

THE MALADY CODEX II

DISEASES OF THE MIND



By Jason Bakos
and Themis Paraskevas

Enrich your world with horrifying
magical diseases, for
Dungeons and Dragons 5th edition!



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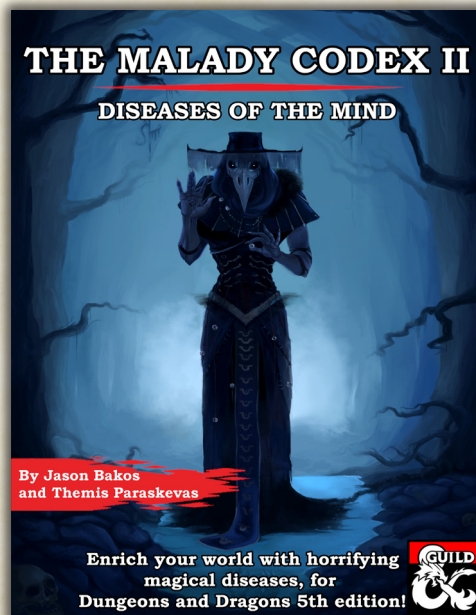
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PREFACE

This supplement is written by medical students with a love for tabletop roleplaying games. Inspired by the wide array of diseases, and the medieval myths that once surrounded them, we embarked on a mission; to enrich other worlds with fantastic diseases.

In The Malady Codex we introduced diseases of the body to your game world. In this supplement, we turn our attention to diseases related to the mind and the brain, which are mostly based on psychiatric diseases.

We feel that every disease is something to be feared. Deep in each civilization's roots there are myths, remedies, and folklore revolving around the ailments that affect its people. When each Dungeon Master wants to expand on the details of the societies that unfold before their very eyes, tools that spice up the process become a vital weapon. This supplement will hopefully become one of them, as DMs become inspired by the grim, epic, or mundane conditions of the human body and mind.

Do not underestimate diseases. Part of the Dungeon Master's art is to be able to stir up feelings in their players, and there are few human conditions that could accomplish that better. Used to advance a storyline, to expand a character arc, or to incite conflict, the following stories can serve you well, but be warned! Use them too much, and they might lose value.

Also, bear in mind that these diseases are not simply a way to add mechanical complexity to your game. Paladins, monks, and clerics have abilities to heal these maladies, but there is a limited amount of effort one can exert to heal a whole country plagued by a dragon's toxic fumes. Instead, focus on the worldbuilding and roleplaying aspect that a disease can bring to the table. Imagine describing a town plagued by a wave of sickness, bringing to life a dragonborn whose scales are falling one by one. Those evocative scenes are what we hope this book can provide.

This second installment of the Malady Codex treads where the first Codex didn't dare; in the realm of the humanoid psyche. Mental illness remains a mystery wrapped inside a puzzle. Although much research has been done, understanding mental disorders remains elusive, and their treatment is still disputed. No single paradigm for explaining mental illness exists. This is exciting and terrifying for scientists and role-players alike. The variety of stories that can be told with the tools presented here are testament to this.

Even though the diseases of the mind in this book are only imaginary, we are painfully aware of the gravity of mental illness in the real world and the impact it has on everyday life. In no way do we wish to trivialize or stigmatize those suffering from such ailments. Having said that, the diseases of the mind included within these pages add depth, gravity, and an increased sense of authentic humanity to any fantasy game.

This toolset for the Dungeon Master is intentionally open ended and without boundaries. Explore the ideas presented here; include them in your own words, alter existing locations of known settings, or just use them for one-shots! The possibilities are endless, and that is part of why we play this game. We hope you enjoy.

To all scholars and medical scientists;

This manual is a collection of the most fantastical diseases I have collected over the years in my travels. I have met tyrants, conversed with madmen and barely escaped with my life from rather precarious situations, all for the sake of knowledge. The experiences I have gained cannot be simply captured by my humble writing skills, so in hopes of leaving behind something truly worth reading, I'll just do what I can best; describe the maladies I've encountered.

I am Acesius, a man who has spent his life studying the humanoid body. I am a cleric of Apollo, one that has met gods and at my prime, helped bring one down. As I settle down, too tired from old age to continue with my adventuring habits, I write this to present a portfolio of a very characteristic collection of diseases. The ones I chose to present in this second book all focus around the most complex organ of humanoids; the brain. Their significance cannot be ignored, and thus it is my belief that every reader who is interested in the more... fantastical of the ailments that trouble us all should be aware of them. This is the reason I continue to write this Codex of Maladies.

This guide is a collection of diseases that are a mix of magical and realistic. Mostly based on real world diseases, these should serve as an example of the power maladies hold as storytelling tools. First, some basic concepts are introduced, and after an example of the structure, which could also serve as a template for other creations, the diseases themselves are broken down.

INTRODUCTION

HOW TO HANDLE DISEASES

Contrary to the heading, this is not a guide for medical professionals. Here, we offer a few insights into how to handle the maladies presented in this codex. The malady descriptions are storytelling tools, first and foremost, which means that they are not written as some sort of gospel. Feel free to modify them as you wish, adapting them to fit your style and your worlds. To fulfill their duty as story tools, however, they must also have a mechanical aspects this is a game after all. This part is also highly adaptable. While we offer recommendations on how to infect creatures, on the symptoms they exhibit, and on how to cure the diseases, we insist that you take these with a grain of salt.

The biggest change you should think about making depends on your players. If you have paladins, clerics, and monks in your party, don't forget that their classes have been designed to give them an edge against all kinds of ailments. Don't take this away from them; encourage them. There are few things more satisfactory to a player than to suddenly realize that their high-level monk is immune to this disease, saving them and proving how the long hours the character has spent perfecting their art was worth it. Apply a similar line of thought to healing. In this edition of the game, we feel that the rules have been intentionally left vague regarding the relationship between healing magic and lasting diseases. Below, we present a short list of tools that can be used to cure a disease, and when describing each one, we suggest a way to get rid of it. Ultimately, it is up to you as the DM to decide whether a Paladin's Lay on Hands works, or if the disease is so powerful that it can only be treated with a special remedy.

HOW TO HANDLE INFECTION

We must now discuss an unfortunate truth; players metagame. When one of the player characters is injured or is exposed to an infectious source, the DM must ask for a corresponding saving throw. If they fail it, it is no difficult task to put two and two together and figure out that they might have been infected with a disease. At that point, the players will do everything in their power to cure the disease, casting spells and calling in favors from paladins who can lay their hands on them and rid them of their ailment. That presents a problem, however, both for the DM, who wants to use the disease, and for the narrative, as it gets disrupted by this instance of metagaming. We have gathered a few ideas that we believe can help you deal with this phenomenon. It is also noteworthy that these could help you in other aspects of the game where the players might be prone to act on meta knowledge.

- Ask the players for a Wisdom (Perception) check. If they fail it roll the Constitution save for them, as they didn't notice the source of infection. This usually works for smaller things, such as the bite of an insect. (We advise that you write the incident down and keep the folded note somewhere visible to avoid any confusion that might arise five sessions later.) Similarly, have them roll a Wisdom (Medicine) check to see if they know of the disease.
- Do not inform them about the outcome of the saving throw.
- Let them use their healing methods, but do not let them heal the disease. Even if they use metagaming knowledge to deal with it, give them some fake healing results.
- Do not let them heal a disease their character would not be suspicious of.
- Use different spells to cure different diseases. Lesser Restoration just might not be enough.
- Have them roll d20s, but don't state that it is for a saving throw. Look up their character sheet or have their saving throw bonuses

written down somewhere.

- Have every player with the potential to be exposed to the disease in this session roll a saving throw at a different time, such as the beginning. Write down the results and explain that this is to not give away the precise moment of “an event”.

A disclaimer is, of course, mandatory here. We do not assume every party will metagame and we do not condemn metagaming, as it is a valuable part of the game in some ways. We offer these suggestions for DMs who may find themselves in a situation where, for any reason, metagaming could hinder the experience they are trying to provide through the use of a disease. It is also worth noting that sometimes, it is within the bounds of reason and gaming etiquette for the player to assume their character has been infected. Imagine the typical scene of a nurse or doctor in real life, accidentally getting themselves pierced by a needle that was used to draw blood from a patient. At that point, it is common sense to assume they have been infected.

EXAMPLE

This exemplary disease serves as a template for the diseases you are about to read or ones you might create.

ORIGINS

How it came to be. What caused this specific disease to become a threat?

CAUSES

How does one get infected? How does it spread from one creature to another?

SYMPTOMS

What does infection look like? What does a patient experience?

DIAGNOSIS

How do you detect that someone is infected with this?

CURE

How is a patient cured of this disease? What can others do to help?

PLOT HOOKS

How is this disease best used by the DM?

CATEGORIES

The diseases this codex presents are categorized in a few distinct ways, as a means of navigating through them and enabling you to choose the right one for the right conditions. You wouldn't want to accidentally give an NPC an untreatable disease, unless you don't really have plans for them.

- **Penetrative:** This category is highly lethal, as it affects even creatures immune to normal diseases.
- **Magical - Divine - Natural:** this category can be useful in deciding what skill check to ask of a player when they try to learn more about the ailment. Magical corresponds to Arcana, Divine to Religion, and Natural to Nature. It is also important for attributes that grant resistance to magical effects.
- **Lethal - Non-Lethal:** Lethal diseases lead to death if not treated, while one could survive with a Non-Lethal disease.
- **Malformative - Internal:** A Malformative disease is visible to other creatures, while an Internal one may remain hidden to the naked eye.
- **Crippling - Mild:** A Crippling disease affects a creature's lifestyle due to severe pain or having to cope with it for many hours a day. A creature infected with a Mild disease, disregarding the disease's symptoms, continues its life normally.
- **Chronic - Acute - Subacute:** Acute diseases usually have obvious and worrying symptoms but can be cured rather easily. Chronic diseases have subtle symptoms but are more difficult to treat and have more long-term consequences. Subacute diseases fill the spectrum between the other two categories.

