

# Codicil of Maladies



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This product provides details on the many diseases and conditions which an adventurer may be exposed to in **Inferno: Journey through Malebolge**. They can also be encountered in any other setting, and used by Game Masters instead of generic diseases.

A person who is exposed to a disease is generally unaware of the disease unless a *detect disease* prayer has been invoked. Some creatures or monsters carry diseases, for example rabid dogs and skunks carry rabies, Vampires carry vampirism, and Lycanthropes carry lycanthropism – an Adventurer recognizes a disease-carrying creature on 1d20 rolls GTET [18-Level]. Unless otherwise specified, a person exposed to a disease resists the disease (it does not become active) on 1d20 rolls GTET [30-Stamina], checked after every 5 minutes of exposure; apply a +2 roll modifier for every case of the same disease a person has had in the previous 24 months. A Priest, Crusader, or Physician-trained person may attempt to diagnose a disease before it becomes active, requiring a 3 minute examination. A Priest succeeds in their diagnosis on 1d20 rolls GTET [34-Wisdom-Level], a Crusader on rolls GTET [36-Wisdom-Level], and a Physician on 1d20 rolls GTET [26-Wisdom-Skill Level].

A person infected by a disease is cured by consuming a *cure disease* potion created by a Mage or Priest, by consuming a disease antidote created by an Alchemist, or by a *cure disease* prayer performed by a Priest or Crusader. After a disease becomes active, it is cured by consuming two cure disease potions, or two disease antidotes, or by a cure disease prayer performed by a Priest or Crusader. Being treated by a Physician gives a +2 bonus to rolls to survive disease.

While a person has an active disease apply a -4 to hit penalty, reduce their movement rate by -15 FT/round, and apply a -5 roll penalty when attempting any physical skill. Temporarily reduce the effective Intelligence and Wisdom statistics of a person affected by an active fever each by -3 points, reduce their effective Will statistic by -5, and apply a -5 roll penalty when attempting any mental-based skill or activity. A spell or prayer performed by a person with an active fever fails unless making a 1d20 roll GTET [32-Will].

Some of the plants found in Malebolge are useful in the treating or curing of diseases, while other varieties are highly poisonous.

Some common medicinal herbs include:

Aconite	Belladonna	Bitter Kola	Bloodroot
Blue Waxberry	Bugbane	Cat's Tail	Devil's Claw
Devilweed	Eastern Hemlock	Foxglove	Grave Plant
Hellbore	Hell Wort	Horseweed	Hound's Tongue
Liverwort	Lucifer's Lettuce	Mad Dog Skullcap	Madweed
Maw Seed	Moonseed	Musk Mallow	Poison Hemlock
Pokeberry	Prickly Ash	Priest's Leaf	Sikweed
Skunk Cabbage	Sodom Apple	Snakeroot	Sour Dock
Sourwood	Unicorn Root	Witch Hazel	Wormseed
Yellowroot.			

Some of the deadly plants include:

Bitter Cherry	Black Locust	Cowbane	Creeping Charlie
Devil's Trumpet	Dogsbane	Horse Nettle	Mandrake
Monk's Hood	Red Clover	Tree Tobacco	White Snakeroot
Wolfsbane			

An Adventurer is successful in finding a medicinal plant on 1d100 rolls GTET 78, checked every ten minutes; apply a +15 modifier for Woodsmen and Witches, a +10 modifier for Elves or in swamp environments, a +8 modifier for trained Herbalists or in forest environments, a +5 modifier for trained Gardeners, and a +3 modifier for Priests; apply a -15 roll modifier when searching in ice environments, -10 modifier in snowy environments, and -8 in rocky or stony environments. When any medicinal plants are found, the particular plant of interest is found on 1d20 rolls GTET 12. When a search does not result in finding medicinal plants, the searcher finds a poisonous plant resembling a medicinal plant on 1d20 rolls of 19 or 20 (e.g. believes they have a medicinal plant when they actually have a poisonous one). Each search yields 1d12/16 pounds of plant.

A medicinal draught or poultice requires at least a half pound of plants. Preparing a draught or poultice requires simmering the plants in clean water for at least 15 minutes, with an effective concoction on 1d20 rolls GTET 5. The following diseases are treated by concoctions of the listed herbs:

**Amrenain Boils** - Devil's Claw, Grave Plant, Wormseed

**Bubonic Plague** - Bitter Kola, Lucifer's Lettuce, Sodom Apple

**Cholera** - Belladonna, Sourwood

**Coctys Wasting** - Bloodroot, Madweed, Unicorn Root, Witch Hazel

**Fetid Breath** - Bugbane, Devilweed, Pokeberry

**Helgan Rash** - Aconite, Blue Waxberry, Hound's Tongue

**Leprosy** - Bloodroot, Devil's Claw, Grave Plant, Sourwood

**Magiophage** - Bitter Kola, Devilweed, Priest's Leaf, Snakeroot

**Pneumonia** - Aconite, Cat's Tail, Maw Seed, Musk Mallow

**River Blindness** - Eastern Hemlock, Foxglove, Sikweed, Yellowroot

**Scarlet Fever** - Bloodroot, Liverwort, Mad Dog Skullcap

**Tuberculosis** - Devil's Claw, Priest's Leaf, Snakeroot

**Whooping Cough** - Hellbore, Horsetweed, Liverwort

**Yellow Fever** - Bugbane, Hell Wort, Witch Hazel

When a GM requires a random disease, pick from the following table using 1d6 and 1d12:

	1d6 = 1, 2	1d6 = 3, 4	1d6 = 5, 6
1	Amrenain Boils	Helgan Rash	River Blindness
2	Anthrax	Hepatitis	Scarlet Fever
3	Botulism	Jaundice	Scurvy
4	Bubonic Plague	Liver Disease	Sleeping Sickness
5	Cholera	Leprosy	Smallpox
6	Coctys Wasting	Lyme Disease	Tapeworms
7	Dengue Fever	Magiophage	Tetanus
8	Diphtheria	Malaria	Tuberculosis
9	Dysentery	Meningitis	Typhoid Fever
10	Elephantitis	Mumps	Vampiricism
11	Fetid Breath	Pneumonia	Whooping Cough
12	Filiarisis	Polio	Yellow Fever

### The diseases and conditions include the following:

**Amrenian Boils**, Incubation Period: 5d100\* $\frac{1}{2}$  hour after exposure; Active Disease: [1d12\*2]+36 hours; Contagious: initial 18 hours, save 1d20 rolls GTET 14, range 8 FT; Symptoms: Victim erupts with large purple and yellow boils all over their skin, especially on the hands, face, and back, accompanied by leaking pus, water retention, general swelling, and skin pain; reduce the affected person's Agility statistic 1d3 points and reduce their Beauty statistic 1d6+2 points; once infected the victim has 1d10 outbreaks spaced 1d100 days apart; Fatality: 1d100 roll of 100 (infected boil). Initial save on 1d20 roll GTET Stamina.

