



# Nature's Wrath

## A Guide to Poisonous Plants and Infectious Diseases



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Nature's Wrath

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## A Guide to Poisonous Plants and Infectious Diseases

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# Nature's Wrath

## INTRODUCTION

Welcome to the pages of Nature's Wrath. This supplement features rules for poisons, diseases and new conditions that can be applied to any d20 game. Chapter 1 covers many poisons including toadstools and microbial poisons. Chapter 2 covers the diseases and includes encounter tables, optional rules for epidemics, and variant *remove disease* spells. The Final chapter covers the many new conditions that are alluded to in the previous chapters, such as hallucinations and vomiting. This revision also features an appendix that covers rules for addiction.

## DOCUMENT FEATURES

This supplement fully embraces the advantages of electronic publishing. The Table of Contents is completely hyper-linked, as is the list of Bookmarks. There are also several internal hyper-links in this document to assist in navigation. This document also features several external hyper-links connecting to the [hypertext d20 SRD](#). These links appear in **blue text** and are often key words such as

**shaken**. If you are connected to the Internet, you can click on these links to bring up the relevant game information quickly without consulting your books.

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# Nature's Wrath



## CHAPTER 1: POISONS

### INTRODUCTION

In our own world, modern understanding of toxicology didn't begin until the 16<sup>th</sup> century and didn't reach significance until the 19<sup>th</sup> century. However, in a fantasy realm where magic, druids, scholars, herbalists and others are involved, a more complete understanding of toxins is possible.

Furthermore, accidental poisoning is often a more serious hazard than deliberate poisoning. Therefore, this chapter is primarily intended to increase the dangers associated with eating. Whenever characters eat a prepared meal in a tavern or forage for food in the wilderness they gamble with death.

### POISON DESCRIPTIONS

Poisons take several forms: microbial, plant, animal, and derived. Microbial poisons are actually microscopic organisms such as fungi and bacteria. Toadstools and shellfish poisoning are examples of microbial poisons. Microbial poisons usually must be consumed to be effective.

Plant poisons are such things as nightshade and hemlock. Most, but not all, plant poisons must be ingested. Poisonous plants can also be burned, causing a cloud of poisonous smoke. This reduces the onset time to 1d3 rounds.

Animal poisons are usually transmitted through bites and stings and are covered in detail in their monster entries.

Derived poisons are such things as toadstool tea and hemlock juice. A derived poison has the same toxic properties as the source it was derived from but its onset time is reduced to 2d10 minutes and its potency may be increased (DM discretion).

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## Onset

The time it takes for the damage and symptoms of a poison to begin.

## Initial Damage

The damage sustained after failing the first saving throw. The symptoms (in parentheses) are abbreviations for optional additional penalties from [Chapter 3](#). Unless noted otherwise, these symptoms persist until the ability score damage caused by the poison is completely healed.

## Secondary Damage

The damage received after the second failed check. This damage occurs usually, but not always, 1 minute after the initial damage. The symptoms (in parentheses) are abbreviations for optional additional penalties from [Chapter 3](#). Unless noted otherwise, these symptoms persist until the ability score damage caused by the poison is completely healed.

## DC

The DC for the saving throw and also for Heal checks to treat a poisoned character.

*\* Note:* These rules assume the plant in question has been ingested. If the plant is burned and the smoke inhaled, consider the onset time to be 1d3 rounds, ignore gastrointestinal symptoms and add headache, nausea and anything else you deem appropriate.

*\*\*A Note on Severe Symptoms:* Several of these poisons cause coma, paralysis, respiratory paralysis, shock, and death. Note that these five symptoms/conditions do not occur unless the subject's ability score has been reduced to 0 by the poison. In the case of "death," this supersedes the standard rules for ability score damage ([SRD](#)).

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### SHELLFISH

There are five types of toxins associated with shellfish. Shellfish do not typically produce poison. Instead, they sometimes feed on plankton, which pollutes their bodies with toxins and amino acids. There is no way to identify a polluted shellfish from a safe one without magic. Cooking does not dilute shellfish toxins.

**Amnesic:** This type of poisoning is most commonly associated with eating mussels. It results in severe memory loss, confusion and disorientation. Vomiting, diarrhea, and abdominal cramps usually occur also. In extreme cases convulsions and even coma are possible.