MALADIES OF THE MIND

FUGUE STATE

Penetrative, Magical, Non-Lethal, Internal, Crippling, Acute

Brainstealer is his name. The culmination of illithid experimentation. I have never, not once, met a creature more blessed by its nature, yet more corrupted by it. If you ever see folks running away en masse, be wary, for his grasp extends far and cannot be easily held off.

In the faraway lands of the Breonem Empire, people have been plagued by a peculiar disease created with an insidious purpose. Most think that the epidemic is no different than any other disease, and that those that suddenly decide to run away from their families and homes are simply patients of a disease of the mind. In reality, they are victims of the scheme of a powerful and cunning dragon known as Brainstealer.

ORIGINS

Deep inside Mount Orikon, in a cavern with tunnels that spread and branch throughout the land, resides an Ancient Dragon. The people call him Brainstealer. He did not hatch from an egg, as is natural for dragons, but was the product of an illithid experiment. Before the dragon hatched, illithid tadpole substance was combined with his own life force, creating this unique hybrid. He grew up feeding on the brains of animals and villagers. As the years passed, he created his lair and gathered his followers; an army of illithid maggots—swarms of flesh-burrowing creatures—working as his servants. The dragon is blessed with higher psionic abilities, but his signature move is using his tentacles to suck the brain of his victims. Although he rarely leaves his cave, his maggot swarm provides him prey by entering a creature's brain and leading it through the tunnels into the dragon's lair.

CAUSES

This disease begins when an illithid maggot enters the creature's body. The maggots travel the lands, seeking new prey. They crawl in the ground, covering up to a few miles at a time, and surface when they think they've found a suitable victim. The way they choose their new hosts is currently unknown and there's a good chance that humanoid brains cannot even fathom the way these organisms work. Once they surface, the small maggots creep into the victim's clothes and silently, painlessly insert themselves into the skin.

SYMPTOMS

Once the **Illithid Maggot** enters a creature's body, it takes three days for it to reach the brain. Once it does, it takes roots, producing specific chemicals that lead to the wide array of symptoms. Specifically, this disease unveils in three stages:

At first, the creature only develops headaches and other types of pain all over its body. The pains come and go throughout the day and become worse during the night. Up to five times per day, at irregular periods, the creature must make a **DC 15 Wisdom saving throw**. On a failed save it suffers 4(1d8) psychic damage and is stunned until the end of its next turn. On a success it only takes half the damage.

After two days, the pain is replaced by incurable and inexplicable fear. The creature trembles with fear, scared of anything even mildly unsettling, and its everyday life grinds to a halt as it becomes dysfunctional, paralyzed by terror. The shaking makes it impossible to even sit down properly, let alone enjoy sleep. Up to five times a day, it must succeed on a **DC 20 Wisdom saving throw** or become frightened. The source of its fear is subject to storyline purposes, the creature's background and the DM's discretion.

Finally, the creature breaks. Its psyche has been destroyed by the dragon's mind-numbing influence. Suddenly, without any warning, usually when it is alone, it takes off. It starts walking, and it walks, it walks, and it walks. It doesn't stop to rest. It travels the land like a lost lamb, looking

for its sacrificial altar. In due time, its pilgrimage is ended, at the feet of Brainstealer. It arrives at the Dragon's lair and offers itself as sustenance to the illithid mutant. About five days after its exposure to the illithid maggots, the creature must make a **DC 25 Wisdom saving throw**. On a failure it is susceptible to the Fugue State, resulting in it travelling towards the Dragon's Lair without having conscience of its actions. Every 12 hours it can repeat the saving throw and break free from the illithid maggot's influence. If it succeeds, it has no memory of deeds it made (including travel routes) during the Fugue State. If it is attacked during the Fugue State, it will try to defend itself. There are some people, the most strong-willed of us all, who can overcome the death sentence imposed by the fugue state. They suddenly break out of it, coming to their senses, and at that moment the illithid maggot's influence permanently ends.

DIAGNOSIS

This malady is one of the toughest to diagnose for two reasons. First, its cause, the intrusion of the maggot, only leaves a single tiny mark on the skin. Second, to fully understand the disease, one must be aware of Brainstealer, which is unlikely, as the Dragon has taken every step possible to cloak his existence in a veil of doubt. To understand something is off about the fugue state, a creature must succeed on a **DC 18 Wisdom (Investigation) or Intelligence (Arcana) check**. To diagnose the medical problems, a creature must succeed on a **DC 20 Wisdom (Medicine) check**. Alternatively, to fully diagnose the disease, the creature must be aware of Brainstealer's existence and succeed on a **DC 25 Wisdom (Medicine) check**.

CURE

This disease is not curable by spells or healing items as the maggots are resistant to those means of curing. To kill them, one must digest increasing amounts of poison. The infected creature's body changes the way the poison interacts with the maggots. The dose and lethality of the poison required for treatment increases with the physical and mental health of the creature. A commoner might need two doses of Assassin's Blood (DMG pg. 258), while a high-level adventurer might need five doses of Purple Worm Poison (DMG pg. 258). The poisons should be administered by a medical professional and doses must be given at 12-hour

intervals. Ingested and inhaled poisons are the most commonly used as treatment. As the DM, be liberal when deciding on the dose and type of poison required for treatment, and just get a feel for it.

PLOT HOOKS

This disease can be the basis for a whole story arc that climaxes with a confrontation with the tyrant dragon himself. This disease can destroy whole towns, as important people can suddenly disappear. The dragon's evil plot must come to an end, and it falls on our brave adventurers to solve the mystery behind the disappearance of the people, to discover any trail they leave, to explore the lair of the dragon, and finally take it down, earning their place in history.

The final part of this adventure includes finding the entrance to the dragon's lair, navigating through the tunnels, overcoming his servants and finally beating the evil dragon. Stat blocks for Brainstealer and his servants are included in Appendix A: Monsters as well as a description of his lair. Additionally, advice on role-playing the dragon, including his motives and battle tactics are explained in the appendix.



WOODS OF ILLUSION AND FAP SYNDROME

Magical, Non-Lethal, Internal, Mild, Acute

This disease has many layers to it. It consists of the effects a creature suffers when it enters the magical forests, combined with the result of eating a magically-imbued fruit. It also describes what happens when someone casts a spell around the fruit that bears the disease. It is a magical effect as much as it is a disease, but it still falls into the wider spectrum of maladies, and thus it is analyzed.

ORIGINS

These woods first grew in an ancient Elven Kingdom, by order of the King, in order to protect his castle. Every plant in this forest was nurtured with magic and as long as enough of its kind were near, it could create hallucinations that would drive unsuspecting visitors and intruders mad. As eons passed, powerful human wizards studied these woods, managing to understand and analyze the underlying powers. As with all kinds of power, after analysis comes implementation, and so the wizards who had stolen trees, flowers and bushes from the elven King's forest spread them to the rest of the world.

• **Alternative Origins**

These plants lay dormant, hidden in magical forests, usually concealing treasures from outsiders. It is common for evil creatures of the forest to harvest their fruits, which retain some of its magic power. Their most notable use in the history of the Elves is that of an elven trickster who smuggled hundreds of these into a mage tower, poisoning the guards and conquering it all by himself.

CAUSES

These plants can affect a creature in three ways.

1. **Entering a Forest.** A creature that enters a forest where many of these plants grow suffers the effect of their stored energy.
2. **Casting a Spell.** A creature might be affected by a single plant's aura or toxic reaction when casting a spell nearby.
3. **Consuming the Fruit.** A creature might consume some fruit and be poisoned. This condition is usually observed in wizard schools and creates a syndrome called Food and Arcana Poisoning (FAP), a disease that is very common and easily treatable.

SYMPTOMS

Entering a Forest. When a creature enters these woods, it must make a **DC 18 Wisdom saving throw**. On a success it is not affected by the stored energy of the woods. On a failure it is affected by the phantasmal killer spell.

Casting a Spell. Each one of these plants possesses the following ability: When a creature casts a spell of a school other than Illusion that has a casting time of either an action or a bonus action within 5 feet of the plant, it may, as a reaction, cast counterspell and create an illusion in its place. The effects of this spell are chosen by the DM. Creatures from the Feywild are immune to this effect. No material components are used in the process. If a plant feels threatened, it may excrete a cloud of toxins to defend itself.

Casting a Spell

Level	Spell
Cantrip	Minor Illusion
1	Color Spray
2	Blur
3	Hypnotic Pattern
4	Greater Invisibility
5	Seeming
6	Mislead
7	Project Image
8, 9	Weird

Consuming the Fruit. If a creature consumes a fruit, it must succeed on a **DC 18 Wisdom saving throw** or gain the poisoned condition, resulting from FAP Syndrome. While poisoned in this way, for the next 24 hours whenever this creature tries to cast a spell of 3rd level or lower that is not an illusion spell, the spell has no effect and, in its place, a random Minor Illusion is created within 30 feet. The effects of the Illusion are decided by the DM. Additionally, the creature has severe stomach aches that last for one minute, and purple dots appear inside its mouth, which do not go away.

DIAGNOSIS

The diagnosis depends on the cause.

