

## 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