

ISSUE
21

FILES FOR EVERYBODY

UNCOMMON DISEASES



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PATHFINDER
COMPATIBLE

2ND EDITION



FILES FOR EVERYBODY UNCOMMON DISEASES

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ABOUT EVERYBODY GAMING

Everybody Games began as the blog of Alexander Augunas in January 2014 under the name Everyman Gaming, where he wrote about *Pathfinder Roleplaying Game* tips, tricks, and techniques for both players and GMs. In May of 2014, Alex began talks with the Know Direction Network about bringing his blog to their site under the name *Guidance*. At the same time, Alex transformed Everyman Gaming into the company it is today so he could begin self-publishing his works. In 2016, he teamed up with

Rogue Genius Games to release *Ultimate Occult* and has remained with them since. In 2019, the company's name changed to Everybody Games in order to reflect our mission to get everyone gaming.

Want to check out a full listing of Everybody Games' products and stay up-to-date with Everybody Games' announcements? Visit <http://www.everybodygames.net>!

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Look, we get it. Getting your closest friends and family together for a Tabletop RPG session is tough. Not only do you need to pick a system that everyone wants to play, but everybody needs to build characters that work well together, the GM needs to choose or create a perfect campaign pitch, and to top it all off you gotta find time where everyone can get together and game. It's not easy! Which is why you need a publisher who knows how difficult it is to get everybody together and on the same page. That's why you need Everybody Games.

Welcome to *Files for Everybody*, a Third-Party Pathfinder Second Edition product series brought to you by Everybody Games. We know how tough it is to get everybody together around the table, so we try to provide you exactly the content you need to keep everybody excited and invested in your Pathfinder Second Edition campaign. From new classes to class feats, archetypes to skill feats, spells to rituals, ancestries and monsters, and much more, Everybody Games has what you need to get everyone gaming!

~ Alexander Augunas

Publisher & Crunchmaster of Everybody Games

GETTIN' SICK

The new diseases presented in this product are uncommon, meaning that by default most are unable for PCs to inflict upon others unless the GM says otherwise. Instead, these diseases are usually the result of traveling to remote regions or exposing one's self to regions where magical radiation has resulted in deadly, mutant pathogens. They're anything but common colds!

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DISEASES

In a world where the impossible is possible and magic is a reality, it comes as no surprise that all manner of bizarre pathogens plague the land. While uncommon by comparison to more mundane ailments like tuberculosis, influenza, or the common cold, these diseases are no less deadly for being rare. In fact, their virology is often so bizarre and upsetting that it's relatively common for victims of these strange and supernatural afflictions to be pronounced death on the spot, doomed by the powers that be.

BOTANICAL BLIGHT

DISEASE 13

UNCOMMON DISEASE MAGICAL TRANSMUTATION

A virulent pathogen systemically converts a living victim's biomass into common plantlife.

Saving Throw DC 30 Fortitude; **Onset** 1 day; **Stage 1** clumsy 1 and -10 feet to all your Speeds (1 day); **Stage 2** clumsy 2 and -15 feet to all your Speeds (1 day); **Stage 3** clumsy 3, -20 feet to all your Speeds, and flat-footed (1 day); **Stage 4** as stage 3; **Stage 5** transformed into a common plant of approximately the same size that's native to the place where the victim was born for an unlimited duration. This is a transmutation effect with an unlimited duration that can only be reversed by 10th-level spells such as *alter reality*, *miracle*, or *wish*.

MELTING DEATH

DISEASE 15

UNCOMMON DISEASE MAGICAL TRANSMUTATION

This vile plague ravages its victim's body, causing their physical form to melt into a puddle of fleshy slurry.

Saving Throw DC 32 Fortitude; **Onset** 1 day; **Stage 1** clumsy 2 (1 day); **Stage 2** clumsy 2 (1 day). While clumsy 2 or higher, whenever the victim uses a manipulate or move action, they must succeed at a DC 11 flat check or the action is disrupted as their flesh sloughs off from their bones. **Stage 3** clumsy 2 (1 day). While clumsy 2 or higher, whenever the victim uses an attack, concentrate, manipulate, or move action, they must succeed at a DC 13 flat check or the action is disrupted as their flesh sloughs off from their bones. If the triggering action was an attack or manipulate action, the victim drops one random item they were holding on a critical failure. If the triggering action was a move action, the victim falls prone on a critical failure. **Stage 4** as stage 3. **Stage 5** death.