**Anemia**, Incubation Period: 1d100\* $\frac{1}{4}$  hour after exposure; Active Disease: 4d20\* $\frac{1}{2}$  hour; Not Contagious; Symptoms: Victim is tired and cannot achieve a fully rested condition, skin, lips and fingertips are pale; reduce the affected person's Stamina and Strength statistics each by 1d4 points; the affected person suffers continuous hp1 damage every  $\frac{3}{4}$  hours; Fatality: 1d100 roll of 100.



**Anthrax**, Incubation Period: [1d12/6]+2½ hours after exposure; Active Disease: [1d20\*2]+30 hours; Contagious: direct skin contact (save 1d20 roll GTET [32-Stamina, touch required]); Symptoms: initial stages are like a common cold (stuffed and running nose, red eyes, occasional cough) progressing to muscle pain, severe shortness of breath and shock; after initial stage (10 hours) reduce Stamina by 8 points and Strength by 4 points; Fatality: between 12 and 24 hours (save 1d20 roll GTET [28-Stamina], checked every 20 minutes). When airborne spores are breathed unless making a 1d20 roll GTET [30-Stamina], checked every 3 rounds.

**Botulism**, Incubation Period: 1d100\*1d12 rounds after exposure; Active Disease: 6d10+15 hours; Contagious: direct contact with body fluids (save 1d20 roll GTET [26-Stamina], range: touch); Symptoms: initial stage (1d10 hours) drooping eyelids, slurred speech, difficulty swallowing, dry mouth, middle stage (3d10+15 hours) double vision, muscle weakness, constipation, end stage (2d10 hours) paralysis and respiratory failure; during the initial stage reduce the affected person's Beauty by 4 points, during the middle stage also reduce Strength by 5 points, and apply an additional -3 melee and ranged combat modifier; in the end stage reduce Stamina by 10 points and Strength by an additional 3 points; save versus paralysis 1d20 roll GTET [35-Stamina], checked every 15 minutes); Fatality: after 90 minutes of paralysis, affected person dies unless making save 1d20 roll GTET [32-Stamina], checked every hour. The initial infection is resisted on 1d20 rolls GTET [30-Stamina].

**Bubonic Plague** (Black Death), Incubation Period: [2d12/8]+2 hours after exposure; Active Disease: 4d12+8 hours; Contagious: exposed to airborne pathogens, range 25 FT; Symptoms: swollen lymph glands, chills, moderate to high fever, muscle pain, end stage has severe pale grey skin, headaches, seizures; Fatality: dies after 1d4+10 hours active disease (save 1d20 roll GTET [37-Stamina], checked every hour. The initial infection is resisted on save 1d20 roll GTET [30-Stamina] for airborne, GTET [37-Stamina] for animal/insect bite.

**Cholera**, Incubation Period: 3d12+16 hours after exposure; Active Disease: 4d12+30 hours; Contagious: contact with body fluids (save 1d20 roll GTET [33-Stamina], range 20 FT); Symptoms: profuse watery diarrhea, vomiting, leg cramps, and rapid loss of body, followed by severe dehydration and shock; reduce an affected person's Stamina and Strength statistics by 4 points, and Beauty by 6 points; after shock occurs they enter a coma unless making 1d20 roll GTET [30-Stamina], every 30 minutes; the affected person suffers hp1 damage every hour; Fatality: dies after 12 hours (save 1d20 roll GTET [28-Stamina], checked every 15 minutes. The initial infection is resisted on 1d20 roll GTET [30-Stamina].

**Concussion**, Incubation Period: Immediate; Active Disease: 3d100/4 hours; Not Contagious; Symptoms: 1d8 head damage, dazed, sees spots in front their eyes, loss of motor skills and coordination, slurred speech, ringing in ears, wants to sleep; an affected person is incapacitated 1d20 minutes; an affected person receives an additional 1d8 damage with a -6 melee/ranged penalty and -3 damage penalty if attempting any strenuous physical activity for 3d100 minutes after the injury; reduce an affected person's effective Agility statistic 1d6 points, apply a -6 roll modifier to any mental skill, and apply a -8 save penalty against mental attacks; Fatality: save 1d20 roll GTET [24-Stamina], checked every 20 minutes (after 6 successful checks there is no further fatality chance). Mages affected by a concussion have spell failures (1d100 rolls GTET 30) or misfires (with unexpected effects; rolls 20-29) for 3d20+24 hours. The initial injury is resisted on 1d20 roll GTET [34-Stamina].

**Coctys Wasting**, Incubation Period: [1d20\*25]+10 hours after exposure; Active Disease: [2d20\*10]+250 hours; Contagious: airborne pathogen (save 1d20 roll GTET [33-Stamina], range 25 FT); Symptoms: initial low fever develops into a high fever, irritability, confusion leading to insanity, pale skin leading to a red-purple rash, vomiting; every 12 hours of active disease reduce Stamina and Strength statistics each 1 point; the affected person suffers hp1 every 8 hours of active disease and after the active disease is finished recovers hp1 and one statistic point on 1d20 rolls GTET [26-Stamina] checked every (points not regained after 3 consecutive failed attempts are permanently lost); Fatality: dies after 300 hours unless making a 1d20 roll GTET [28-adjusted Stamina], checked every 12 hours. The initial infection is resisted save 1d20 roll GTET [31-Stamina]. Confused or insane persons are unable to cast spells, perform prayers, or apply mental skills.



