

STRANGE DISEASES

All the diseases, plagues and infections listed here can be cured according to their description or by a Paladin's lay-on-hands ability, or a lesser restoration spell.

1. STONES HUNGER

This strange disease can be contracted from the ground itself. It is most commonly found in areas affected by volcanic activity. When a humanoid creature comes in contact with infected ground, the creature must succeed on a DC 11 Constitution saving throw or become infected. After 1 day the creature is consumed with a gnawing hunger that isn't sated by regular food or drink. Only consuming a handful of dirt will satisfy them. The creature must consume this dirt once a day or have disadvantage to all ability checks.

2. WANDERING TONGUE

While affected by this magical affliction, creatures lose the ability to speak their native languages. Symptoms manifest within 12 hours of contracting this illness. Each morning the creature must make a DC 13 Intelligence saving throw. On a failed save, the character must speak in a different language for the rest of the day (DM's choice). The creature can still understand other languages they know, but can only speak and write in this new one. If the character succeeds its saving throw 3 days in a row, they recover from this disease and permanently learn the last language the illness forced them to speak.

3. BARBARIANS BURDEN

This infection causes a creature to experience overwhelming rage. The only visible symptom is the skin taking on a faint red hue. Once exposed, a creature must succeed on a DC 15 Constitution saving throw or become infected. It takes 1d4 days for symptoms to manifest in an infected creature. The character develops a strong fear of water and will not get wet willingly. Once a day the character may fly into a rage as though a 5th level barbarian, taking a level of exhaustion afterward. Curing this disease is simple: the character must submerge themselves in cold, swiftly moving water for 1 minute.

4. CONSUMING BOILS

Symptoms manifest 2d6 hours after infection and include excessive sweating. Once exposed a creature must succeed on a DC 13 Constitution saving throw or become infected. The creature can't gain health via a long or short rest unless they choose to lose a hit die permanently. If they have no more hit dice, they die. If cured all hit dice are restored.

5. THE SMOOTH PLAGUE

The smooth plague is a fungal infection contracted by consuming spoiled bread. The creature must succeed on a DC 10 Constitution saving throw or become infected. All the character's hair (if any) falls off in a 24-hour period. The hair doesn't regrow until cured.

6. THE ACTOR'S CURSE

High fevers are common symptoms associated to this unusual infection. The Actor's curse is highly contagious and is spread from person to person by being in close quarters. Once exposed, a creature must succeed on a DC 15 Constitution saving throw or become infected. Over 1d4 hours they become increasingly paranoid and become convinced everyone they meet is the same enemy in a crude disguise. At the end of each long rest, an infected creature can make a DC 13 Constitution saving throw. On a successful save, the creature is freed from the delusion. Three days of bed rest will cure them completely.

7. SPIDER POX

This painful rash spreads all over the affected creature's body. When a humanoid creature is bitten by a spider that carries the disease, the creature must succeed on a DC 11 Constitution saving throw or become infected. After one hour the rash is noticeable at the bite sight. Over the course of 1 day it spreads to the entire body. This rash is very itchy and feels like insects are crawling across the character's skin. Until cured the character makes all charisma skill checks and saving throws at disadvantage. Any character who has proficiency with an Herbalism Kit can make a DC 12 Medicine (Intelligence) skill check. Upon a success they can create a curing salve that removes the disease after 3 days.

8. THE EVIL HAND

This disease is a parasite that enters a creature's system when it drinks brackish water. Once exposed, a creature must succeed on a DC 12 Constitution saving throw or become infected. During the character's first long rest the parasite takes hold. During times when the creature is distracted (sleeping, combat...) the parasite has a 40% chance of causing the affected hand to act on its own to the detriment of the host person. The hand may slap an objector weapon out of the other another hand, choking the host or making rude gestures. Any character who has proficiency with an Herbalism Kit can make a DC 15 Medicine (Intelligence) skill check. Upon a success they can create a silver-based potion that immediately kills the parasite.

9. THE GIANT DWARF

This magical disease has a most curious effect. Once exposed, a creature must succeed on a DC 13 Wisdom saving throw or become infected. Once infected, after every long rest, roll a d20. If the result is a 5 or below, the character shrinks by one size category. If the result is a 16 or higher the character grows by one size category. Clothing and other equipment is not affected. The character returns to regular size after 8 hours. After 7 days the character is cured of the disease.

10. DROW'S BLOOD

This painful blood infection is native to the Underdark and changes a creature's skin, urine and feces purple. The creature must succeed on a DC 13 Constitution saving throw or become infected. Symptoms manifest 1d4 days after infection. While afflicted with Drow's Blood a character's hit dice recover only half the rolled hp. An entire day spent in direct sunlight cures this infection.