Infection:	Once a session, roll 1d6 for each cause encountered. Adjust by the character's Con modifier. Roll the # in the "get?" column or less, they catch it. Adjust the roll by -1 if a person with the disease is encountered.
Duration:	Unless noted, diseases will take 1d6 weeks to run their course, effects experienced the whole time.
Fatality:	At the end of the duration, the character rolls a save modified by their Con and the number in the "die?" column.

Civilization

	Disease	Local Name	Cause	get?	Effects	die?
1	Leprosy		Lepers, ancient scrolls			
2	Syphilis	Wet Brain	Sex w/ whores, hirelings		Confusion, Fever, Hallucinations, Head Ache,	
3	Weak Pox	Cony Pox	Slums, poor quarters		Fever, Head Ache, Pustules	
4	Strong Pox	Pils	Slums, poor quarters		Fever, Head Ache, Pustules, Vomiting	
5	Weak Cough	Croup	Crowds, enclosed spaces		Coughing, Fatigue	
6	Strong Cough	Red Lung	Crowds, enclosed spaces		Chills, Coughing so violent it leads to Vomiting	
7	Flux	Bloody Flux	Drinking water		Diarrhea, Fever, Stomach Ache	
8	Plague		Foreign Cities, camps		Buboes,	

Wilderness

	Disease	Local Name	Cause	get?	Effects	die?
9	Wound Rot		Adventuring at < max hp			
10	Boot Rot		Wet footwear over a day			
11	Scurvy		No fresh food			
12	Ship Fever		Shipboard			
13	Swamp Fever		Swamps, bogs, miasmas			
14	Jungle Fever		Jungles, wet heat			
15	Sleeping		Tropical still waters			

Underworld

	Disease	Local Name	Cause	get?	Effects	die?
16	Mummy Rot					
17	Tomb Cough					
18						
19						
20						