**Diarrheic:** This toxin is most often found in oysters, mussels and scallops. It affects the digestive track, causing nausea, vomiting, diarrhea, and abdominal pain accompanied by chills, headache, and fever.

**Histamine:** This poison is actually associated with finfish such as the mahi mahi, bluefish, sardines, mackerel, amberjack, abalone and tuna. Ingesting this poison causes tingling sensations in the mouth, a rash on the upper body and a slow pulse. Frequently, headaches and itching of the skin are encountered. The symptoms may progress to nausea and vomiting.

**Neurotoxin:** Although this is a shellfish poison, it is also occasionally found in several species of finfish including the mackerel, grouper, snapper, and triggerfish. Neurotoxins cause both gastrointestinal and neurological symptoms, including tingling and numbness of lips, tongue, and throat, muscle pain, dizziness, temperature inversion, diarrhea, and vomiting.

**Paralytic:** This type of poison is usually found in clams, mussels and scallops. These toxins affect the nervous system, often causing tingling, burning, numbness, drowsiness, incoherent speech, and respiratory paralysis.

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**TABLE 1-1: MICROBIAL POISON**

Poison	Onset	Initial Damage (Symptoms)	Secondary Damage (Symptoms)	DC
<b>Shellfish</b>				
Amnesic	4-48 hours	1d4 Int (Ml. Do)	1d6 Int (Ml., Sk.)	17
Diarrheic	30-120 min.	1d2 Con (D, Ac., Mn.)	1d4 Con (N.)	16
Histamine	1-30 Min	1d2 Con (T., R., Sp. Ha.)	1d3 Con (N., V.)	15
Neuro-toxic	30-120 min.	1d2 Dex (T., Mp., Ti., D., V.)	1d4 Dex (Dz., Nb.)	16
Paralytic	30-120 min.	1d6 Str (T., Nb.)	2d6 Str (P.)	18
<b>Toad Stools</b>				
Death Cap	6-48 hrs	2d4 Con (Ac., Pv., It., Lu.)	2d6 Con (W., Ps., Pr.)	20
False Morel	6-10 hrs	1d4 Con (Ac., Ha.)	1d6 Con (D., Ih.)	18
Inky Cap	See text	1d2 Con (Ha., V., Fl.) see text	1d4 Con (Mn., Cd.) see text	17
Muscarine	15-30 min.	1d4 Dex (Es., Ep.)	1d4 Dex (Ac., Sn., D., Bv., Lb.)	12
Psilocybin	10-20 min.	1d2 Wis (Mi., Dl., F.)	1d3 Wis (Si., Hl., C., Co.)	16
Sickener	15-30 min.	1d2 Con (N., V., D., Ac.)	1d4 Con (D.)	14
Webcap	3-14 days	1d4 Con (It., Eu., Ha., Mp., N., Cl.)	1d6 Str 1d6 Con (Ss., U.)	16

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## TOADSTOOLS

There are seven broad types of poisonous mushrooms, also known as toadstools. Properly identifying a mushroom is a difficult task, even for those who are trained. Misidentifying a poisonous toadstool as edible fungi is a common source of poisoning. Toadstools are highly toxic and are not diluted by cooking. In fact, cooking with toadstools poisons the entire meal. Diners of a mushroom sauté need not eat the fungus itself to be poisoned. There are dozens of poisonous mushrooms in the world, far too many to catalog here. Luckily, all toadstools can be grouped into four basic categories. Below, one toadstool of each type has been identified and the names of the others have been mentioned where possible. Related toadstools usually have similar effects but often look quite different.

**Death Cap:** The death caps are closely related to several other highly toxic toadstools, including the Fool's Mushroom and the Autumn Skullcap. The Death Cap is a pure white toadstool, easily confused with several species of edible mushrooms. Eating

Death Caps causes a type of poisoning that is characterized by a long onset time during which the subject shows no symptoms. Symptoms suddenly appear at the end of the latent period in the form of severe

abdominal cramps, persistent vomiting and diarrhea, extreme thirst, and kidney failure. If this early phase is survived, the patient may appear to recover for a short time, but this period will usually be followed by a rapid onset of weakness, prostration, and pain-caused restlessness. Death from progressive and irreversible liver, kidney, cardiac, and skeletal muscle damage may follow within 48 hours. Two or three days after the onset of the later phase, jaundice and chills occur. Death usually follows a period of coma and occasionally convulsions. If recovery occurs, it is generally accompanied by permanent liver dysfunction (5 years older, -4 Constitution). There is no treatment besides magic for those poisoned with death caps.



