantage on Dexterity checks made to balance. The injury heals if you receive magical healing. Alternatively, the injury

	heals after someone sets the bone with a DC 15 Wisdom (Medicine) check and you spend thirty days doing nothing but resting.		
26-30	Ringling Ears. You have disadvantage on Wisdom (Perception) checks that rely on hearing. The injury heals if you receive magical healing. Alternatively, the injury heals after you spend three days doing nothing but resting.	61-65	Open Wound. You lose 1 hit point every hour the wound persists. The injury heals if you receive magical healing. Alternatively, someone can tend to the wound and make a DC 15 Wisdom (Medicine) check once every hour. After ten success, the injury heals.
31-35	Limp. Your walking speed is reduced by 5 feet. You must make a DC 10 Dexterity saving throw after using the Dash action. If you fail the save, you fall prone. Magical healing removes the limp.	66-70	Skull Fracture. Whenever you attempt an action in combat, you must make a DC 20 Constitution saving throw. On a failed save, you lose your action and can't use reactions until the start of your next turn. The injury heals if you receive magical healing or if you spend thirty days doing nothing but resting.
36-40	Lose a Finger. You have disadvantage on Dexterity (Sleight of Hand) checks and Dexterity checks to use fine tools (such as thieves' tools) using the hand with which you lost the finger. Magic such as the <i>regenerate</i> spell can restore the lost finger. If you lose all the fingers from one hand, then it functions as if you had lost a hand.	71-75	Punctured Lung. You can take either an action or a bonus action or your turn, but not both. The injury heals if you receive magical healing. If you puncture both lungs your hit points drop to 0 and you immediately begin dying.
41-45	Break a Finger. You have disadvantage on Dexterity (Sleight of Hand) checks and Dexterity checks to use fine tools (such as thieves' tools) using the hand with the broken finger. The injury heals if you receive magical healing. Alternatively, the injury heals after someone sets the finger with a DC 10 Wisdom (Medicine) check and you spend ten days doing nothing but resting.	76-80	Internal Injury. Whenever you attempt an action in combat, you must make a DC 15 Constitution saving throw. On a failed save, you lose your action and can't use reactions until the start of your next turn. The injury heals if you receive magical healing or if you spend ten days doing nothing but resting.
46-50	Break an Item. A randomly determined nonmagical item you hold, wear, or carry on your person is broken or ruined. Roll a d10. On a roll of 1, the item broken is a weapon, on a roll of 2 the item is armor or a shield, and on a roll of 3-10 it is an item that's not a shield or weapon.	81-85	Broken Ribs. This has the same effect as Internal Injury above, except that the save DC is 10.
51-55	Teeth Knocked Out. You have disadvantage on Charisma (Persuasion) checks. When you cast a spell with a verbal component there is a 25% chance the spell will not work. If the spell fails, you still used your action to try to cast it, but the spell did not use any slots or material components. The injury heals if you receive magical healing.	86-90	Horrible Scar. You have disadvantage on Charisma (Persuasion) checks and advantage on Charisma (Intimidation) checks. Magical healing of 6th level or higher, such as <i>heal</i> and <i>regenerate</i> , removes the injury.
56-60	Festering Wound. Your hit point maximum is reduced by 1 every 24 hours the wound persists. If your hit point maximum drops to 0, you die. The injury heals if you receive magical healing. Alternatively, someone can tend to the wound and make a DC 15 Wisdom (Medicine) check once every 24 hours. After ten success, the injury heals.	91-95	Painful Scar. You have a scar which gets painful whenever it rains, sleets, hails, or snows. Whenever you attempt an action in combat and your scar is giving you pain, you must make a DC 15 Constitution saving throw. On a failed save, you lose your action and can't use reactions until the start of your next turn. The injury heals if you receive magical healing.
		96-100	Minor Scar. The scar doesn't have any adverse effect, but chicks dig it. Magical healing of 6th level or higher, such as <i>heal</i> and <i>regenerate</i> , removes the scar.