**Dehydration**, Incubation Period:  $[Stamina/3]+1$  hours after exposed to hot/dry conditions; Active Disease: Until body temperature is lowered and liquids are administered; Not Contagious; Symptoms: profuse sweating, dry mouth, chapped lips, tired feeling, very mild fever; for mild dehydration reduce the affected character's Stamina statistic by 2 points, for serious dehydration reduce Stamina and Strength by  $1d3+2$  points and Wisdom by 1 point; the affected person suffers hp1 damage every 45 minutes (limit hp15); Fatality: Not Fatal. Resists onset on save  $1d20$  roll GTET  $[30-Stamina]$ , checked every 20 minutes. Untreated dehydration becomes heat exhaustion after 1d8 hours.

**Dengue Fever**, Incubation Period:  $1d20+2$  hours after exposure; Active Disease:  $2d100+8$  hours; Contagious: during the initial 4 days active disease; save  $1d20$  roll GTET  $[27-Stamina]$ , range 15 ft.; Symptoms: high fever, severe headache, eye pain, severe joint pain, nausea, skin rash, purple bruises and bleeding from nails and gums; reduce the affected person's Agility statistic by 8 points and their Beauty statistic 5 points, apply a -4 modifier against mental attacks and a -2 melee/ranged combat penalty; the affected person goes into a coma after 50 hours unless save  $1d20$  roll GTET  $[31-Stamina]$  checked every 12 hours; the affected persons suffers hp1 damage every 4 hours; Fatality: after 50 hours active disease, save  $1d20$  roll GTET  $[26-Stamina]$  checked every 10 hours. Once a person is infected, this disease reoccurs 1d6 times each spaced 1d100 days apart. This disease is spread by mosquito and tick bites. The initial infection is resisted on a save  $1d20$  roll GTET  $[32-Stamina]$ .

**Diphtheria**, Incubation Period:  $[1d20*1.5]+40$  hours after exposure; Active Disease:  $[1d100/2]+24$  hours; Contagious: airborne, waterborne (save  $1d20$  roll GTET  $[34-Stamina]$ , range 30 ft.); Symptoms: early stage – sore throat, mild fever, late stage – swollen throat and neck, enlarged lymph nodes, red and swollen skin lesions, bleeding; after 15 hours reduce Beauty and Stamina statistics by 3 points; Fatality: after 32 hours, save  $1d20$  roll GTET  $[24-Stamina]$  checked every 4 hours. The initial infection is resisted on save  $1d20$  roll GTET  $[30-Stamina]$ .

**Dysentery**, Incubation Period:  $6d12+8$  hours after exposure; Active Disease:  $[2d20*1.5]+48$  hours; Contagious: contact with body fluids; Symptoms: constipation, diarrhea, intestinal cramps, late stage – serious nausea, mild fever, long-term liver damage; reduce the affected person's Stamina statistic by 1d6, their Beauty statistic by 1d3, Intelligence and Wisdom statistics by 1 point each; after 15 hours of active disease the affected person suffers hp1 damage every 90 minutes; Fatality: after 50 hours, save on  $1d20$  roll GTET  $[25-Stamina]$ , checked every  $1\frac{1}{2}$  hours. The initial infection is resisted on a save on  $1d20$  roll GTET  $[34-Stamina]$ .

**Electrolytic Shock**, Incubation Period: 1d100/25 hours after a high/excessive intake of liquids (e.g. water, beer, ale); Active Disease: [2d20/4]+1½ hours; Not Contagious; Symptoms: rapid heartbeat and pulse, cold and clammy skin, moderate to severe headaches, are dizzy and disorientated, may lose consciousness (save on 1d20 roll GTET [28-Stamina], checked every half hour); affected persons suffer hp1 every 45 minutes; reduce the affected person's Stamina statistic by 1 after every 90 minutes rounds and reduce their Strength statistic by 1d4 points; Fatality: 3 hours due to heart failure (save on 1d20 roll GTET [29-Stamina], checked every hours half-hour). This is a condition in which the concentration of vital minerals and nutrients in the affected person's blood is diluted so that normal organ functions cannot be maintained. Affected spell casters experience spell failure (1d100 rolls GTET 50) or unexpected spell effects (rolls 20-49) unless save on 1d20 roll GTET [34-Will]. Residual effects may continue 1d8+4 hours after the disease becomes inactive.

**Elephantitis**, Incubation Period: 2d20/2 days after exposure; Active Disease: permanent; Not Contagious (transmitted by insect bite); Symptoms: thickening and extreme swelling of limbs and other body parts (triple thickness), swollen and puffy face; reduce an affected person's Beauty, Agility, and Strength each by 1 point every 30 days (losses limited to 10 points); after 3 Agility points are lost, their loss is permanent unless save on 1d20 roll GTET [30-Stamina]; roll for every lost point; Fatality: 1d100 roll = 100, checked every 25 days. The initial infection is resisted on a save on 1d20 roll GTET [24-Stamina]. Once the disease is cured (e.g. remove disease) the affected person's body is not immediately returned to its normal state: a 2d100 hour recovery period is required before the swelling is completely reversed.

**Fetid Breath**, Incubation Period: 3d12/4 days after exposure; Active Disease: 6d20+100 hours; Contagious: airborne while the victim has foul breath (range 25 FT) or contact with contaminated blood; Symptoms: stage 1 (40 hours) – mild fever, mild headache, joint swelling, stage 2 (1d6\*15 hours) – thick swollen tongue, swelling of throat, moderate fever, bitter foul-smelling breath, stage 3 (1d8\*10 hours) – high fever, extreme joint swelling and pain, purple lesions or welts on skin, weak pulse, delirium; end stage (1d4\*10 hours) – significant lung lining damage, fluid in lungs, extreme blood thinning, coma (save on 1d20 roll GTET [35-Stamina]); during stage 1 reduce the affected person's Agility 1 point; during stage 2 reduce their Intelligence and Wisdom statistics each by 1 point; during stage 3 reduce their Agility 1d4+3 points, reduce their Intelligence and Wisdom statistics each 4 points, reduce their Beauty statistic by 3 points; during the end stage the affected character suffers hp1 damage every 2 hours, reduce all statistics 1d6+4 points, apply a -6 penalty to all saving rolls; Fatality: stage 2 save on 1d20 roll GTET [22-Stamina] checked every 4 hours, stage 3 save on 1d20 roll GTET [26-Stamina] checked every 4 hours, end stage save on 1d20 roll GTET [32-Stamina], checked every 2 hours. The initial infection is resisted on a save on 1d20 roll GTET [38-Stamina]; apply a -1 save modifier for every contact with a contagious person within the previous 15 hours; for continuous contact apply a -6 modifier). Curing this disease requires two treatments each of drinking one vial of Holy Water plus a Remove Disease spell spaced between 15 and 20 hours apart. Survivors permanently lose 1d3 points from their Stamina statistic and regain 1 point to each affected statistic every 40 days.