Entering a Forest. This cause is difficult to diagnose as it can happen in any forest and at any time and requires that the creature succeed on a **DC 18 Wisdom (Investigation) check** or **DC 18 Intelligence (Arcana) check** to know about the existence of such plants.

Casting a Spell. To diagnose the plant's effects (counterspell and illusion) one must succeed on a **DC 20 Intelligence (Arcana)** or **Wisdom (Investigation) check** as there are no obvious signs of the plants casting spells. For the toxic reaction's effect, the diagnosis is more obvious and the check is made at DC 12.

Consuming the Fruit. If a creature consumes a fruit, the creature must succeed on a **DC 14 Intelligence (Arcana)** or **Wisdom (Investigation) check** to properly diagnose FAP Syndrome as the cause.

If you don't want to confuse yourself with all the possible scenarios, have the creature make a **DC 20 Wisdom (Medicine) check**. On a success, they know everything about the disease.

CURE

Entering a Forest. For storytelling purposes, the "stored energy effect" of the woods can be dampened by limiting the number of trees to less than 5% of the total population of the woods or by maintaining the distance between magical plants at 100 feet or more.

Casting a Spell. Each plant's aura can be

dampened with an anti-magic field, destroying it or countering its effects. Whenever an illusion appears, the creatures must examine it with a successful **DC 14 Intelligence (Investigation) check** in order to identify it as fake, as with most spells of the Illusion school.

Consuming the Fruit. The poisoning effect of the fruit, FAP Syndrome, is relatively easy to cure. Any spell or effect that cures magical diseases will do the trick, but it cannot be cured by Medicine checks due to its inherent magical nature.

PLOT HOOK

This disease is usually straightforward in its use. Include this in any expedition to spice it up and keep the players from getting bored of endless plants that offer no interaction with their characters, or just joke around with a few poisoned fruit. If you wish however, this disease could also serve a larger plot; one that could revolve around kings, nobles, scientists, and heroes, all set in deadlock as they try to master the powers of illusion these woods hold. Skilled wizards and creatures from the Feywild may use the phenomenon as a trap in their dungeons and lairs to fend off adventurers.



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PHREEN

Penetrative, Magical, Non-Lethal, Internal, Crippling, Chronic

Most might characterize them as lunatics or mad men but having studied several of my close allies and enemies that were driven crazy by the pursuit of magical powers, I do not blame them. It is not their fault that this disease dug deep in their minds, taking roots and driving them further insane.

Practicing magic is no easy task. Wielders of magic, in their quest to acquire ever more power, tend to overexert both their body and willpower and reach their limit. By secluding themselves from society, studying ancient scrolls for decades, or using up all their energy to cast a powerful spell, they drive themselves one step closer to the syndrome called Phreen, all in search of the success they crave.

ORIGINS

Tapping into one's very being to influence the world itself is by no means a simple process. It takes supernatural effort to master even the basics of shaping reality to your liking, this power comes with a price. Devoted as they are in their craft, most dedicated artists and scholars will seem aloof and mysterious, lost in their own world. While this is expected, there are some who fall victim to a magical disease that personifies these character traits and takes them to an extreme. Why this disease exists is largely a mystery and is perhaps a question best left unanswered.

CAUSES

Phreen might develop chronically, from the compounding effects of the choices and the lifestyle of mages which often include seclusion and mingling with planar beings. It could also develop acutely, in the span of moments, after an extremely stressful event, such as being brought to the brink of death or the casting of a spell of a much higher level than they should be able to naturally.

SYMPTOMS

A creature driven to Phreen is affected by at least three of the symptoms presented in the following table. You can pick them as you see fit or randomly roll for them.

1. **Motor Hallucinations:** The creature believes it is moving when it is not. At the start the first turn after rolling initiative, the creature must make a **DC 15 Wisdom saving throw**. On a failure, its speed for that round is reduced to 0, but it acts as if it had moved as expected, even attacking invisible enemies with its weapons. It regains its grasp of reality at the end of its turn.
2. **Auditory Hallucinations:** The creature constantly hears voices in its head speaking directly at it. It has disadvantage on Wisdom (Perception) checks based on hearing and disadvantage on Constitution saving throws to maintain Concentration.
3. **Visual Hallucinations:** Once each day, the creature suffers from visual hallucinations that may range from: random people passing by, a piece of furniture that isn't there, or even an ancient dragon flying overhead. The creature must make a **DC 18 Wisdom saving throw**. On a failure, the creature considers it real and will try to interact with it (converse with the people, sit on the chair, fight the dragon). On a success, the hallucination disappears. The hallucinations will also disappear with physical inspection. A creature that fails this saving throw will always try to interact with the hallucination first.
4. **Delusion of Grandeur:** The creature thinks of itself as a genius, a god, a king, etc. It uses provocative speech to anyone inferior and has advantage on Intimidation checks. Other creatures usually come across this behavior as offensive and are generally hostile to it.
5. **Mood Disorder:** The creature's emotions may be flattened or change radically and suddenly. Other creatures have disadvantage on **Wisdom (Insight) checks** about them and find it difficult to trust them.
6. **Cognitive Disorder/Amnesia:** The creature develops amnesia, failing to remember its distant past or hold on to passwords and

directions given recently.

7. **Thought Broadcasting:** The creature strongly believes that other creatures are able to read its mind. Although this is not true, the creature's perception of other people also changes to align themselves with this paranoia.
8. **Magic Tap:** The creature's pursuit of power has been successful. Once per long rest, the creature may choose to add its proficiency to an Attack roll or an ability check of its choice. It may choose to do so after the roll, but before the outcome is decided.

DIAGNOSIS

Experience with other Phreen patients is required to diagnose this disease. Only a person who has heard about it, studied about it, or knows someone suffering from it can try to diagnose it. The said creature must make a successful **DC 20 Wisdom (Medicine) check** to fully set the diagnosis. Although with a successful **DC 14 Intelligence (Investigation)** or **DC 14 Intelligence (Arcana) check** they will know about it generally.

CURE

To the dismay of healers and arcanists alike, there is no cure for Phreen. One can only hope to suppress its symptoms, a task far too difficult sometimes. Without help, it is highly improbable that the patient will stick to the schedule of the cure, meaning that it will soon relapse. It thus falls on the shoulders of family, friends, or henchmen to make sure they take their medication. The medication is a compound only a skilled herbalist can create, using rare materials associated with magic. It is to be taken once daily, and its effects wear off the following day, which paints a harsh reality: if even one dose is skipped, the disease will relapse fully. When the patient routinely takes the magic medicine, however, it must roll a d20 and check what occurs. On any result other than a 1, it is safe from most of the symptoms for that day, though not completely stable. On a roll of 1 the symptoms will resist the cure for that day. Taking more than one dose per day will only make things worse, adding one more symptom to the patient out of the list of eight.

PLOT HOOK

The Mad Mage, a prominent character featured in the Malady Codex and who narrated the Malady Workshop, might be a victim of Phreen. Though it is also possible that his vile acts and horrible experiments are simply a manifestation of his true self. That's the first thing we would like to make sure you understand before using this disease. It doesn't magically justify every typical evil wizard who falls into the stereotypical storytelling frame. It gives the storyteller a way to slowly introduce their shift to darkness, or even corrupt a kind-hearted individual.

There is also another offer you, the DM, can make to any spellcaster... a dark deal with the gaming devil. In a most critical moment, a caster can find the power to beat the odds and surpass all limits, achieving a higher status of power over reality. Allow them to cast any higher-level spell (with your discretion) but make it clear that there might be repercussions after this. If they accept, have them flip a coin and call it. If they fail to get it right, the character soon develops Phreen, as an aftereffect of overexerting their spellcasting abilities. We warn you to think this through and offer it only to responsible players, or players who can handle having their character be submitted to such a harsh disease. If you manage to overcome this barrier, then Phreen might serve as an excellent tool to bring conflict to your table, both as the players struggle with the choices they must make, and with the inter-character conflicts that will arise.



CHICKEN SOUP

Natural, Lethal, Malformative, Crippling, Subacute

I tell my students that a healer's work requires a tough stomach and fortitude. Some laugh at me, claiming that there is nothing that can faze their experienced eyes. Those are the people that haven't treated someone with Chicken Soup.

Vile and significantly more dangerous than its name suggests, Chicken Soup is a disease of the skin first, but it quickly develops into a worrisome malady that threatens the brain.

ORIGINS

Being unlucky is one thing but getting infected with one of nature's nastiest bacteria is another. The Clostridium (scholar name) is usually unable to affect humanoids but it may find its way inside the body through an open wound in the head that's left untreated for a long time. Clostridium lives in underground bodies of water, but it is so light that it sticks on evaporating mist and becomes airborne. Then it comes down with the pouring rain and lands right on our heads. For most people it is harmless as it cannot pass the skin barrier. Common folk call this disease Hühnersuppe or Chicken Soup.

CAUSE

There are two prerequisites that must be met in order to get infected with this disease. First, a creature must have an open wound on its head, as the bacteria only survive in the brain. This could happen due to a blow with a hammer, a fall, or a bar fight. Second, this open wound must come in direct contact with water (not sea water) or mud. A helmet entirely protects a creature from this disease, even if some water manages to get inside the helmet. If these two criteria are met, the creature must succeed on a **DC 20 Constitution saving throw** or be infected with Chicken Soup.

SYMPTOMS

The disease progresses in many stages and will prove fatal if left untreated. At first, a painful swelling forms around the infected area and a sickly yellowish liquid pours out of the wound. Then, as the disease progresses, reaching deeper layers, pustules appear around the wound, while it also affects the underlying brain. The flesh begins to emit a rotting smell and looks like boiling meat, thus its name. Lastly, the bacteria reach blood vessels, causing multi-organ failure and subsequently, death.