MINDREAVEYER'S MALEDICTION

DISEASE 20

UNCOMMON DISEASE MAGICAL MENTAL

This magically engineered contagion overwhelms mortal minds, enthraling the masses.

Saving Throw DC 30 Fortitude; **Onset** 1 day; **Stage 1** sickened 2 (1 day); **Stage 2** sickened 2 and stupefied 2; **Stage 3** fascinated, sickened 2, stupefied 2 (1 day). The victim is fascinated with all sensations they experience, such as sight, sound, and tactile pressure. As an action, they can attempt a Will save against the disease's save DC to suppress the fascinated condition for 1 minute; **Stage 4** as stage 3; **Stage 5** controlled by a malevolent alien will from beyond the stars for an unlimited duration, becoming an NPC under the GM's control for as long as you remain infected. This entity can control the victim from any distance as long as they remain on the same plane as it, and they cannot resist any commands that the entity gives them, even if they are against their nature.

MORTASHEEN

DISEASE 15

UNCOMMON DISEASE FEY MAGICAL TRANSMUTATION

Engineered by fey pathologists, this horrific disease transforms mortals into twisted forms.

Saving Throw DC 20 Fortitude; **Onset** 1 day; **Stage 1** clumsy 1 and sickened 1 (1 day); **Stage 2** clumsy 2 and sickened 2 (1 day); **Stage 3** clumsy 2 and sickened 2 (1 day). While clumsy, the victim's appearance changes so that they appear to have physical traits that are evocative of another creature of the same type; **Stage 4** clumsy 2 and sickened 2 (1 day). While clumsy, the victim's appearance changes to resemble that of another creature of the same type, as *disguise self* with an unlimited duration and the transmutation trait instead of the illusion trait; **Stage 5** death (1 day), then forcibly resurrected as another creature of the same type, as *reincarnate*.

SAPIENCE POX

DISEASE 14

UNCOMMON DISEASE MAGICAL MENTAL

Ravaging the very mind of its victims, sapience pox diminishes its victim's cognitive functions.

Saving Throw DC 31 Fortitude; **Onset** 1 day; **Stage 1** stupefied 2 (1 day); **Stage 2** stupefied 3 (1 day); **Stage**

3 stupefied 4 (1 day); **Stage 4** stupefied 4 and the victim can't cast spells, use concentrate actions, or use any actions that require mental facilities (1 day); **Stage 5** affected as though it had critically failed at a saving throw against *feeblemind*; **Stage 6** death

SHAPESHIFTER'S POX

DISEASE 4

UNCOMMON DISEASE MAGICAL

A deadly respiratory disease, shapeshifter's pox causes shapechanging creatures to lose control of their shapechanging.

Saving Throw DC 20 Fortitude; **Onset** 1 day; **Stage 1** enfeebled 1 (1 day). While enfeebled, the victim must succeed at a DC 11 secret flat check or become sickened 1 (sickened 2 on a critical failure); **Stage 2** enfeebled 2 (1 day). Every 30 minutes that the victim is enfeebled, they must succeed at a DC 11 secret flat check or become sickened 1 (sickened 2 on a critical failure). If the victim Retches while using Change Shape, the disease attempts to counteract the Change Shape (counteract +12, DC equals the target's Deception DC); **Stage 3** enfeebled 2 (1 day). Every 10 minutes that the victim is enfeebled, they must succeed at a DC 11 secret flat check or become sickened 2 (sickened 4 on a critical failure). If the victim Retches while using Change Shape, the disease attempts to counteract the Change Shape (counteract +14, DC equals the target's Deception DC); **Stage 4** as stage 3; **Stage 5** death

SHRINKING SHIVERS

DISEASE 18

UNCOMMON DISEASE

As this dreadful disease's name implies, victims of the sweats start to sweat uncontrollably.

