

PERSEUS'S GUIDE TO DISEASE

The world is a tragically rife with dirty places, and though I am loathe to stay any amount of time in such circumstance as does not promise to proportionally reward my grave sacrifice with riches and pleasures, the sad fact of life is that most places an adventurous soul can hope to make their fortune are endemically filled with **disease**.

The Nature of Plagues Whereupon I had entered the city of Pallid Square and found an inn, I quickly retired after a long day's ride. To my dismay I awoke to the whooping coughs of one wracked with **Dislemiya**, a most foul and virulent condition. My fey ancestry had permitted the sickness to pass me by, and being the most knowledgeable of medicine I quickly took charge of the situation. By midday I was yet without proper rest and aggressively negotiating my payment for this invaluable service with the mayor as I sought the source of the outbreak. Quickly I discerned only those households without water drawn from the town's main three wells had been spared some blemish of the outbreak, and awayed to the subterranea (with half up front cliking in my purse) at rumour of religious ascetics dwelling there beneath the town.

As it would happe, this was a den of none other than the pestulant adherants of Talona. The vile mistress of sickness had beset this town with her scavengers, and when they'd disinterred the un-rotting corpse of an ancient troll encased within amber deep inside the still trunk of its prdigious killer, a treant. After breaking the amber the enhanced rate of decomposition resulted in the trolls bones turning to a strange liquid which they poured into viles and doused the water supply with. This I learned from the notes of their chief cleric, for upon making them for the vermin they were, I administered the *surgeon's special*—a lightning arrow straight to the heart. Stops the patient's heart ten times out of ten, though less agile fingers than my own may need to attempt several incisions.

Returning triumphant in my cause and seeking the other half of my payment, I was perturbed by the dawning of the light bringing with it sights of greater sickness. It seemed that the town was utterly in the throes of this ailment, and the clerics could only cure so many at once. After arranging for a funnel of holy water to be poured into the underground lake that fed the wells, I retired to my instruments with a severely sick patient and proceeded to lance relentlessly the strange warts spreading over their skin. Quickly I deduced that while popped blemishes would quickly regrow, those scorched with some small flame as from a candle or torch would stay seared shut. We learned any element of the dermis—skin, hair, nails, teeth, or other body extrema of an infected person would all lead to the infection of others. The conditions of the afflicted rapidly deteriorated, but I manage to save a good three thirds of the town through my swift ad decisive application of foundational medical principles: divide and conquer.

Common Occurances Some diseases are less quick to spread and kill than others, though nobody is wont to downplay the effects of pestilience the every day lives of the common folk—dreary and dull though their lives may seem, for in truth they are, this population of the hygenically underprepared and medicinally ill-educated can lead to a steady circulating population of disease that the countryfolk simply learn to live with for virtue of any alternative short of suicide. Those who live close to and within the good graces of a temple to some benevolent diety may live free of such concerns, but few and far between are such institutions.

Other common diseases are a byproduct of labour. For those folk who live near mines or sufficiently advaced industry, the black lung is a concern for the manual labourers. The ports of Faerûn run rampant with vinereal diseases.

THE ANATOMY OF A SICKNESS

Vector: What kind of exposure prompts attempts to resist infection?

Virulence: What is the DC to avoid infection?

Defense: What kind of Saving Throw is made to stave off infection?

Incubation Period: How long from infection til the symptoms of the disease manifest.

Immediate Symptoms: What occurs upon the end of the incubation period?

Rejection Attempt: What saving throw is made at what DC every long rest to fight the disease?

Rejection Failure: What happens if you fail a rejection attempt test.

Rejection Success: What happens if you succeed a rejection attempt.

Curative: DM discretion and the use of appropriate skills and magicks may heal a disease, but for the adventurer who must fly by the seat of their pants and rely upon sheer guile, there is always some way to stave off the worst effects of a disease; hopefully the adventurers can figure out what that is...

DISLEMIYA

A potent reversal of the bone marrow of trolls, turning their regenerative properties into a degenerative condition that affects most humanoids with the notable exception of those of Fey Ancestry. Those afflicted with Dislemiya grow inflamed boils across their whole body.

Vector: Drinking water sullied with a solution containing at least 2% the dermis of a thing with Dislemiya (infected, not showing symptoms). Remember hair, skin flakes in the form of dust, and bodily fluids mixed with skin from the inside of the mouth could all serve to achieve that 2%. Contact with ancient troll bones which have been boiled has a 50% chance of acting as zero point for infection.

Virulence: DC 13

Defense: Constitution

Incubation Period: 1d12 Hours

Immediate Symptoms: The body breaks out in sweltering boils which impose disadvantage on all attacks and physically based skill checks made by the user.

Rejection Attempt: Constitution DC 11

Rejection Failure: You temporarily lose +1d6 hitpoints after the long rest heals you. Each successive failure adds another 1d6 to this lost HP, how much is lost being rerolled upon each failure.

Rejection Success: The number of d6 rolled to take damage at the end of your rest is reduced by 1. If you would be rolling -1d6 or 0d6, you recover from the disease.

Curative: Dealing at least 1 fire damage to the exposed skin of a person with Dislemiya causes the immediate symptoms of the conditions to retreat for 2d4 minutes.

BLACK LUNG

Developed from too much ash and coal dust ingested over a short period of time. Those without functional lungs are immune, but unless immune to disease, none others are spared.

Vector: For every week spent mining or half-week spent working in retched smoke-filled factory/workshoppe, roll 1d4. If 1, roll to resist infection.

Virulence: DC 10

Defense: Constitution

Incubation Period: 1d6+1 Days

Immediate Symptoms: The lung fills with a dark bile and the user is forced to hack it up every half minute. This means every 5th round of combat (assuming a cough right before it begins) the creature loses its main action to coughing. Checks reliant upon coherent conversation with others are at disadvantage.

Rejection Attempt: Constitution DC 9

Rejection Failure: You temporarily lose 1 point of Constitution and readjust your maximum HP. If your Constitution score is reduced to zero, you die.

Rejection Success: You regain 1 point of Constitution if any are temporarily lost to the disease.

Curative: Milk will suppress the effects for 1d4 hours, but a Constitution DC 5 check must be made to swallow it without hacking it back up.

SEAMAN ACHES

The draw of traveling the world brings one to all sorts of exciting places. Unfortunately, not all these visits are without an unseen price—especially amongst those from cultures and lands where vinereal diseases are practically unheard of, caution can be thrown to the wind by sailors too long at sea without pleasureable company.

Vector: Bodily fluid exchange with other infected.

Virulence: DC 12

Defense: Intelligence

Incubation Period: 1d20 Days

Immediate Symptoms: The mind becomes sluggish and bags develop under the eyes. Easily covered by cosmetics, may impose a -1 conditional modifier to charm attempts if cosmetics not used.

Rejection Attempt: Intelligence DC 10

Rejection Failure: The DM secretly rolls a d12. On a 10 or up, nothing happens. On a 9 or below, you will have a fit in 1d12 hours or when next attempting a long rest—whichever comes first. You will be immobilized by a crushing head ache for three rounds, then make an Intelligence DC 15 Saving Throw. On a failure remain immobilized for three more rounds and temporarily lose 1 intelligence. Once 3 intelligence has been lost in this way, the condition is with you permanently but no longer suffer from the headaches. Only magick may cure you now.

Rejection Success: Once you have succeeded three times, you recover.

Curative: Alcohol will prevent a rejection attempt check when long resting, but you must have become inebriated within the past two days.