Stage 1. After every long rest the creature must succeed on a **DC 12 Constitution saving throw** or take 1d4 + (character level) force damage. This damage cannot be lethal. Getting attacked on the infected body part also triggers the saving throw.

OPTIONAL RULE: RUTHLESS STRIKE

If an enemy decides they want to attack the specific part of the infected creature, they must make the attack roll and surpass the target's AC by at least 4 or the attack hits another part of the body.

Stage 2. The brain is affected by the bacteria. Three different syndromes may occur according to the part of the brain that is under the trauma. Roll a d6 or choose one of the following Syndromes:

- **(1-3) Motor Syndrome:** The creature's movement is halved and it cannot perform the Dash action. It also has disadvantage on Dexterity (Acrobatics) checks.
- **(4-5) Sensory Syndrome:** The creature is deafened and has disadvantage on any Wisdom (Perception) checks relying on hearing or touch. It also does not perceive temperature but still suffers from respective damage and can see its visual effects.
- **(6) Speech Syndrome:** The creature cannot speak nor cast spells that require verbal components.

Stage 3. Each day add one system failure in the order shown.

1. **Adrenal:** The creature cannot perform any action (action, bonus action, move action, reaction, etc.) in the first round of every encounter. It also gains 1 level of exhaustion, which cannot be removed.
2. **Respiratory:** Performing medium activity (walking, arguing, pulling weight) will provoke coughing and suffocation. The creature drops unconscious for 1d10 minutes (Unconscious condition -Player's Handbook, Appendix A: Conditions).
3. **Cardiovascular:** The creature's heart stops beating and it dies.

The 1st and 2nd stage last 1d4 days each, and the creature dies on the 3rd day after entering the 3rd stage. Each stage carries with it all the penalties of the previous stages.

DIAGNOSIS

The difficulty of the diagnosis differs according to the stage of the disease. To diagnose the disease on a stage 1 victim, a creature must succeed on a **DC 20 Wisdom (Medicine) check** or a **DC 25 Intelligence (Nature) check**. On a stage 2 or 3 victim, a creature must succeed on a **DC 10 Wisdom (Medicine) check** or a **DC 15 Intelligence (Nature) check** as it has more typical symptoms. On a success, the creature is informed about the Origin, Cause, Symptoms, and Cure of the disease.

CURE

The Cure differs according to the stage of the disease.

Stage 1. At this stage, the disease is easily curable. Any spell that can cure non-magical diseases will be sufficient. A simple medical procedure, a **DC 15 Wisdom (Medicine) check**, will also cure the disease.

Stage 2. If left untreated, the disease may cause neurological deficits. Any spell that can cure non-magical diseases will cure the disease, but will not cure the Stage 2 Syndrome, as the brain has permanent damage. A successful **DC 25 Wisdom (Medicine) check** with a healer's kit (performing an incredibly difficult operation, including cleaning the skin and the brain with special mixtures worth 50 gp) will both cure the disease and the Stage 2 Syndrome. It will take a week after the procedure for the patient to be able to continue normally as they did before the disease.

Stage 3. At this stage, healing spells will only slow down the progression of the disease (maximum six days life span). Surgery will not do the trick. Only a wish spell or divine intervention may cure the disease at this point.

PLOT HOOKS

This disease is easily dropped anywhere and will lead to memorable gaming experiences, with the best probably being the moment the adventurers realize that people's heads can boil like chicken soup. This disease could easily infect one character, but its true potency is revealed when it takes an epidemic scale. If, for some reason, a large quantity of these bacteria rises from deep below the soil and evaporate, the rain will be rich with them. A terrifying number of people will be exposed, leading to a scene from a horror story, with hospitals filled with people who can't breathe and try to deal with their heads rotting away like dead flesh. Some might question where such a large number of creatures with open head wounds might be found. They only need look as far as the closest warzone.

APATHETIC BITING

Natural, Lethal, Malformative, Crippling, Acute

I have once fought with a Shining Panther. Majestic beast, but dangerous. Its jaws are strong and its feet are agile. Once you get bitten though, that's where the truly bizarre begins.

Travelers of the planes and storytellers all know about the Shining Panther. Just like its cousin, the Displacer Beast, this feline monster closely resembles a panther-like creature with six legs and a pair of long tentacles sprouting from its shoulders. They do have one distinguishing trait, however; their mouth bends light in such a way that their saliva appears to be rainbow colored. This saliva is the source of a very dangerous disease; one that changes the personality of its victims, making them aggressive, dysfunctional, and slowly but steadily unable to eat.

ORIGINS

No one knows for sure where the Shining Panther came from. Some say that they originate from the same place as the Displacer Beasts, the Feywild, while others believe that they've travelled all the way from the Beastlands in the Outer Planes to

find prey. One thing is for sure, though; the disease it brought with it has otherworldly potential. What most people don't realize is that the Shining Panther themselves are not responsible for the disease, but a virus, which has deeply integrated its existence into that of the panther. Some scholars say that it is so deeply connected to the panther that it is basically part of the organism now, while others still believe that the two are distinct and separate entities.

CAUSES

When a Shining Panther or a creature with Stage 2 Apathetic Biting bites a creature, the creature must succeed on a DC 14 Constitution saving throw or be inflicted with Apathetic Biting. On a failure, the rainbow-colored saliva enters the bloodstream through the wound and spreads through the victim's body, and thus the virus reaches the nerves and brain of its new host.

SYMPTOMS

Once the disease takes root in a bite victim, it will slowly begin to affect their body and mind. The disease presents itself in three stages, each with its unique symptoms:

Stage 1. Appetite Increase, Vomiting, Rainbowsis.

- 1. Appetite Increase and Vomiting.** This is the first and mildest symptom. The two together create a vicious cycle of eating and then ejecting that same food very soon. The increased hunger comes from the disease itself, as it needs energy to continue spreading, while the vomiting is triggered by a small but steady closing of the esophagus, which is the tract that leads food to the stomach.
- 2. Rainbowsis.** The veins of the victim appear to have rainbow colored blood flowing through them, starting from the site of the bite.

Stage 2. Aggressiveness, Apathy.

- 1. Aggressiveness.** In the early stages, the creature is irritable and hostile to others. It will not allow anyone to mend its wounds, which will in turn cause them to stay open. This is in fact part of the disease, which later culminates into a disturbing itch and need to bite at the skin around the panther's bite. This way the disease creates a constant cycle of infection.



In later stages it becomes even more aggressive and tries to bite other creatures to spread the disease, as the panther does. This mental symptom is the virus' way of securing its spread and survival, entering the bodies of many hosts, consuming their energy and then carrying on to the next.

2. **Apathy.** This virus and resulting disease have a fundamental design flaw, however. While drawing energy from the creature is a necessary process, sometimes it can get out of control and cause a shutdown crisis. For those interested in the opinions of scholars who have studied the disease, some think that this is an action the mind itself takes to defend against the virus.

Every morning the infected creature must make a **DC 10 Constitution saving throw**. On a failure, it is susceptible to Apathetic Crises and is lethargic for the rest of the day; its aggressiveness is suppressed, and it generally moves, acts, and speaks slower, as if it wants to sleep. If the host is malnourished, it automatically fails the saving throw.

Apathetic Crises are provoked when the creature comes near a bright light source, usually when within 5 feet from it. A candle usually does not cause a crisis, but a light spell or a sudden flickering of any form of light will. The creature must succeed on a **DC 20 Constitution saving throw** or suffer from an Apathetic Crisis. It stops moving, any action it was performing grinds to a halt, and it does not respond to external stimuli. It is also unable to take any actions as per the incapacitated condition. A crisis usually lasts about 6 seconds (1 round), and afterward the creature returns to normal, feeling just the same as before and without any recollection of the event. Further crises cannot occur for the next 1d4 hours.

Stage 3. Inability to eat.

1. **Inability to eat.** This is the final and truly lethal part of the disease. The infection in the brain takes root and spreads quickly through the nerves. Progressively, it causes the stomach and the esophagus to spasm violently and to firmly close, making the organism unable to eat, and thus die of hunger.

DIAGNOSIS

Figuring out that some peculiar behavior is connected to the bite of such a fantastical beast when the bitemarks are rainbow colored isn't the toughest puzzle to solve but ascertaining specific details about the disease requires a lifelong dedication to healing. To figure out why a bite victim is acting strange and correlate the symptoms to the incident requires a creature to make a successful **DC 10 Wisdom (Medicine) check** or a **DC 10 Intelligence (Nature) check**. To learn about the disease's origins, symptoms, and cure, a creature proficient in medicine must succeed on a **DC 18 Wisdom (Medicine) check**.

CURE

This malady's cure is tricky, but nothing a good healer and a few adventurers can't handle. First, a specific leech must be gathered, that of the species Draconicus Succinus, which must be placed on the patient's skin over the bite mark. By nature, the leech will be attracted to the open wound, and will proceed to suck on it for sustenance. This will cleanse the victim of the infectious substances in the wound, thus breaking the cycle of re-infection that the disease is characterized by. Second, a few spells can be cast to slow down the disease's violent or apathetic emotional crises. Casting any spell or magical effects that cure magical diseases, like Lesser Restoration or a Paladin's Lay on Hands ability will bring the disease back to Stage 1 and keep it from evolving further.