**Filariasis** (Round Worm parasitic infection), Incubation Period:  $[1d20 * 1\frac{1}{2}] + 60$  hours after exposure; Active Disease: permanent; Contagious: contact with body wastes (range 10 FT); Symptoms: tiredness and fatigue, bloodshot eyes, transient rashes on limbs, minor bleeding from gums and ears, persistent mild fever, poor tolerance for salt; reduce the affected person's Stamina and Strength each 1 point every 70 days (limit 5 point loss); Fatality: 1d100 roll = 100, save on 1d20 roll GTET [26-Stamina], checked every 100 days. The initial parasite is resisted on a save on 1d20 roll GTET [30-Stamina].

**Food Poisoning**, Incubation Period: 1d100+300 minutes after ingesting contaminated food/drink; Active Disease:  $[1d100/4] + 10$  hours; Not Contagious; Symptoms: severe cramps, nausea, diarrhea, inability to retain food, dry heaves, chills; reduce the affected person's Stamina and Agility statistics each by 1d6, the affected persons suffers hp1 damage every 4 hours; Fatality: after 20 hours, save on 1d20 roll GTET [23-Stamina] checked every 4 hours. The Heal skill cures this condition on 1d20 rolls GTET 15.

**Frostbite**, Incubation Period:  $[1d12/2] + 1$  hours after the onset of hypothermia; Active Disease: permanent until the body is warmed; Not Contagious; Symptoms: a gradual freezing of the water in skin cells turning affected areas an ashen grey, a numbing of feeling in affected parts, false warming sensation, lethargy and desire to sleep; each affected body area suffers an initial 1d6 damage plus hp1 every additional quarter-hour of exposure, reduce the affected person's Agility by 1d6+2 points, Stamina by 3 points, and their Strength, Intelligence, and Wisdom statistics each 2 points; Fatality: after  $[1d12/2] + 1$  hour, save on 1d20 roll GTET  $[28 + (\text{number affected body parts}) - \text{Stamina}]$ , checked every half-hour. After affected persons are warmed, gangrene occurs in frozen body parts after 1d20/6 hours (amputation may be required) unless save on 1d20 roll GTET [28-Stamina](apply the Healing skill of the person treating the frostbite as a save modifier). Apply a permanent -1d4 weapon penalty if frostbite affected the hands; apply a permanent -15 FT/round speed reduction if frostbite affected the feet. Apply a permanent -4 die roll modifier to any physical skill attempted by a person after having frostbite.

**Heart Failure**, Incubation Period: 1d20/4 minutes after onset; Active Disease: 3d100 minutes; Not Contagious; Symptoms: shortness of breath, chest pain, numbness in the chest and arms, pale, sweats, chills; reduce the affected person's Stamina statistic by -12 and their Strength by -10; apply a -10 save penalty versus Stamina effects while the condition exists; Fatality: after 1d100 minutes, save on 1d20 roll GTET [35-Stamina], checked every quarter hours. The disease is recognized on a 1d20 Healer check GTET 14. Treatments include a heal spell, stasis spell (does not repair the damage but keeps them alive), succeeding on a 1d20 Heal check GTET 18 (e.g. CPR), and ingesting some herbals [birthwort, goosegrass, foxglove, hawthorn, and white bryony infusions] or alchemical infusions administered within the first quarter hour. A cure serious wounds spell reduces the active disease time by 20 minutes, cure critical wounds by 75 minutes. A survivor who does not have complete bed rest GTET 75 hours has a recurrence within 20 days unless save on 1d20 roll GTET [32-Stamina] checked daily (-6 penalty applied during moderate exercise, -10 penalty for vigorous exercise, during extreme exercise death is immediate unless save on 1d20 roll GTET [36-Stamina]).

**Heat Exhaustion**, Incubation Period: 1d20/3+1 hour rounds after beginning untreated dehydration; Active Disease: Until body temperature is lowered and liquids are administered; Not Contagious; Symptoms: weakness, moist skin, headache, dizziness, light-headedness, vomiting, fast and shallow pulse, mood swings, muscle cramping in abdomen and legs; reduce the affected person's Strength statistic by -8 points, Intelligence by -4 points, and Wisdom by -3 points; the affected person suffers hp1 damage every hour (limit to hp10); Fatality: Not Fatal. Untreated heat exhaustion becomes heat stroke after Stamina/2 hours. Affected spell casters experience spell failure (1d100 rolls GTET 70) or unexpected results (rolls 20-69) unless save on 1d20 roll GTET [33-Will] checked for every spell. Heat exhaustion is treated by removing the victim from the high temperature, applying cool or lukewarm cloths, gradually giving 1 to 2 gallons of water in small doses, and allowing 4 to 12 hours rest. When means are available heat exhaustion is treated on a successful 1d20 Healer check GTET 13.

**Heat Stroke**, Incubation Period: 2d20/4 hours after beginning untreated heat exhaustion; Active Disease: Until body temperature is lowered and liquids are administered; Contagious: Not contagious; Symptoms: red and dry skin (no sweating), extremely high core body temperature, rapid and weak pulse, dilated eye pupils, hyperventilating, mental confusion, coma, muscle seizures; reduce the affected person's Strength statistic by -12 points, Intelligence and Wisdom statistics each by -8 points, and Stamina statistic by -6 points; the affected person suffers hp1 damage every 30 minutes (limit hp15); Fatality: after 3 hours, save on 1d20 roll GTET [33-Stamina], checked every half-hour. Affected spell casters experience spell failure (1d100 rolls GTET 78) or unexpected results (rolls 15-77) unless save on 1d20 roll GTET [34-Will], checked for every spell. Heat stroke is treated by removing the victim from the high temperature, submerging them in cool to cold water, treating for shock, gradually giving lukewarm salt water, and complete bed rest for not less than 45 hours; failure to rest following heat stroke may induce heart failure (1d100 roll GTET 30, -15 for moderate exercise, -25 for vigorous exercise). When means are available heat stroke is treated on a successful 1d20 Healer check of 18.