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**False Morel:** These toadstools contain a volatile hydrazine derivative. The symptoms have a sudden onset that occurs 6 - 10 hours after ingestion. Symptoms include abdominal cramps, severe headache, vomiting, and sometimes diarrhea.

**Inky Cap:** The Inky Cap mushroom and a few related species produce coprine, which is changed to cyclopropanone hydrate in the body. This compound interferes with the breakdown of alcohol. Consumption of alcoholic beverages within 72 hours before or after eating Inky Caps will cause headache, nausea, vomiting, flushing, and cardiovascular disturbances that last for 2 - 3 hours. A complicating factor in this type of poisoning is that this species is generally considered edible as long as they are not consumed in association with alcoholic beverages.

**Muscarine:** Muscarine is a neural toxin found in several types of toadstools. Ingestion of any of these fungi results in an illness characterized primarily by profuse sweating. Increased salivation is also

typical. With large doses, these symptoms may be followed by abdominal pain, severe nausea, diarrhea, blurred vision, and labored breathing. Recovery from this poison is rapid. Intoxication generally subsides within 2 hours.

**Psilocybin:** Several types of mushrooms, when ingested, produce a syndrome similar to alcohol intoxication, sometimes accompanied by hallucinations. These mushrooms are sometimes eaten for their psychotropic effects in religious ceremonies of certain tribes. The onset of symptoms is usually rapid and the effects generally subside within hours (characters regain 1 point of Wisdom per hour after poisoning rather than 1 per day). Large doses may cause mild or severe intoxication, delusions, hallucinations, fever, convulsions, coma, and death. These mushrooms are generally small, brown, nondescript, and not particularly fleshy.

**Sickener:** The Sickener is just one of numerous mushrooms containing toxins that cause gastrointestinal distress. The list of similar

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mushrooms includes the Green Gill, Gray Pinkgill, Tigertop, Jack O'Lantern, Naked Brimcap, Horse Mushroom and Pepper Bolete. Symptoms caused by eating these mushrooms include, but are not limited to, nausea, vomiting, diarrhea, and abdominal cramps. Some of these toadstools may also cause vomiting and/or diarrhea which lasts for several days. Dehydration becomes an added symptom in these cases.



**Webcap:** The Webcap and some of its relatives produce orellanine, which poisons with an extremely long onset period of 3 to 14 days. Intense, burning thirst and excessive urination are the first symptoms. Nausea, headache, muscle pain, spasms, chills, and loss of consciousness often follow.



## Poisonous Plants

There are dozens of toxic plants covered in this section. The toxic agent in a poisonous plant is always an acid, a sugar, a resin, or an alkaloid. Sugar-based poisons are the most common among the toxic plants. Sugar-based poisons can be found in nightshades, hemlock, and many other toxic plants. Acid-based poisons are fairly rare and not likely to be eaten in large quantities. They inflict severe burning in the mouth and throat if eaten, thus alerting most creatures to their dangerous qualities. However, most poisons (sugars, alkaloids, and resins) do not inflict immediate suffering and might be consumed in large quantities before any adverse reaction begins. Nearly all the plants in this section are toxic to humanoids. Many are also poisonous to animals. A few poisonous plants in this section are especially toxic to certain animals, such as hellebore, which is very dangerous to sheep. See each poison description for details regarding any special effects on certain species.