PLOT HOOKS

This disease, while not necessarily lethal, can prove to be quite problematic. A good choice for inflicting characters or NPCs, using this malady can have your party searching for the leech and a healer while also having to deal with the victim's tantrums. One interesting point about this specific malady is that it is tied to the Shining Panther, a monster which could fuel your story with combat and social encounters. Needless to say, a random encounter with one of them might be interesting, but imagine stumbling upon a civilization that has tamed some of these loner panthers, using them as extremely deadly tools for hunting or enriching their military might. You can read more on the Shining Panther's ways of hunting, behavior and tactics in *Appendix A: Monsters*.

PESTILENCE'S MOCKERY

Penetrative, Divine, Lethal, Malformative, Crippling, Chronic

A mentor of mine, foul-mouthed but kind, used to say this: Pestilence's Mockery is the way the Gods of Death say, 'Not this time, baby,' and the God of Pestilence laughs and flips them off.

This disease is truly the worst curse a patient can be stricken with. A malady that only develops after another malady. It can appear after any disease, but it is more likely to happen following a deadly one. A creature surviving the plague might be struck by the hand of fate and remain paralyzed for life, or a simple poison meant to help it sleep can lead to this syndrome.

ORIGINS

It is believed that this is the swan song of a dying ancient deity devoted to death and pestilence. As the forces of good cleansed the plagues the deity had summoned on this world and prepared to make the fatal strike against it, it cast a final spell, fueled with all its power. At that time the deity turned into ashes and traces of smoke spread over the vast horizon looking for vessels to host the essence of the God of Pestilence.

CAUSES

After a creature is cured of a disease, roll a d100. On a 1 it suffers from Pestilence's Mockery. If you, however, wish to truly be a vengeful DM, choose the alternate rule. If a PC or NPC you particularly dislike and want to kill off manages to survive the Druid's Curse (*Malady Codex 1*), have it roll a d100. On a 100 it does not suffer from Pestilence's Mockery.

While not so effective on small populations, it could become a real problem if a whole town had been affected by an epidemic and when you thought you had them cured, people keep dying all around; as one epidemic could lead to an even deadlier pandemic.

SYMPTOMS

The symptoms of this disease are caused by the rapid aging and deterioration of the brain's connection to the rest of the body. The mind progressively loses control over the limbs and other conscious bodily functions. Although this disease does not kill the creature, it leaves it unable to perform any actions while the body remains active.

Stage 1. Hours after a creature is cured of its previous disease, the first symptoms appear. The sense of touch in the hands and feet vanishes. Gradually this loss of feeling and numbness spreads to the rest of the body, reaching the head in just two days.

Stage 2. The second stage begins after the first long rest. The creature is unable to grab things with its hands or stand on its feet, the muscles have become weakened. This phenomenon expands slowly towards the head. In the next couple of days, it loses control over its limbs and in a week's time the head is stuck in place. One cannot move their facial muscles or make expressions, the eyes are closed and breathing troubles start appearing.

The mechanical impact of this disease is huge and will affect a creature on multiple levels. It will not be able to walk or hold a weapon, perform somatic components, or survive in harsh environments. It will still be able to hear, see (provided someone opens its eyes), talk and perform verbal spell components, though its voice is changed and sounds harsh and groggy. Its consciousness, however, is not affected, its intelligence and character remain intact, but this disability will change its life and the way it views the world drastically.

DIAGNOSIS

Not only does this Malady require a deep knowledge of the ancient myths and stories regarding deities associated with disease, it reveals itself only to the most sharp-witted. An expert diagnostician must succeed in a **DC 25 Wisdom (Medicine) check** to diagnose this disease in its entirety.



CURE

This disease of divine origin comes, expectedly so, with a divine cure. It can only be cured by performing a special ritual. A cleric of level 10 or higher, devoted to a good aligned deity, can perform a 1-hour long ritual in a holy site of great religious significance. This will prevent the disease from expanding but will not cure any damage already caused by the disease.

PLOT HOOKS

Only the most vile of DMs will even dare touch this disease. For those that still enjoy the company

of their friends, use this disease as a threat, half-jokingly implying that you can have the characters die whenever you want in a million ways. If you are indeed one of the select few that would dare bring this to the table, then we advise you to use it only on NPCs.

In all seriousness, we cannot say enough about the tragedy that is living with a disease such as this, and that if you truly wish it, you can paint a picture most grim with it. This kind of malady is truly to be feared and respected as a storytelling tool, especially because it can speak directly to the deepest part of those who truly understand what it means to suffer from it.

DEDREAMENTAL SYNDROME

Magical, Non-Lethal, Internal, Mild, Acute

The easiest way to a man's heart is through a love potion. Everybody knows the classic story of the princess that bought a love potion from an old hag and gave it to the enemy king so she could stop a war between their kingdoms. Humanoid rights aside, that's a great story with a message for the kids, right? Well, these kids grow up with dreams of finding such a potion and making their dream lovers eager to lie with them. Unfortunately, most of these potions are crafted by frauds and travelling merchants, trying to make a living off the young romantic's foolishness.

Dedreamental syndrome is a term some scholars use for what could be commonly explained as love potion poisoning. The disease is simple in its core, but the network of humanoid relationships and emotions that surround it are weaved very tightly, sometimes proving quite hard to cut through.

ORIGINS

There is a certain recipe that most of the fraud alchemists and witches use that promises to make the affected person only dream of person or creature embodied in the potion. While this is certainly doable, it is such a delicate recipe that none of these frauds can pull it off. One small mistake and it leads to a syndrome called Dedreamental Syndrome.

"Awful name if you ask me. Who in the Nine Hells comes up with this stuff?"

CAUSE

The symptoms of the diseases can be caused by any love potion gone bad when it enters the body of a humanoid. The potion may be ingested in many ways, including but not limited to consumption, inhalation (mainly of its fumes as it is being boiled), via a dart or a needle, or through chronic exposure (through bed sheets infused with small concentrations of it, for example). If a creature is exposed to the potion in any way, it must succeed on a **DC 15 Constitution saving throw** or be affected by the poison.

SYMPTOMS

This disease affects the poisoned creature's brain primarily, but it also presents itself as a case of severe food poisoning. It causes severe diarrhea and the creature's stool turns pink. The creature vomits violently, producing more pink excretions. The creature generally feels weak but not to the point that it cannot get out of bed. It gains one level of exhaustion every other day it is afflicted.

The creature's mind is also affected, mainly when it is dreaming. Every night, it suffers from the same dream.

The creature that poisoned the victim touches its hand and leads it through numerous corridors to an empty room. Its silhouette is visible but blurry. There, the door closes, and the poisoner turns into an unspeakable monster, hideous and horrifying. The walls become huge mouths that scream the victim's name in anguish. During this time the victim screams in its sleep and fights, trying to escape from this nightmare. It suddenly wakes up with a worrisome lack of breath and immense fear.

The poisoned creature takes 5 (2d6 - 2) psychic damage and does not gain the benefits of a long rest. For the next hour it is disoriented and has disadvantage on any ability checks or attack rolls. If it faces the poisoner, it gains the frightened condition.

DIAGNOSIS

This disease requires the efforts of a skilled diagnostician to figure out. At the time of the poisoning, the victim creature must make a **Wisdom (Investigation)** or **Intelligence (Arcana) check** (the DC differs according to the poisoning method, as shown in the table below). If it succeeds and informs any creature trying to make a diagnosis, the diagnostician understands the disease (origin, cause, symptom, and cure) on a successful DC 10 Wisdom (Medicine) check. In any other case, the diagnostician must succeed on a DC 20 Wisdom (Medicine) check for the information.



Administration Methods

Method of Administration	DC
Drink (potion only)	8
Inhalation	10
Needle	12
Consumption with other food	14
Dart	16
Chronic Exposure	18

CURE

Fortunately, this malady has many effective cures. A creature proficient with the healer's kit can create an antidote. The ingredients are common and have a total cost of 20 gp. To prepare the antidote, they must succeed on a **DC 16 Wisdom (Medicine) check** using a healer's kit. The ingredients are consumed on a success or failure. The disease is cured if the creature kisses its poisoner. Spells will cure the disease, but the poison manages to create small pools inside the creature's body that might not be drawn out by the spell's effects. If a healing spell is used, it has a 50% chance (flip a coin) of failing to fully cure the disease. The disease will relapse in 5 days until properly cured.

Creatures immune to poison are immune to this disease.

PLOT HOOKS

This is another disease that could play out interestingly if used on either Player Characters or NPCs; though the symptoms might ruin a specific character if they persist for too long. Not gaining the benefits of a long rest is a significant drawback, after all. Both PCs and NPCs can fall victim to someone with questionable morals and an unbalanced love life. These people, who desperately seek attention, will do anything to get what they want. We realize that the stereotypical image of a slightly crazy lady comes to mind when talking about love potions, but we urge you

to reconsider before using this trope. It could be refreshing to have an otherwise totally sane person of any sexuality seek love for many different reasons, such as affection, jealousy, profit, lust, or manipulation.

The crook that sold the potion should also play a part in the, as they are the original perpetrator and should be stopped. On that note, imagine if a very successful and especially charismatic wizard visits a town and sells a whole batch of these potions. The effects of this epidemic could be ruinous to a town, possibly bringing it to its knees.



UCUL'THU'S WRATH

Penetrative, Divine, Non-Lethal, Internal, Crippling, Chronic

Experienced as I may be in defeating ascended wizards, even I fear the resurrection of Ucul'thu. It has been millenia since he was imprisoned, and it has been millenia since he managed to escape. After he was set free, his reign lasted for 7 months. The whole world fell into chaos, and it took the lives of thousands to lock him up again. If he breaks his chains again, then we must be prepared; knowledge is power.