**Helgan Rash**, Incubation Period: 3d12+20 hours after exposure; Active Disease: 3d100+20 hours; Contagious: first 100 hours of Active Disease (direct contact, save 1d20 rolls GTET [32-Stamina]); Symptoms: a painful purple rash that rapidly develops on the back of the neck, face, and arms, the fingers swell and turn black, and the victim's tongue has black spots; an affected person's Agility is temporarily reduced by -1d3-2 points, their Stamina reduced by -4 points, and their Beauty reduced by -6 points; on 1d100 rolls GTET 94 their Agility is reduced permanently; Fatality: Not Applicable. The initial infection is resisted on a saving roll of 1d20 GTET [33-Stamina].

**Hepatitis**, Incubation Period: 2d100+25 hours after exposure; Active Disease: permanent (episodes of 3d100+50 hours separated by periods of remission lasting 3d100 days); Not Contagious through ordinary contact (save on 1d20 roll GTET [27-Stamina] in contact with infected blood); Symptoms: fatigue, nausea, mild fever, loss of appetite, dark urine, rash, jaundice, abdominal pain; for a person with active disease reduce their Strength statistic by -2 and Stamina statistic by -1; Fatality: 1d100 roll = 100, checked every active episode. Resist the initial infection on save on 1d20 roll GTET [29-Stamina].

**Inebriation**, Incubation Period: 1d20\*quarter hours after imbibing strong drink; Active Disease:  $([1d12+6]-[\text{Stamina statistic}/4])*15$  minutes; Not Contagious; Symptoms: bloodshot eyes, loss of coordination, loss of social controls, impetuous, violent, foolhardy, poor decision making, loss of memory, nausea, unconsciousness; mildly intoxicated – reduce the affected person's Wisdom statistic by -3, Intelligence statistic by -2, and Agility statistic -1; moderate intoxication – reduce the affected person's Wisdom statistic by -6, Intelligence statistic -4, and Agility statistic by -3; heavy intoxication – reduce the affected person's Wisdom statistic -9, Intelligence statistic -7, Agility statistic -6, and Strength statistic by -2; Fatality: after 1 hour, save on 1d20 roll GTET  $[14-\text{Stamina}] + [\text{number drinks}*1.5]$ , checked every half-hour (3 checks). Affected spell casters experience spell failure (1d100 rolls GTET 27) or unexpected results (rolls 10-26) unless save on 1d20 roll GTET  $[34-\text{Stamina}]$ , checked for every spell. After GTET 8 drinks the affected character develops alcoholism unless save on 1d20 roll GTET  $[15-\text{Will}] + [\text{number of drinks}]$ .

**Jaundice**, Incubation Period: 2d20\*15 hours after exposure; Active Disease: 1d100\*1d12 hours; Not Contagious; Symptoms: light yellow skin especially around the face and extremities, yellow-tinged eyes, a yellow tint to the hair, moderate swelling of the joints; reduce an affected person's Beauty statistic by -8 points and Agility statistic by 1 point; Fatality: 1d100 roll = 100, checked every 200 hours. Most persons go out of their way to avoid persons with jaundice and consider it bad luck to touch or be touched by them. Persons resist the initial infection on a save on 1d20 roll GTET  $[24-\text{Stamina}]$ .

**Liver Disease**, Incubation Period: 5d20 hours after exposure; Active Disease: permanent until cured; Not Contagious; Symptoms: swollen and painful abdomen, purple skin boils on the abdomen, fatigue (iron deficiency), dark urine, constipation, loss of hair; reduce an affected person's Stamina statistic 1d4 points and Strength statistic 2 points; Fatality: 1d100 rolls = 100, checked every 10 days. A person resists the initial infection on a save on 1d20 roll GTET  $[29-\text{Stamina}]$ . If the boils spread to the neck and face reduce the affected person's Beauty statistic by -3 points.

**Leprosy**, Incubation Period: 3d100+5 hours after exposure; Active Disease: permanent until cured; Contagious: direct skin contact (range 5 FT); Symptoms: general numbness of the skin, some to many white skin lesions that become crusty and oozing, flaking of the skin in white patches, chronically stuffy nose, tendency to bleed profusely from small cuts; reduce an affected person's Beauty statistic by -12, reduce Agility statistic by -4, and Strength statistic by 1 point; Fatality: 1d100 roll of 100. checked every 50 days. Most persons consider it bad luck to be in the same room or building with a person having leprosy; Priests become unclean by coming within 50 FT of a leper (requiring a 300 GP cleansing ritual). A person resists the initial infection on a save on 1d20 roll GTET  $[26-\text{Stamina}]$ . A cure requires drinking 6 vials of Holy Water, immersing the victim in a hallowed pool 3 times each for 3 minutes, and 3 remove disease spells at intervals between 15 and 30 hours.

**Lyme Disease**, Incubation Period: 4d100 hours after exposure; Active Disease: permanent until cured; Not Contagious; Symptoms: swollen joints, sore throat, fever, joint pain, back pain, stiff joints, muscle weakness, cramps, confusion, memory problems; reduce an affected person's Agility statistic by 1 every two weeks (limit 8 points), reduce their Intelligence and Wisdom each by 1 point every month (limit 6 points), reduce their Stamina statistic by 1 point every six weeks rounds (limit 4 points); Fatality: 1d100 roll of 100, checked every 100 days. Primarily transmitted by insect bites (ticks, beetles, spiders, mosquito). An affected spell caster experiences spell failure (1d100 rolls GTET 60) or unexpected effects (rolls LTET 39-60) unless succeeding on a save on 1d20 roll GTET [20-Will]+[number of months affected], checked for every spell. A person resists the initial infection on a save on 1d20 roll GTET [30-Stamina].

**Magiophage**, Incubation Period: 3d8+6 hours after exposure; Active Disease: 4d100+50 hours; Contagious: for the next 60 hours after the first 10 hours of incubation (airborne); Symptoms: this disease can only be contracted by spell-using persons; red swollen eyes, dripping nose, hoarse hacking cough, mild fever, blushing cheeks, light blue chest rash; an affected person is unable to cast or use magic while the disease is active; Fatality: 1d100 rolls GTET 80, checked every 30 hours, save 1d20 rolls GTET [28-Stamina]. The initial infection is resisted on a saving roll of 1d20 GTET [35-Stamina].

