

D&D 5E 6 Extra Diseases

Black Bones - Horrible Crippling Bone Illness

Blood Lips - Thouth destroying sickness

Moss Back - Body Covering Infection

Dark Heart Parasite - Horrible Internal Organ Destroyer

Slime skin Sickness - Slow but painful sickness

Silver Blood Illness - Lycanthropy Sickness



DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, the dragon ampersand, and all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries.

This work contains material that is copyright Wizards of the Coast and/or other authors. Such material is used with permission under the Community Content Agreement for Dungeon Masters Guild.

Black Bones

This disease targets humanoids and beasts that have bones within their bodies. People that are affected by this sickness are often seen walking around with black boney protrusions all over their bodies. This is what gives the sickness its name. The sickness is commonly found in beggars that get the sickness from being around infected vermins.

Symptoms normally start showing up 3 days after infection, and from that moment onwards the creatures mobility is hindered as its bones slowly crack up and slowly protrud from its body reducing its speed by 10 feet(minimum of 5 feet), and it gains 1 exhaustion level that can't be removed until the disease is cured.

When a creature with this disease takes more than 5 bludgeoning damage in a single attack their bones shift painfully and they suffer an additional 1d4 piercing damage from the attack. They must also make a DC 13 Constitution Saving Throw or be restrained until the end of their next turn. If a creature makes contact with your skin or makes a melee attack against you will within 5 feet of you they must DC 13 Constitution Saving Throw or become infected.

Every long rest you can attempt to pick out the bone fragments that are poking out of your body. Doing this causes to you to take 4d4 piercing damage after ending the long rest, and if you repeat this process for 7 days you can start making DC 13 Constitution Saving Throws after a long rest ending the sickness upon three successful saves.

Blood Lips

This disease targets all humanoids. It affects their lungs and throat in adverse ways that make it hard to work like normal. It makes the person's lips swell and become very dry and crack up. This causes the target to often have small wound on their lips that cause small drops of blood to drip from their lips most of the time. This is what gives the sickness its name. The sickness spreads by consumption of infected blood, even is small does such as those inflicted by kissing a person(most common form of spread).

The symptoms of the sickness start of by small amounts of coughing 1d4 hours after becoming infected, then moves on cause a dry throat, and then moves to your mouth and lips that also turn extremely dry. This process normally takes 1d4 days to become properly set, and until it has reached its maximum you automatically fail on all saving throws made against the sickness.

If you don't consume 4 times as much liquid as you would normally need you start having a problem breathing where you make a DC 13 Constitution Saving Throw or take 1d4 damage. When the sickness reaches its maximum you start suffering 2d4 damage and lose your ability to speak when you fail the saving throw.

The sickness can be cured with the consumption of a large amount of alcohol over the span of a weak. Where at the end you make a DC 25 Constitution Saving Throw where you reduce the DC by 2 for every day you consumed a large amount of alcohol. If you did not consume a large amount of alcohol any of the days the DC becomes 30.

Moss Back

This disease targets all humanoids, do the sickness has its origins as a sort of biological weapon to protect the fey wilds. This causes all forms of elves and half-elves to be immune to it.

The sickness causes a creature's hair to turn green, and causes a large acceleration of hair growth on the affected creature's back. This sickness does not however only cause hair growth. It also causes the target's skin to take on a bit of a green tint and become horrible irritated. Most people contract his sickness from being in the feywild or being in contact with a creature from the feywilds.

The hair growth and tinting of the hair colour starts almost immediately after being infected. Normally about 1d4+1 rounds after infection. The tinting and irritation of the skin only takes effect after about 24 hours have passed.

This sickness only shows its true horrible nature when a creature takes any amount of poison damage as the sickness shuts down the creature's defenses against it. This causes resistances and advantage on checks against becoming poisoned to disappear, and instead the creature become vulnerable to poison damage and has disadvantage on saving throws against becoming poisoned. Once you first become become poisoned after gaining this sickness you stay under the poisoned condition until you are no longer sick.

The only way to cure this sickness is to wait it out, or by magic. Every time you finish a long rest after becoming infected by this sickness you make a DC 10 Constitution Saving Throw that increases by 1 for every successful save you make. After making a save against a DC 20 Constitution Saving Throw you become cured of the sickness.

Dark Heart Parasite

This disease targets only dwarves, and does so because of their hardy nature. This sickness is not really a sickness as it is caused by a parasite that targets host of a strong and hardy nature. They were first discovered in deep mines where they infected dwarves and slowly adapted to living of dwarves. Today they can only survive inside a dwarf, but when in a dwarf they are extremely potent. It situates itself near the dwarves heart causing a buildup of fluids in the area that causes the area to look black. This gives the "sickness" its name.