Ucul'thu is an ancient, evil god, imprisoned by the Guardians of the Realm in the age of Heroes. Millennia have passed and Ucul'thu's imprisonment has nurtured his rage, which has grown immensely. Now a group of cultists managed to set him free from the powerful shackles that bound him, and he is once again ready to unleash his wrath upon the world.

ORIGINS

The disease is caused by the influence of the evil god himself on the material plane. Madness and destruction take place in every part of the world, all due to the dark energy this elder god is imbued with. As for Ucul'thu himself, his origins are shrouded in mystery, but he is considered to be one of the oldest entities to ever walk the planes.

CAUSES

The disease slowly spreads as Ucul'thu's presence affects cities, one by one. It can infect half of a city's population in a mere week. If adventurers come across Ucul'thu or his cultists, they may also be infected by the disease either by Ucul'thu's aura or by a cultist's spell. In the presence of the deity's influence, any creature must succeed on a **DC 25 Charisma saving throw** or submit to his maddening will. When targeted by a cultist's spell, granted by the god himself, a creature must succeed on a **DC 15 Charisma saving throw** or be infected with the disease.

SYMPTOMS

Ucul'thu's Wrath mainly affects the brain. Those affected will slowly slip into insanity, their consciousness affected by the words they hear and the images they see. Soon, their behavior will change, following the shift in their worldview and a new-found reverence for the risen deity.

- **Pseudomemories:** The first horrifying symptom is the loss and change of memories. Relationships will crack and break under the pressure of false recollections, and each creature affected will come to question their own thoughts, shattering their image of self.
- **Frontal Lobe Syndrome:** The infected creature's behavior changes. It becomes hostile, distant, guarded with secrets, and even a most lawful Paladin may perform evil deeds.
- **Programmed Illusions:** Ucul'thu inflicts some creatures with Illusions occasionally. These illusions, more like programs than simple spells, will play out once certain conditions have been met. Combined with the Pseudomemories, even a total shift in perspective is not out of the question for anyone under the influence of the malady. The programmed illusions are different for every infected creature, as the god himself decides how it will manipulate its subjects.
- **Voices:** After he gains dominance over a creature (on average 1 week after the contagion), the creature will begin to hear voices. The god may whisper to its victims at will, once per hour. Treat this effect as a command spell. The creature has disadvantage on saving throws against this instance of the spell.
- **Chaos:** The combined effects will lead entire cities to go mad and begin to kill each other or form an army for Ucul'thu's evil schemes and ultimately lead to chaos.

DIAGNOSIS

Having been lost to time, only a few masters of medicine know of this disease and how to cure it. By succeeding on either a **DC 32 Wisdom (Medicine)** or **Intelligence (Religion)** check, a creature will know how to cure it, how it is



spread and what symptoms it causes. An old manuscript containing lore about the “Old God” is probably hidden somewhere that might contain information on how to deal with this immense threat. If the players manage to find it the check is made at **DC 5**.

CURE

Ucul'thu's Wrath cannot be cured by any spells known to most spellcasters or through other magical means. The only way to break his magic is the ritual created by the Guardians, but the whereabouts of the scroll describing it are unknown. Players will have to begin a journey to

find the last “Descendant of the Guardians” and persuade him to come to their aid.

PLOT HOOKS

Welcome to the apocalypse. This disease will be brought to its full extent when an Elder Evil resurfaces, meaning that many, many things have gone wrong in your world. Having said that, this could also be used as the backbone of a campaign, where brave heroes rise against the resurrected god. Generally, this disease is meant to spread Ucul'thu's influence all over the world, giving him reign over the very thoughts of mortals. Truly frightening.

MOOD SWINGS

Penetrative, Magical, Non-Lethal, Internal, Mild, Chronic

Some people just can't keep their emotions in check. It is a disease, one that needs to be treated quickly. Not many realize how important it is.

This disease presents itself whenever a creature that suffers from it enters a social situation, as simple as a trip to the grocery or as complex as a gala at the baron's mansion. Only chance can decide what becomes of the emotional state of the afflicted, leaving them and their social life at fate's whims.

ORIGINS

Every living organism in existence has a special place in its body responsible for keeping its emotions at check. It is an extremely delicate structure of different shapes and not two creatures share identical Emotion Temples, as some scholars call them. Its connections, especially in the early stages of development are extremely vulnerable to magic. Thus, exposure to powerful magical fields, magical phenomena, or infusing one's body with magic can cause a disturbance to the system's connections, resulting in lack of regulation of the creature's emotions.

CAUSES

A creature is susceptible to developing this disease if exposed to extreme magic effects either in the time of its birth (including 30 days before and after labor or any other way it comes to this world) and during its teenage years (period before reaching adulthood after it started puberty). The chance of developing this syndrome differs proportionally to the duration of the exposure and the severity of the magical incident.

Syndrome Development Chances

Timing	Severity	Percentage
Instant	Very Light	5
Hours	Light	10
Days	Medium	25
Weeks	Heavy	25
Years	Very Heavy	50

To calculate the Chance of developing the disease add the time and severity scores. For example, a creature of the appropriate age exposed to an instant but very heavy magical explosion has 55% of developing the syndrome.

OPTIONAL RULE: CONSTITUTION

Some creatures are born with a natural fortitude. If the creature affected by magic has a high Constitution score, subtract 5 times its Constitution Modifier for the percentage. This means that if a creature has a Constitution score of 16, its modifier is +3, resulting in a -15% chance of developing the disease.

SYMPTOMS

When a creature suffering from this malady begins a social interaction with another creature, it must succeed on a **DC 15 Wisdom saving throw** or roll on the Emotions Table below. The result represents its current emotional state. A crisis of such may occur every ten minutes or more.

DIAGNOSIS

After the creature or someone close to it notices how erratic its emotional state seems to be, they need to visit a trained healer, preferably someone with expertise in the area of emotions. Still, any cleric or medic with enough training is able to diagnose this disease with a successful **DC 16 Wisdom (Medicine)** or **Intelligence (Arcana) check**. A success implies knowing all about its presentation, symptoms and cure.

CURE

This malady is caused by a deficit in the creature's body thus it cannot be permanently cured by spells or magic items. A single mood swing can be suppressed using the calm emotions spell. A weekly treatment can be administered as an ingested potion to suppress the mood swings. This potion can be crafted with a successful **DC 15 Wisdom (Medicine) check** or **Intelligence (Arcana) check** using alchemist's supplies but will leave the creature weak and lethargic. The creature has disadvantage on all saving throws for the duration.

To permanently cure this malady a surgery must be completed by a medical professional. To complete the surgery the creature must succeed on the following steps:

- Locate the Emotions' Temple. This requires a successful **DC 15 Wisdom (Medicine)** or **DC 20 Wisdom (Nature) check**.
- Reach the Emotions' Temple. This requires a successful **DC 20 Wisdom (Medicine) check** using a healer's kit.
- Cast mending to fix the connections of the Emotions' Temple.
- Cast shocking grasp to activate the Emotions' Temple

- Stitch the wounds. This requires a successful **DC 15 Wisdom (Medicine) check** using a healer's kit.

If it fails at any step of the surgery excluding the first, the creature takes 10d10 piercing damage. The surgery requires a preparation of 12 hours and material components worth 50 gp of the appropriate tools. It may be performed only by one creature at a time.

PLOT HOOKS

This malady can serve as a great tool to create a very unpredictable NPC, one which the adventurers must figure out in order to get something they want. Perhaps the NPC is the quest giver, or maybe they are someone with whom the characters must negotiate. No matter the case, an NPC with sudden and unpredictable twists of emotion can serve as very challenging roleplaying. Speaking of a roleplaying challenge, this disease is perfect for the types of players who wish to take their craft to new heights and test their acting limits. Having the DM dictate your emotions can change the pace of a whole session and can serve as a boost for one's roleplaying. As with some diseases, we advise to use this scarcely on players and only after discussing it with them because it takes away some player agency, a vital component of the game.

Emotions Table

d8	Emotion	Description
1	Anger	Your chest is filled with anger towards anything that you see and anyone around you. You become aggressive and sarcastic.
2	Sadness	Grief overcomes you even over the smallest things, bringing you to the brink of tears and filling you with a sense of emptiness.
3	Happiness	You are overly energetic, and nothing can bring your mood down. Laughter and optimism are your two favorite weapons.
4	Loneliness	You feel terribly distant from everyone, even those closest to you, doubting your relationships and secluding yourself.
5	Fear	Paranoia and second thoughts take deep roots in your mind as everything seems too hard and frightening to tackle.
6	Trust	Reality is what others say, no questions asked. Why would they lie to you, anyway? You have no reason not to trust them.
7	Love	Butterflies in your stomach constantly remind you of your affection for someone who can't seem to leave your thoughts.
8	Disgust	An unyielding emotion of loathing and repulsion compels you to avoid most things, even those you normally like.

VOICES IN MY HEAD

Divine, Non-Lethal, Internal, Mild, Chronic

In my years I've treated more patients that heard voices in their heads than I can remember. Some of them will always live on in my memories. Some however, were truly terrifying to speak with, and others were impossibly difficult to treat.

Unlike all the other diseases in this Codex, this disease is not a singular entity. Rather, it is a type of symptom that manifests itself so predominantly that it could be considered a distinct disease. That is, of course, hearing voices. We present some examples of how to handle what might be the most stereotypical tool a storyteller has to influence characters in a very personal and emotional way; by telling them what they think, feel, and hear. We present it in just one scenario, that of the invasion of the mind by a spirit, but feel free to shake this up and create something unique.

