



**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

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

16	Mummy Rot					
17	Tomb Cough					
18						
19						
20						

Disease

Campaign:

Culture:



## Symptoms & Side Effects . . .



Your illness or that sip from the pool means you now suffer from:

Symptom	Effect
1 Arousal	-2 to save versus charm, roll save or will approach romantic targets
2 Boils/Buboes	Visible, -1d6 to Charisma depending on context
3 Bleeding	Scent, roll 2x for wandering monsters
4 Blurred Vision	-2 to hit, no missiles/spells
5 Coma	Unconscious for 1d6 weeks
6 Confusion	Uncertain of time/location, in combat -1 to hit, roll randomly for targets
7 Coughing	-1d6 to Charisma depending on context, roll 2x for wandering monsters
8 Diarrhea	Scent, roll 2x for wandering monsters
9 Dilated Pupils	-2 to hit & no missiles/spells in normal daylight
10 Dizziness	-2 to hit, no missiles/spells
11 Drowsiness	Unable to surprise or stay awake for watch, 50% chance of spell miscast
12 Fear	Save or flee potential threats, -2 to hit if forced into combat
13 Fever/Chills	Bad sleep at night, no natural HP recovery, 50% chance of spell miscast
14 Hair Loss	Visible, -1d6 to Charisma depending on context
15 Hallucinations	-1d6 to Char if seen, no move silently or hide, 50% chance of spell miscast
16 Headache	No spell casting possible
17 Itchiness	-1d6 to Char if seen, no move silently or hide, 50% chance of spell miscast
18 Joint Aches	-1 to hit, Movement slowed to half
19 Nausea	Vomit on any odd # roll, then roll 2x for wandering monsters
20 Palsy	Visible, -1d6 to Char depending on context, -1 to hit, no missiles/spells
21 Paranoia	Save or consider anyone a potential threat
22 Pustules	Visible, -1d6 to Charisma depending on context
23 Rash	Visible, -1d6 to Charisma depending on context
24 Seizures	-1d6 to Char if seen, occur on specific # roll, unable to act for 1d6 rounds
25 Skin Color	Visible, -1d6 to Charisma depending on context
26 Stomach Ache	Bad sleep at night, no natural HP recovery, 50% chance of spell miscast
27 Tenderness	Take +1 to damage from any blow, Movement slowed to half
28 Tinnitus	No listen at doors, no move silently, 50% chance of spell miscast
29 Unconsciousness	Unconscious for 1d6 hours
30 Weakness	-2 to damage, no open doors or bend bars, encumbrance halved