**Malaria**, Incubation Period: 1d12\*1d10/3 hours after exposure; Active Disease: [1d10\*25]+15 hours; Contagious: contact with body fluids (save 1d20 roll GTET [28-Stamina]); Symptoms: mild fever, weakness, enlarged abdomen (spleen), mild jaundice, thinned blood, in severe cases – fluids in lung, seizures, coma; mild cases – after 60 hours reduce the affected person's Stamina and Strength statistics by -2 points; severe cases – after 30 hours reduce the affected person's Stamina and Strength statistics by -8 points and their Agility statistic by -3 points; Fatality: mild cases – after 150 hours (save 1d20 roll GTET [25-Stamina], checked every 8 hours); severe cases – after 100 hours (save 1d20 roll GTET [30-Stamina], checked every 6 hours). The disease is primarily spread by blood-sucking insects. The initial infection is resisted on a save 1d20 roll GTET [28-Stamina].

**Meningitis**, Incubation Period: [1d100/5]+10 hours; Active Disease: [1d12\*12]+10 hours; Contagious: airborne pathogen (range 25 FT); Symptoms: moderate to severe fever, severe headache, stiff neck, bright lights hurting the eyes, drowsiness or confusion, nausea, vomiting; reduce an affected person's Intelligence and Wisdom statistics each by -4 points; affected persons fall asleep for 1d10\*15 minutes unless (save 1d20 roll GTET [29-Stamina]); Fatality: after 30 hours, (save 1d20 roll GTET [37-Stamina], checked every 6 hours. The initial infection is resisted on save 1d20 roll GTET [33-Stamina].



**Mumps**, Incubation Period:  $[1d10 \times 8] + 10$  hours after exposure; Active Disease:  $[1d100 \times 20] + 40$  hours; Contagious: airborne pathogens (range 40 FT); Symptoms: fever, headache, muscle aches, tiredness, loss of appetite; swelling of salivary glands, red rash on the neck and face; in severe cases (1d100 rolls GTET 96) – permanent deafness (save 1d20 roll GTET [30-Stamina]), brain inflammation; reduce an affected person's Intelligence and Wisdom statistics each by 1d3 and their Beauty statistic by -1 point; Fatality: mild cases – after 125 hours, save 1d20 roll GTET [26-Stamina] checked every 12 hours, severe cases – after 15 hours save 1d20 roll GTET [34-Stamina] checked every 8 hours. The initial infection is resisted on a save 1d20 roll GTET [30-Stamina].

**Pneumonia**, Incubation Period:  $[2d12 \times 12] + 12$  hours after exposure; Active Disease:  $[1d12 \times 12] + 50$  hours; Contagious: airborne pathogen (range 25 FT); Symptoms: general weakness, persistent cough, moderate to severe fever, chills, mild chest pain, fluid in lungs; reduce an affected person's Stamina and Strength statistics each by -1d4 points, their Intelligence and Wisdom statistics each by -2 points, after 30 hours affected persons suffer hp1 damage every 8 hours (limit hp20); Fatality: after 60 hours save 1d20 roll GTET  $[15 + [\text{hours active disease} / 12] - \text{Stamina}]$  checked every 8 hours. The initial infection is resisted on a save 1d20 roll GTET [31-Stamina]. When an affected person recovers the disease reoccurs after  $1d100 \times 12$  hours unless save 1d20 roll GTET  $[34 - (\text{hours bed rest} / 4)]$ .

**Polio**, Incubation Period:  $[2d100 / 3] + 50$  hours after exposure; Active Disease:  $[1d100 \times 8] + 150$  hours; Contagious: airborne pathogen (range 25 FT) plus contact with body fluids (save 1d20 roll GTET [32-Stamina]); Symptoms: mild cases – mild fever, sore throat, nausea, mild muscle or joint pain; aseptic severe polio (occurs on 1d100 rolls GTET 93) – stiffness in back or legs, abnormal skin sensations, paralysis of respiratory muscles; severe cases – reduce the affected person's Agility statistic by 1d4+1 points, reduce their Strength statistic by -2 points; in severe cases 1d4 of an affected person's limbs become paralyzed for  $[1d8 \times 25] + 100$  days unless save 1d20 roll GTET [28-Stamina] checked every 10 hours, the paralysis is permanent unless save 1d20 roll GTET [25-Stamina]; Fatality: mild cases – 1d100 roll of 100 checked every 20 days while paralyzed, aseptic cases – after 10 hours save 1d20 roll GTET [25-Stamina] checked every 15 hours. The initial infection is resisted on a save 1d20 roll GTET [27-Stamina]. Permanently reduce the Beauty of a person afflicted with permanently crippled limbs by  $3 \times [\text{number of affected limbs}]$  points. Most persons believe it is bad luck to associate with a person afflicted by crippling polio (social ostracizing, 1d20 roll GTET [28-Will]).

**Ravenous Hunger**, Incubation Period: 2d12/4 hours after exposure; Active Disease: 1d12/2 hours; Not Contagious; Symptoms: an overpowering hunger and compulsion to eat, drooling, agitation, nervousness, swollen or puffed cheeks; an affected person is compelled to immediately consume GTET 3 full days of rations (no save), beginning after 5 minutes and until food is consumed they suffer hp1 damage every quarter-hour (limit hp25); after consuming rations they fall asleep 3d6/2 hours unless succeeding save 1d20 roll GTET [35-Stamina] checked every half-hour; reduce an affected person's Agility statistic by 1d4+1 (distended stomach); Fatality: 1d100 roll of 100 (burst stomach) checked every hour for 1d8 hours after finishing eating.

**River Blindness**, Incubation Period: 1d20\*4 hours after exposure; Active Disease: [1d12\*4]+15 hours; Not Contagious; Symptoms: white film or coating over the eyeball (visibility is reduced to 3d20 percent of normal; low-light vision and infrared are completely lost while the disease is active), speckles or freckles on the forehead, mild fever, ringing in the ears, distaste for sweet foods; apply a -4 weapon penalty; Fatality: Not Fatal. The initial infection is resisted on save 1d20 roll GTET [33-Stamina].