ORIGINS

There are many spirits that wish to enter the minds of mortals, and equally many mortals who create entirely different personas that serve as defense mechanisms against situations they cannot handle. Most people with voices in their minds have lived through some sort of emotionally straining incident, although that is not always the case. When a creature faces the most brutal and horrifying sides of reality, the barriers in their brain drop.

OPTIONAL RULE: DEFENSE

Instead of a spirit haunting the character, you can choose other forms of origin. One featured predominantly in stories is the phenomenon where the mind creates a new persona in order to survive a traumatic event.

CAUSES

Those who witness reality-bending events or paranormal activity are susceptible to intrusion of the mind. When this occurs, they must succeed on a **DC 18 Charisma saving throw** or have

whatever entity they encountered invade their mind.

Throughout the world, scholars, clerics and sect followers all have their own explanations as to why some brains become susceptible to intrusion, but for those who study the disease, this is irrelevant. All that needs to be said is that we must look for these events and ask the patients about them, in order to understand their situation better. For sometimes, we can understand who the voice is or what they represent by the circumstances.

SYMPTOMS

The only real symptom of this disease is the fact that the patient is hearing voices. Those voices have power over them, driving them to actions that they might not want to do. Each spirit communicates with its host at a different rate. A creature must make a saving throw only when the spirit tries to persuade him to commit an act according to its agenda.

The **DC increases as time passes** and the effects of the voices differ according to the degree of failure.

The saving throw begins as a **DC 10 Wisdom saving throw**. Every time a creature fails a saving throw the **DC is increased by 5 to a maximum of 30**. The effects of the Voices may not last for more than 1 hour and after that the creature is deeply confused by its actions. Depending on the result, the Voices have a certain influence over the afflicted:

- If the creature fails the saving throw by 10 or less, the effect of the Voices is similar to a successful Persuasion check.
- If the creature fails the saving throw by 11-15, the effect of the Voices is that of the suggestion spell.
- If the creature fails the saving throw by 16 or more, the effect of the Voices is that of the dominate person spell.

The rest of the disease's presentation depends on two things: The Voice itself and the situations the creatures finds itself in. We offer 20 different Voice samples in Appendix C: Voices to inspire you, but as always, we encourage creativity and creating your own. As for the situations, that is entirely up to the DM and the players.

DIAGNOSIS

The diagnosis of this disease is on the impossible side of things. Nobody can be certain that the Voices come from such a spirit or are just their imagination. A shamanistic ritual has been used to bring the caster of the ritual in contact with the spirit, but only a few tribes of this world know how to prepare the ritual.

OPTIONAL RULE: EARBEADS OF SHARED THOUGHT

Acesius himself has taken great interest to this disease, and with painstaking effort has created a magical tool that can be used to connect the minds of two creatures. When connected, both can hear the voice of any spirit that inhabits the mind of the other, meaning that the disease is confirmed to exist, while also providing tips on how to deal with the spirit itself.

CURE

As Voices are at the borderline of the disease spectrum, similar to the diagnosis, there are no specific cures to it. To get rid of it the creature must either; give up and follow the spirit's agenda until it is satisfied and leaves, or fight back. A most effective option is to complete small repetitive

tasks each day that drive the spirit crazy and force it to leave its body. Each spirit is sensitive to different tasks and requires a different amount of time until they give up. This should be determined by the DM and the player in cooperation, taking into account the spirit-host relationship as well as the campaign's needs. Some examples could help you to understand how this works. If the voices, cause the creature to have doubts about the contents of its backpack, maybe the creature can check twice or thrice or ten times to make sure it is secure, or if the spirit demands for a toy to be stolen, then the affected creature could pull out a toy and play with it until the urge passes.

ALTERNATIVE RULE: DREAMS

Acesius worked for years with a woman known as Morphaea, a Druid of the Circle of Dreams, who has gained the ability to invade the dreams and thoughts of other creatures. Together, they created a ritual that allows brave heroes to enter an affected mind, in order to fight off whatever spirit has nested inside, once and for all. This can prove to be rather difficult, of course, as usually the worlds that exist within humanoid minds are filled with unexplained phenomena, semi-realistic representations of the real world, and generally, a wacky, bizarre and incomprehensible feel.

PLOT HOOKS

There are endless ways to handle this disease and implement it in your campaign. Need to make an NPC be more than they seem? Need the spirit of a long-gone character accompany the party? Want to drive some madness in the game with virtually no easy way to get rid of it? If you answer yes to any of these, then someone's about to get haunted. This malady of course should be handled with care, as it can easily have detrimental effects on both the campaign as a story and the player characters if overused. Don't forget that this is what stereotypical common folk would consider "a haunted person" or a "cursed" one, so incorporate that into the story if the setting is one of medieval fantasy. Finally, don't forget that you can easily turn this into a neat one-shot adventure, a great dream sequence quest to invade the dreams and slay any metaphorical or literal demons that occupy the mind. Such stories are ideal for this type of disease and are bound to provide a memorable experience for your players.



APPENDIX A: MONSTERS



BRAINSTEALER DRAGON

Huge dragon (illithid), chaotic evil

Armor Class 19 (natural armor)

Hit Points 195 (17d12 + 85)

Speed 40 ft., fly 80 ft., swim 40 ft.

STR 23 (+6) **DEX** 14 (+2) **CON** 21 (+5) **INT** 14 (+2) **WIS** 13 (+1) **CHA** 17 (+3)

Saving Throws Dex +7, Con +10, Wis +6, Cha +8

Skills Perception +11, Stealth +7

Damage Immunities Acid

Senses Blindsight 60 ft., Darkvision 120 ft., Passive Perception 21

Languages Common, Draconic

Challenge 14 (11,500 XP)

Amphibious. The dragon can breathe air and water.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The dragon can use its Frightful Presence. Then it makes 2 Claw attacks and 2 Tentacle Attacks. If it has already grappled a creature, it may Extract its Brain instead of attacking with its Tentacle.

Claw. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage.

Tentacles. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one creature. *Hit:* 18 (2d10 + 7) lightning damage. psychic damage. If the target is Large or smaller, it is grappled (escape DC 15) and must succeed on a DC 15 Intelligence saving throw or be stunned until the grapple ends.

Tail. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage.

Extract Brain. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one stunned humanoid grappled by the dragon. *Hit:* The target takes 55 (10d10) piercing damage. If this damage reduces the target to 0 hit points, the dragon kills the target by extracting and devouring its brain.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Mind Blast (Recharge 5-6). The dragon magically emits psychic energy in a 60-foot cone. Each creature in that area must succeed on a DC 18 Intelligence saving throw or take 56 (16d6) psychic damage and be stunned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Sympathy (Costs 3 Actions). The dragon can cast the sympathy spell.

Confusion (Costs 1 Action). The dragon can cast the confusion spell.

Domination (Costs 2 Actions). The dragon can cast the domination spell.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The Dragon makes a tail attack.

BRAINSTEALER DRAGON

The result of a wicked Illithid experiment. Brainstealer is a dragon with slimy dark purple skin, tentacles coming sticking out of his face and back, and an insatiable hunger for brains. True to his nature as a dragon, he is proud, cunning and believes that he is a superior life form. True to his nature as an Illithid, he is calculative, smart beyond comprehension, and paranoid enough to plan three steps ahead at all times. His dual nature is what characterizes him, and even though he struggled with it in the beginning, he has come to terms with the fact that he is unique and different. After he rebelled against the Elder Brain that created him, he claimed its facilities and some of its Mindflayers for himself. With this small army of illithids, he began to terrorize the areas around his

lair. Once his hunger could no longer be quenched by the meager sacrifices the Mindflayers could provide, he devised a most insidious plan. With the technology of the Mindflayers, he created the Illithid Maggots, and then sent them out to hunt for him. The results were astounding. Once every few days, a creature or two would willingly step into his domain and offer themselves as a treat. This is what Brainstealer had created; a perfect empire of terror and free meals, without a worry in the world. As all dragons do, Brainstealer desired to create a lair with a hoard. Being an unusual creature though, he wouldn't settle for mere gold and gemstones. He desired items that suited his tastes more, like the corpses of those he devoured, bio-technological wonders and a horrible collection of brains from creatures of all sorts.

ILLITHID MAGGOT SWARM

The loyal servants of Brainstealer. These maggots only have one purpose in life, and that is to search the world for victims to infect. Once they manage to get inside a creature, they crawl all the way up to its brain, where they finally release the substances they produce. Soon, the creature is driven to leave their life behind and embark on a mindless journey through the lands, just to have the honor to be Brainstealer's next meal. When the dragon devours them, the maggots die, but they do not care. They actually don't have feelings.

ILLITHID MAGGOT SWARM

Medium swarm of Tiny Illithids, lawful evil

Armor Class 8

Hit Points 22 (5d8)

Speed 5 ft., climb 5 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	7 (-2)	10 (+0)	1 (-5)	2 (-4)	1 (-5)

Damage Resistances Piercing, Slashing

Condition Immunities Charmed, Frightened, Grappled, Paralyzed, Petrified, Prone, Restrained

Senses Blindsight 10 ft., Passive Perception 6

Languages --

Challenge 1/2 (100 XP)

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a tiny maggot. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Bites. *Melee Weapon Attack:* +0 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* The target must make a DC 18 Constitution saving throw or be infected by the *Fugue State* disease (see Chapter 2 - Maladies of the Mind).

Otherwise a single maggot may spend 10 minutes to attempt to slither into a creature's clothes and infect them. To insert into the target's body without being noticed, the creature must make a successful Dexterity (Stealth) check against the target's Passive Perception.