The first symptom of the sickness is extreme pains shortly after the parasites enters the body. This is caused by the parasite carving its way through the body trying to get to the heart. This occurs a few minutes after the parasite enters the body, and other effects later follow.

The dwarf makes a DC 15 Constitution saving throw 1d4 minutes after infection, or have its maximum hit points reduced by 1d4. About 1d4 days after infection, the black buildup of fluids around the heart becomes visible, and with it becoming visible a lot of the other symptoms begin. These symptoms are an extreme pain, sensitivity of the chest, vomiting, bleeding from the mouth, and 1d8+1 days after the other symptoms the infected dwarf starts making Constitution Saving Throws against a DC equal to 1 + days since first appearance of this symptom. This continues until the target fails the saving throw. Once the creature fails the save they fall unconscious and do not wake up until the parasite is removed. Every day that passes will the creature is unconscious they have their hit point maximum reduced by 1, once their hit point maximum is reduced to 0 they die, and the parasite moves one trying to find a new host.

The only way to cure the "sickness" is to removed the parasite this is only possible after the first symptoms set in and its location becomes known. Removing the parasite requires using 10 minutes trying to remove the parasite making a DC 15 medicine check using a healer's kit or a DC 25 medicine check using other tools. On a failed check the infected takes 4d4 piercing

damage, or half as much on a successful check. On a natural 20 using a healer's kit the infected takes no damage and can removed the parasite dead or alive(your choice), on all other rolls and checks the parasite is removed in a dead state.

Slime Skin Sickness

This sickness targets humanoids, beasts and occasionally even targets fey creatures. This sickness is caused by minor slime/ooze particles that make their way into a creature's blood stream. It has always been around, but is very rare as most people are strong enough to fight off the infections before it does anything major, but once it gets going it becomes horrible.

The symptoms of the sickness is that the infected creature's saliva and blood becomes thicker and sticky. After this the sickness causes the target to lose hair all over their bodies, and eventually the infected creature starts to have a sticky and slime like skin, and eventually you become a slime.

After having been dropped to 0 hit points by a slime/ooze like creature you make a DC 10 Constitution Saving Throw if you recover from falling to 0 hit points. If you fail the save you continue to make the save every long rest for 7 days. If you fail on all of them you are now properly infected by the sickness. The next long rest after you become properly infected you from now on take an extra 1d4 acid damage whenever you take piercing or slashing damage. It also becomes a bit difficult to talk at this point because of your sticky saliva. Another 2d4 days after this you have lost all the hair in your body, and can not gain it back even by magical means, and your skin starts becoming slimy. Every day after this you start losing 5 hit points from your hit points maximum and if your hit point maximum is reduced below 0 hit points you die and a newly formed slime of the type that infected you emerges from inside your body consuming it.

This sickness can be cured by any means that removes a sickness until it properly settles in. Once it has properly settled in the only way to get rid of it is to use the *greater restoration* spell or spell of a higher level. If you die by the means of this sickness you can only be revived if the slime that emerged from your corpse is killed.

Silver Blood Illness

This sickness was created by a group of werewolf hunters as a way to deal with werewolves more efficiently, but it also later turned out to be dangerous to humanoids as well. It affects humanoids infected with lycanthropy more violently, but those without the curse are still heavily if not as heavily damaged by the illness.

The symptoms of the sickness towards humanoids not infected by the lycanthropy curse are similar to the of a normal fever, but also causes vomiting. If the humanoid infected is a lycan on the other half they take constant damage as the illness slowly eats away at their life force, and eventually ends their life if nothing is done about it.

The symptom towards a humanoid that does not carry the lycanthropy curse first manifest 2d4 days after first becoming infected. These symptoms are a strong fever that cause you to gain 1 level of exhaustion that can not be removed until you are cured of this sickness. Your stomach also becomes very upset causing you to have disadvantage on constitution checks. If you are carrying the lycanthropy curse you gain the same effects, but the symptoms

set in only 2d4 minutes after becoming infected. For every day that goes you must also roll a DC 18 Constitution saving throw, or gain an additional level of exhaustion. This exhaustion can also not be removed until the sickness is cured. When you gain 3 levels of exhaustion from this sickness you also lose your immunity to bludgeoning, piercing and slashing damage from non-magical damage that you gain from having the lycanthropy curse.

For a creature that does not have the lycanthropy curse this sickness can be ended early by any effects that would end a sickness, or simply pass after 1d4 days of suffering the ill effects of the sickness. For a creature with the lycanthropy curse, they must succeed on 13 Constitution saves made against this sickness.