**Scarlet Fever**, Incubation Period: [1d10\*12]+20 hours after exposure; Active Disease: [1d20\*1d8]+75 hours; Contagious: airborne pathogen (range 50 FT); Symptoms: widespread scarlet or scarlet-purple skin rash, itching sensations, sore throat, moderate to severe fever, swollen and sore neck glands, white coating on tonsils with pus, nausea, chills, mild to severe headaches, abdominal pain; reduce an affected person's Intelligence and Wisdom by -1d4+1 points and reduce their Stamina by -2 points; Fatality: after 60 hours save 1d20 roll GTET [26-Stamina] checked every 10 hours. The initial infection is resisted on a save 1d20 roll GTET [32-Stamina].

**Scurvy**, Incubation Period: 2d100+250 hours (GTET 11 days) after ceasing to consume fresh fruits (loss of diet); Active Disease: Until dietary deficiency is corrected; Not Contagious; Symptoms: tiredness, weakness, fingertip bleeding, easy bruising, poor healing, swollen gums; after 3 days of active disease reduce an affected person's Stamina and Strength statistics each by -1 point every day, affected persons suffer hp1 damage every 12 hours; Fatality: after 20 days, save 1d20 roll GTET [15+(number affected days)-Stamina] checked daily. Cure moderate wounds, cure serious wounds, and cure critical wounds can be used to control the symptoms of scurvy, requiring one spell/day/person – if the spell is not cast the affected person's underlying disease continues to be expressed. Remove disease immediately restores the affected person to normal health but if the underlying deficiency is not corrected it simply resets the incubation period clock. A person who receives the necessary vitamins to correct the disease requires 1d100\*20 hours to be fully restored to their healthy levels of capability.

**Sleep Deprivation**, Incubation Period: 22 hours rounds continually awake (humans, halflings, gnomes), 25 hours (Dwarves), or 32 hours (Elves). At the end of each additional hour without sleep each person suffers a 35% increase in chances for a spell misfire or backfire, a -1d2 reduction in their effective Agility, Intelligence, and Wisdom statistics. Where applicable, all characters suffer a -4 roll penalty (-20%) in using their class abilities. Treat penalties as stacking; after a fourth failed check characters fall asleep for 9+1d6 hours and cannot be woken for at least 6 hours. Those who have not reached their 4 Stamina check limit after twice their (racial) hour value also uncontrollably fall asleep for at least 12 hours.

**Sleeping Sickness**, Incubation Period: [1d8\*12]+10 rounds after exposure; Active Disease: [2d100\*2]+300 hours; Contagious: contact with bodily fluids (save 1d20 roll GTET [28-Stamina]); Symptoms: severe headaches, extreme fatigue, swollen lymph nodes, aching muscles, progressive confusion, loss hand/eye coordination, coma (after 350 hours save 1d20 roll GTET [26-Stamina] checked every 20 hours); reduce an affected person's Intelligence and Wisdom statistics each by -1 after every 30 hours, reduce their Stamina statistic by -1 every 3 days, apply a melee/ranged combat penalty of -1\*[rounds active disease/20,000]; Fatality: after 25 hours, save 1d20 roll GTET [15+(hours active disease)-Stamina] checked daily. The disease is generally spread by blood-sucking insects. The initial infection is resisted on a save 1d20 roll GTET [31-Stamina] checked per bite.

**Smallpox**, Incubation Period: 3d8+12 hours after exposure; Active Disease: [5d12\*1000]+24 hours; Contagious: airborne pathogen (range 25 FT); Symptoms: runny nose, upper respiratory tract congestion, mild chills, mild fever, mild to severe muscle pain, joint pain, many small red skin lesions, minor skin bleeding, skin sensitivity, permanent scars (Fortitude save DC22); reduce the affected person's Stamina statistic by -1 (after 1d6 days rounds by -2), reduce their Intelligence and Will statistics each by -1 (after 3 days rounds by -3); Fatality: after 1d4 days, save 1d20 roll GTET [32-Stamina] checked every 12 hours. The initial infection is resisted on a 1d20 roll GTET [30-Stamina]. Permanently reduce the Beauty statistic of a person with permanent skin scarring by -1d3 points. Many townsfolk will not associate with a badly-scarred person (bad luck).

**Smoke in the Eyes**, Smoke from burning wood native to Gehenna/Inferno has a terrible irritating odor, stings the eyes (experiences runny, watery eyes and degraded vision [-3 combat penalty] for 1d100/6 minutes unless 1d20 roll GTET [26-Stamina]), and sticks to a character's gear and clothing 4d8 minutes (+6 bonus for opponents track for 12 hours at 200 FT).

**Systemic Shock**, Incubation Period: 2d20+15 minutes after immersion in water LTET 50°F; Active Disease: Continuous until the body is warmed; Not Contagious; Symptoms: cold clammy skin, chills, numbness, dilated eyes, weak rapid pulse, loss of muscular coordination, blue lips and nails; becomes severe after [1d12/10]+1 hour, save 1d20 roll GTET 18+[active minutes-30] checked every quarter-hour; severe symptoms are seizures, paralysis (after 2 hours 15 minutes rounds of severe shock, save 1d20 roll GTET [31-Stamina] checked every half hour), coma (after 2 hours of severe shock, save 1d20 roll GTET [29-Stamina] checked every hour; reduce an affected person's Stamina and Strength statistics each by -1 point every 20 minutes, their Agility by -1 point every half hour, and reduce their Intelligence and Wisdom each by -1 point every 40 minutes; Fatality: 4 hours after coma, save 1d20 GTET [27-Stamina] checked every quarter hour. After being warmed an affected person recovers from a coma after 1d6\*15 minutes, and from paralysis after 1d8/2 hours. After severe systemic shock a person requires 1d100+10 hours complete bed rest otherwise experiences heart failure, save 1d20 roll GTET [34-Stamina] checked every hour.