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**TABLE 1-2: PLANT POISONS**

Poison	Onset	Initial Damage (Symptoms)	Secondary Damage (Symptoms)	DC
Angel's Trumpet	1-20 min	1d6 Wis ( Bv., Do., Ha., F., It., Mn.)	2d6 Wis (B., Hl., N., Cd., Co.)	18
Arrow Grass	5-30 min	1d3 Dex (Ch, Cd, It, Is, Do, Bv)	1d4 Con (Kf, Hl, Dw)	12
Baneberry	2-8 min	1d4 Con (V., Ac., D., Ha., Dz., Cd.)	2d4 Con (C., Sk.)	16
Beans	1-3 hrs	1d2 Con (N., V.)	1d2 Con (Ac.)	14
Bitterweed	5-60 min	1d4 Con (Rc., Cg., V., D., W., Tr.)	1d6 Con (Pa.)	15
Black Locust	1-4 hrs	1d4 Con (Dp., La., Pa., Ac., D., V.)	2d4 Con (Mn. Ch.)	16
Bleeding Heart	5-60 min	1d4 Wis (La., Do., Sk., Mc.)	2d4 Wis (Co., Rp.)	18
Bracken Fern	1-4 hr	1d4 Wis (Bd., W., Dp.)	1d6 Wis (Bd., see text)	16
Buckeye	1-2 days	1d4 Con (V., Ac., W.)	3d4 Dex (Cl., Tr., Lb., Pa., Co.)	15
Castor Beans	18-24 hrs	1d3 Con (Ac., Dp., D., La.)	2d6 Con (D., W., Sk.)	16
Creeping Oxalis	1 rnd	1d4 Str (W., Tr.)	2d4 Wis (Dp., Co. Kf.)	20
Crown Vetch	1-20 min	1d3 Dex (La., Cl.)	1d4 Dex (La., Cl.)	14
Daphne	1-4 min	1d4 Con (Ac., Ha., D., Do., Cv.)	2d6 Con (Co.)	15
Death Camas	1-4 hrs	1d4 Wis, 1d2 Str (V., Es., Tr., W.)	1d2 Wis, 1d6 Str (Cv., P.)	17
Dock Sorrel *	1-2 hrs	1d6 Str (W., Tr., Dp.)	2d6 Str (Co., Kf.)	17
Dumbcane	1-2 Min	1d4 Con (N., V.)	1d3 Con (D., Lv., see text)	15

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**TABLE 1-3: PLANT POISONS (CONTINUED)**

Poison	Onset	Initial Damage (Symptoms)	Secondary Damage (Symptoms)	DC
Fireweed	1-4 hrs	1d6 Wis, (Lb., Cl., Kf.)	1d8 Con (Bd., Dp., Ld.)	16
Foxglove	2-20 rnds	1d6 Con (Nv.)	2d6 Con (Ac., Do., Cv., Sk.)	17
Hellebore	1-20 min	1d6 Con (Ac., Es., Cl., W., Tr., Lb.)	1d6 Con (Cd., Cv.)	17
Hemlock	2-24 min	1d6 Dex (Cl., Nv, Cd., W.)	2d8 Dex (Pa., Rp., Co.)	22
Hemp	5-60 min	1d2 Wis (Mc.)	1d2 Wis (Nv., Tr., Cl.)	14
Jimsonweed	5-30 min	1d6 Con (Ch., Is., It, Bv., Dw.)	1d8 Con (Kf., Do., Hl., Cd.)	18
Larkspur	1-4 hrs	1d4 Dex (Cl., Es, Mn., V, Lb, Nv, Ac.)	1d6 Dex ( Dp., Cd., Pa., Cv.)	16
Laurel	2-20 min	1d2 Con (Mn., Ha., Ep.)	1d4 Con (V., D.)	15
Lilly-of-the-Valley	2-20 rnds	(Nv)	(Ac., Do., Cv., Sk)	14
Lupine	1-20 hrs	1d6 Dex (Lb., Dp., Nv., Cl.)	2d4 Dex (Cv., Co., Rp.)	16
Mayapple	5-60 min	1d2 Cha (Ac., D., Mc.)	1d3 Cha (V.)	15
Mistletoe	2-20 min	1d2 Con (Ch., F., Ha.)	1d2 Con (Cd.)	16
Monkshood	2-20 min	1d6 Dex (Cl., W.)	1d6 Dex (P., Pa.)	18
Moonseed	5-60 min	(Sp)	(Cv)	16
Nightshade	5-60 min	1d6 Con (Ac., Es., Mc., D., Tr., Mn., Sp., Sk., Lb., Dp., Dw., Cl., V.)	2d6 Con (Co. Kf., Sn., Pv.)	18
Oleander	2-8 min	1d8 Con (Cd., V., Ac., D., Mn.)	2d8 Con (Sk.)	21

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**TABLE 1-4: PLANT POISONS (CONTINUED)**