Saving Throw DC 38 Fortitude; **Onset** 1 day; **Stage 1** sickened 1 (1 day); **Stage 2** enfeebled 1 and sickened 2 (1 day). While enfeebled, reduce the victim's size by one size (Medium to Small). This reduces the victim's space and reach by 5 feet (minimum 0 feet); **Stage 3** enfeebled 2 and sickened 2 (1 day). While enfeebled, reduce the victim's size by two sizes (Medium or smaller to Tiny). This reduces the victim's space and reach by 10 feet (minimum 0 feet); enfeebled 2 and sickened 2 (1 day); **Stage 4** enfeebled 3 and sickened 2 (1 day). While enfeebled, reduce the victim's size by three sizes (Large or smaller to Tiny). This reduces the victim's space and reach by 10 feet (minimum 0 feet); **Stage 5** enfeebled 4 and sickened 2 (1 day). While enfeebled, reduce the victim's size by four sizes (Huge or smaller to Tiny). This reduces the victim's space and reach by 10 feet.

THE SWEATS

DISEASE 10

UNCOMMON DISEASE

As this dreadful disease's name implies, victims of the sweats start to sweat uncontrollably.

Saving Throw DC 28 Fortitude; **Onset** 1 day; **Stage 1** sickened 2 and every 8 hours gone without drinking water counts as 1 day without water when determining thirst; **Stage 2** sickened 2 and every hour gone without drinking water counts as 1 day without water when determining thirst; **Stage 3** sickened 3 and every 30 minutes gone without drinking water counts as 1 day without water when determining thirst; **Stage 4** sickened 4 and every 30 minutes gone without drinking water counts as 3 days without water when determining thirst; **Stage 5** death

TAINTED BLOOD

DISEASE 11

UNCOMMON DISEASE MAGICAL NECROMANCY

Highly contagious, this supernatural plague animates the victim's blood, willing it to force itself free from the victim's body.

Saving Throw DC 29 Fortitude; **Onset** 1 day; **Stage 1** The first time each round that the victim uses an action or whenever the target uses an activity, they must succeed at a DC 11 flat check or take 1d4 persistent bleed damage; **Stage 2** drained 1, and the first time each round that the victim uses an action or whenever the target uses an activity, they must succeed at a DC 12 flat check or take 1d6 persistent bleed damage; **Stage 3** drained 2, and the first time each round that the victim uses an action or whenever the target uses an activity, they must succeed at a DC 13 flat check or take 1d8 persistent bleed damage; **Stage 4** drained 3, and the first time each round that the victim uses an action or whenever they use an activity, they must succeed at a DC 14 flat check or take 2d8 persistent bleed damage and become doomed 1 while bleeding; **Stage 5** death

ZOOBONIC PLAGUE

DISEASE 15

UNCOMMON DISEASE MAGICAL TRANSMUTATION

Hailing from the darkest reaches of space, this rare disease of unknown origin transforms ordinary sapient beings into common animals.

Saving Throw DC 20 Fortitude; **Onset** 1 day; **Stage 1** clumsy 1 and stupefied 1 (1 day); **Stage 2** clumsy 2 and stupefied 2 (1 day); **Stage 3** clumsy 2 and stupefied 2 (1 day), and the victim is affected for an unlimited duration as though they had succeeded at a saving throw against *baleful polymorph*; **Stage 4** clumsy 2 and stupefied 2 (1 day), and the victim is affected for an unlimited duration as though they had failed at a saving throw against *baleful polymorph*; **Stage 5** the victim is affected for an unlimited duration as though they had critically failed at a saving throw against *baleful polymorph*.



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NEXT TIME!

In Issue 22 of Everybody Games's *Files for Everybody*, Scoundrel Options! Goddess-Tier author Sasha Hall provides you with a slew of new archetype feats for many of the Advanced Player's Guide's most popular scoundrel archetypes. Assassins, loremasters, poisoners, and more get their due in the next installment of *Files for Everybody*!

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