**Tapeworms**, Incubation Period: 1d100+120 hours after exposure; Active Disease: Permanent until cured; Contagious: contact with bodily fluids (save 1d20 roll GTET [32-Stamina], range 10 FT); Symptoms: mild stomach pain, mild stomach irritation, ulcers, loss of appetite, fatigue, general weakness, diarrhea, swelling and water retention, in rare cases (1d100 rolls GTET 93) – loss of balance, dementia; reduce the affected person's Stamina and Strength statistic each -1 point every 60 hours, reduce their Agility -1 point every 80 hours; Fatality: in rare cases only – after 20 hours, save 1d20 roll GTET [24-Stamina] checked every 3 days 12 hours. The initial infection is resisted on a save 1d20 roll GTET [28-Stamina].

**Tetanus**, Incubation Period: 1d20+2 hours after exposure; Active Disease: 2d20+200 hours; Contagious: contact with body fluids (save 1d20 roll GTET [33-Stamina]); Symptoms: muscle and jaw stiffness, stiff neck, chills, red rash on the neck, sore throat, mild to moderate headache, facial tick, constipation; reduce their Beauty statistic by -2 points, after 75 hours the affected person suffers hp1 damage every 12 hours; Fatality: 1d100 roll GTET 97 checked every 25 hours. The initial infection is resisted on a 1d20 roll GTET [29-Stamina]. After 40 hours active disease an affected person's jaw becomes "locked" closed unless save 1d20 roll GTET [33-Stamina] checked every 4 hours; while a person's jaw is affected reduce their Beauty an additional -2 points; a spell caster cannot cast spells having a verbal component while their jaw is affected.

**Tuberculosis**, Incubation Period: 1d100+4 days after exposure; Active Disease: [3d20]+100 days; Contagious: airborne pathogen (range 50 FT); Symptoms: mild to moderate fever, chills, sweating, loss of appetite, chronic fatigue, persistent cough (bloody), shortness of breath; reduce an affected person's Stamina and Strength each by -1 point after 15 days then again after every subsequent 25 days; Fatality: after 200 days, save 1d20 roll GTET [25-Stamina] checked every 25 days. The initial infection is resisted on a 1d20 roll GTET [28-Stamina].

**Typhoid Fever**, Incubation Period: 3d20+12 hours after exposure; Active Disease: [1d12\*500]+100 hours; Contagious: airborne pathogen (range 30 FT) plus contact with body fluids (save 1d20 rolls GTET [36-Stamina]); Symptoms: headache, constipation, malaise, sustained moderate to high fever, weakness, stomach pains, loss of appetite, abdominal rash of flat, rose-colored spots; reduce the affected person's Stamina and Strength statistics each by -1d4 and reduce their Agility statistic by -2 points, an affected person suffers hp1 damage every 10 hour; Fatality: after 40 hours, save 1d20 roll GTET [34-Stamina] checked every 5 hours. The initial infection is resisted on a save 1d20 roll GTET [32-Stamina]. An affected spell caster has their spell fail (1d100 rolls GTET 40) or has unexpected results (rolls LTET 39) unless succeeding on a 1d20 roll GTET [35-Will].

**Vampiricism**, Incubation Period: 3d20 days after exposure; Active Disease: permanent until cured; Contagious: only through saliva or blood contact; Symptoms: affected person develops silver eyes, enlarged canine teeth, and a transient (100 hours) silver rash on the hands; Fatality: Not Fatal. The initial infection is resisted on a save 1d20 roll GTET [38-Stamina]. An affected person gains a +1 bonus to Strength checks, gains a +50 year bonus to their natural life span, gains low-light vision (100 FT), and detects undead (range 250 FT). An affected person suffers 1d8 damage from touching/handling Holy Water, and is poisoned by garlic (save 1d20 roll GTET [32-Stamina]). An affected person rises in the undeath of a Vampire 120 nights after their death unless they are buried head down with a wood stake through their heart.

**Wharroharisis**, Incubation Period: 2d20+4 hours after exposure; Active Disease: 1d100+1d20 +1d12 hours; Contagious: last 10 hours of incubation and initial 3d20 hours (airborne 40 FT); Symptoms: the victim's neck and arms swell, their hair becomes white, their vision becomes blurry, they become effectively deaf, and they have the strong taste of vinegar; temporarily reduce an affected person's Strength statistic by -4 points, reduce their Agility by -2 point, and apply a -3 to hit penalty; Fatality: on 1d100 rolls GTET 90 checked every 24 hours, save 1d20 rolls GTET [28-Stamina]. The initial infection is resisted on a saving roll of 1d20 GTET [33-Stamina].

**Whooping Cough**, Incubation Period: 3d12/4 days after exposure; Active Disease: 2d100+24 hours; Contagious: 15 hours into incubation period, airborne pathogen (save 1d20 roll GTET [35-Stamina], range 30 FT), contact with body fluids (save 1d20 roll GTET [32-Stamina]); Symptoms: early stage (first 60 hours) – cough, mild fever, running nose (cold), sneezing, fatigue, blue/black face, end stage – heavy sweating, fluid buildup in lungs, coughing spasms, shallow rapid breaths, dry cough, breathing problems, nausea; early stage – reduce Beauty statistic -1d4+2 points; end stage – reduce an affected person's Stamina and Strength statistics each by -1 every 10 hours, the affected person suffers hp1 damage every 6 hours; Fatality: after 12 hours into end stage, save 1d20 roll GTET [31-Stamina] checked every 8 hours. The initial infection is resisted on a save 1d20 roll GTET [31-Stamina]. A recovering person has their Beauty permanently reduced by -1d4 points unless succeeding on 1d20 roll GTET [30-Stamina]. During the end stage an affected spell caster cannot perform a spell unless succeeding on a 1d20 roll GTET [28-Will] checked every spell.

**Yellow Fever**, Incubation Period: 2d12 hours after exposure; Active Disease: 3d100 hours; Contagious: after 40 hours, airborne pathogen (range 12 FT); Symptoms: disfiguring disease causing the victim's face to turn yellow with yellow eyes, open facial sores, a hacking cough, joint pains, high fever; an affected person's effective Beauty statistic is reduced by -8 points (permanently reduced -4 unless succeeding on a 1d20 roll GTET [29-Stamina]), their effective Strength statistic is reduced -10 points; Fatality: after 20 hours, save 1d20 roll GTET [27-Stamina] checked every 5 hours. The initial infection is resisted on a save 1d20 roll GTET [31-Stamina]. An affected spell caster experiences spell failure (1d100 roll GTET 66) or unexpected results (rolls LTET 65) unless succeeding on a 1d20 roll GTET [32-Will]