ILLUSIONARY PLANTS

Medium plant, unaligned

Armor Class 5

Hit Points 13 (3d8)

Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	1 (-5)	10 (+0)	1 (-5)	3 (-4)	1 (-5)

Condition Immunities Blinded, Deafened, Frightened

Senses Blindsight 30 ft. (blind beyond this radius), Passive Perception 6

Languages --

Challenge 0 (10 XP)

False Appearance. While the Illusionary plant remains motionless, it is indistinguishable from an ordinary plant.

ACTIONS

Toxic Reaction. When a plant feels threatened, it may as an action release a cloud of toxins. Every creature within 10 ft from the plant must make a DC 14 Wisdom saving throw or be affected by the Phantasmal Killer Spell.

REACTIONS

Counter Illusion. When a creature casts a spell of a school other than Illusion and a casting time of an action or bonus action within 5 feet of the plant, it may, as a reaction, counter this spell and create an illusion spell in its place.

ILLUSIONARY PLANTS

Created by an old elven king's group of magician scientists, these plants have been imbued with ancient arcane. As a result, they transform any forest they are planted in into a place of deception and mystery. Their illusionary abilities confuse travelers, and their fruit can explode at random. They have no purpose in life, nor are they sentient, but they have a sense of danger. If any creature tries to cut them out of the soil they are planted in, they will use their magical abilities as a defense mechanism. If placed in an antimagic field, they will instantly wither as the arcane that flows in them has become a vital part of their biology.

SHINING PANTHER

Large monstrosity, lawful evil

Armor Class 13 (Natural Armor)

Hit Points 85 (10d10 + 30)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	6 (-2)	12 (+1)	8 (-1)

Senses Darkvision 60 ft., Passive Perception 11

Languages --

Challenge 4 (1,100 XP)

Avoidance. If the shining panther is subjected to an effect that allows it to make a saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Displacement. The shining panther projects a magical illusion that makes it appear to be standing near its actual location, causing attack rolls against it to have disadvantage. If it is hit by an attack, this trait is disrupted until the end of its next turn. This trait is also disrupted while the shining panther is incapacitated or has a speed of 0.

ACTIONS

Multiattack. The shining panther makes two attacks with its tentacles, and one with its bite attack.

Tentacle. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage plus 3 (1d6) piercing damage.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage. The creature must make a Con Saving Throw DC 14 or be affected by the Apathetic Rabies disease.

SHINING PANTHER

This feline creature resembles a pure white panther in every way imaginable, except for the fact that it has four extra tails with mouths. Its origins are shrouded in mystery, but it is almost certain that it came from the outer planes. Its saliva is thick and refracts light, making it seem like a liquid rainbow. When it bites a creature, the saliva quickly spreads in its bloodstream, and it soon infects it. This is how the Shining Panther hunts. It moves around, stealthily and without a sound, and attacks a creature it believes to be good prey. It tries to startle it with its many tails, but in reality its goal is to bite it, even superficially. Then, it runs away, but always keeps track of the creature with its smell. After the disease it spreads has made it weak, it attacks again, sure of victory this time. If there are many creatures gathered in one place, it might wait longer so that the Apathetic Biting can actually kick in and infect even more creatures, providing easy prey. If fed, the Shining Panther is still vicious but will not attack first. It is rarely seen as a pet but if anyone manages to tame it, it can be a loyal and powerful ally. How one actually tames a Shining Panther is not known.

APPENDIX B: ITEMS

AMULET OF THE SALTY GOD

Very Rare, Wondrous Item, Requires Attunement

A necklace worn by Acolytes of the God of Pestilence. After his fall, most of these were destroyed by the powers of good, but occasionally one of them emerges, usually as a forgotten family Heirloom. Once per long rest, when a creature that you can see makes a Constitution saving throw against a disease or poison effect, you may as a reaction have it fail the saving throw.



SPOILED LOVE POTION

Potion, Common

When you drink this potion, you must succeed on a DC 15 Constitution saving throw or be affected by the Dedreamental Syndrome. The potion's liquid is clear and contains pink bubbles. Upon thorough inspection some of the bubbles have a deep brown color.

EARBEADS OF SHARED THOUGHTS

Wondrous Item, Uncommon

These magical beads are created by Acesius to help those hearing Voices in their heads. They are small white beads which come in pairs and are inserted inside the ear. Once per day they can be activated, and they transmit the Voices to the other bead. The connection lasts for 10 minutes.

APPENDIX C: VOICES

GIRL WITH THE LOLLIPOP

(Chaotic Neutral)

A hundred years ago, a little girl left her home to visit the fair and buy some treats. The last time she was seen, she was heading to the forest with a big red lollipop. Her parents looked for her for months, but she was never found. This innocent spirit does not want to cause trouble but is extremely possessive of her stuff.

THE DRAGON HUNTER

(Neutral Evil)

A halfling fighter known for his bravery and skill with the sword spent his youth fighting dragons off his land, but his motives changed. The treasures he found in the lairs of the dragons made him crave gold and hoard it in his own lair, a cavern in the mountain. This spirit is greedy, and its goal is to add more gold to its collection. He might push his host to kill its comrades to keep the loot for itself.

GUARDIAN OF THE ABBEY

(Lawful Good)

A devoted cleric of the God of Justice almost managed to die of old age before a demon cast a spell on him and made him relive all the sins of his life. A spirit full of guilt, ashamed of its actions, and possessing an extremely puritan attitude. He demands of his host to follow the word of his god and punishes them if they commit unlawful deeds.

BETRAYED PRINCE

(Chaotic Evil)

Heir to the throne of a wealthy kingdom and general of his army, he led their forces to battle after battle in order to protect his people. When the war was finally over and he returned to claim the throne, he found his father poisoned, his castle ravaged, and his gold stolen by his servants. Entering the throne room, he was ambushed and his throat was slit. His spirit is full of anger and seeks revenge against those who murdered his family, but he can no longer distinguish those who are worthy of his blade.



BURNT WOODCUTTER

(Chaotic Evil)

This is the story of a madman, a savage who lived alone in the woods cut off from society. Not many were aware of his existence and even fewer heard of his terrible death in a forest fire. His animalistic body found salvation in the flames and he pledged his miserable existence to the Plane of Fire. This spirit is inherently evil and rarely converses with its host, pushing them instead to vile acts. His goal is to cleanse the woods that served as his prison in life with fire.

His goal is to cleanse the world of all forests with fire, beginning with the woods that served as his prison in life.

UNLUCKY MAGICIAN

(Chaotic Good)

A travelling performer with no magical powers but an immense sense of humor. What he could not accomplish with magic, he completed with an impressive act of jokes and diversion. Thinking he could defeat death with a joke, he cuffed himself in an underwater prison and made a fool of himself dying in front of the whole village. His spirit finds joy in making pranks to civilians, which usually lead to hilarious gags.



HOPELESS LOVER

(Neutral Good)

A former elf bard who once travel across the lands to find inspiration for his love poems. His motto was “make love and love making,” which made sense at its time. Our hero met a tragic end as he fell in love with a river and drowned himself in the process of following his motto. His spirit is still in this realm and his mind remains over the clouds, falling in love and pushing its host to prove this by spending way too much on gifts.

CLUMSY ACOLYTE

(Chaotic Neutral)

Being laughed upon for years, this poor goblin decided to enter a cult. By summoning a demon from hell, he believed that he could wreak havoc on his village and take revenge. He had been called clumsy and useless for too long. After two years of preparation, the ritual was ready, having spilled the blood of a thousand lizards on his shirt in the process. The ritual could not be completed, and the leader of the cult threw him in molten strawberries. Now his frightened spirit drives its hosts to hide in secluded safe places.

LOYAL GUARD

(Lawful Good)

Squire of the king and knighted by the age of 20, he served his king and devoted his life to keep him safe. Seeing him fall in battle drove him to despair. He deemed himself unworthy and took his own life in front of his king's corpse. His spirit has no memory of the last fight that led to his demise and pushes its host to find and serve his old king.

HONORLESS THIEF

(Chaotic Evil)

Born in the slums of the capital and raised in poverty, the thief started his career in numerous gangs at a young age; petty theft, picking pockets, and later abductions and blackmailing. The guards finally found his hideout and hanged him for his crimes. His spirit enjoys whispering plans for heists to his host and leading them to crime.

VENGEFUL SORCERER

(Lawful Evil)

This tiefling was born with magic flowing through her veins. Unfortunately, the city she was born in branded her with a star tattoo, as they did with all the children who have "the spark of magic." She accumulated power and tried to change the

state of affairs but was ultimately defeated and executed. Her strong-willed spirit refused to leave the Material Plane, choosing instead to continue her efforts as a spirit. She demands magic and power, to be respected, and is disrespectful to all weavers of magic except sorcerers.

WHOLESOME BARBARIAN

(Neutral Good)

Raised in a tribe that believes that the spirits of all living beings are to be respected, the barbarian lead a life full of adventure and travel, getting to know the world and its many locations. When his time came, the barbarian's spirit became one with nature, and now seeks to help others by guiding them through life's hardships with wisdom.

MANIPULATIVE ARTIST

(Chaotic Evil)

For all his long life, this elf has been using people as tools, fuel to his art. He has no qualms in creating problems in relationships, lying, and emotionally blackmailing to get what he wants. He justifies everything, claiming it is all necessary to create his art, which captures people in negative emotions, both in paint and in sculpture. He pushes his host to do the same, as his thirst for suffering has not yet been quenched.