Poison	Onset	Initial Damage (Symptoms)	Secondary Damage (Symptoms)	DC
Peyote	5-60 min	1d6 Wis (Hl., Nv., Tr., V., D., Ac., Bv., Dz., Rs., Do.)	2d4 Wis (Ml., Sk., Ha., Sp.)	19
Pokeweed	2-20 min	1d6 Con (Ac., Es., Ep., V., D., Cv.)	2d4 Con (P., Lb., Sp., Bv.)	17
Poppy	5-60 min	1d2 Wis (La., Do, Sk., Mc.)	1d2 Wis (Co., Rp.)	20
Rhododendrons	1-6 hrs	1d2 Wis (V., Ac., Mn., D., T., Dp., Lb. Nb., La.)	1d4 Wis (N., Pa., Sk., Co. Cv. Cd., W.)	14
Rhubarb	1-4 rnd	1d6 Dex (Cl., Tr., Lb., W., D., It., Eu.)	2d6 Dex (Cv., Co.)	14
Rosary Pea	18-24 hrs	1d6 Con (Ac., D., La., V.)	2d6 Str (P., W., Sk.)	19
Skunk Cabbage	1 rnd	(W, Tr, Dp)	(Kf, Co)	18
Water Hemlock	5-60 min	1d8 Con (Ac., Lb., Tr.)	2d8 Con (P., Rp., Cv.)	20
White Snakeroot	1-4 hours	(Tr, Dp, or N,V*)	(Lb, Pp or Sp, W*)	16
Yew	1d4 min	2d4 Con (Tr., Cl., Lb., Cd.)	3d4 Con (Cv., P.)	22

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## PLANTS

**Angel's Trumpet:** This ornamental plant grows about fifteen feet tall and has large white or peach colored flowers, the very aroma of which can be intoxicating. Breathing heavily and repeatedly of the flower's fragrance can cause mild, temporary symptoms such as disorientation and headache. All parts of the angel's trumpet are toxic including the flowers, seeds, bark, leaves and roots. Eating this plant causes blurred vision, disorientation, headache, mild nausea, fever, intense thirst, hallucinations, cardiovascular disturbance, burning, and possibly coma.

This plant is sometimes brewed into a tea and used as an intoxicant.

**Arrow Grass:** Arrow grass contains cyanide and can kill most creatures. Cattle and sheep are most commonly affected. Arrow grass has distinctive triangular-shaped leaves that most intelligent creatures can recognize. The entire plant is poisonous; there is no "safe" part to eat. Those poisoned by arrow grass usually suffer from chills,

cardiovascular disturbance, kidney failure, intense thirst, incoherent speech, disorientation, hallucinations, blurred vision, and drowsiness.

**Baneberry:** This is a large group of plants containing many types, including several that produce edible or even medicinal fruit. Many of these plants are cultivated for ornamental purposes. Baneberry is found in moist, rich woods. All parts, especially the roots and berries, are toxic. As few as six berries have been reported to kill a Medium-size creature. Symptoms include vomiting, headache, abdominal cramps, diarrhea, dizziness, cardiovascular disturbance, confusion, and possibly circulatory failure.

Unlike other poisons, the symptoms of baneberry poisoning subside in a matter of hours rather than days. Ability damage is recovered at a rate of one point per hour.

**Bean:** Some beans, including the red kidney bean, are actually quite poisonous plants. Proper cooking renders their poison inert but eating raw or

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undercooked beans can cause severe symptoms including nausea, vomiting and abdominal cramps.

Luckily, these symptoms only persist for a few hours. Ability score damage from bean poisoning returns at a rate of one point per hour rather than the normal rate of one point per day. Furthermore, the poison in beans (glycoprotein lectin) has its toxicity increased (DC 20) by excessive overcooking. Beans must be cooked at the proper temperature to be safe.

**Bitterweed:** This poisonous plant commonly affects sheep, cattle and horses, which are most likely to eat it while grazing. Symptoms include respiratory congestion, coughing, vomiting, diarrhea, weakness, tiredness, and perhaps paralysis.

**Black Locust:** This plant produces fragrant clusters of white flowers in the spring. It is commonly found in temperate woods, in thickets and along fencerows. Black locusts can reach a height of 80 feet. The leaves, seeds and bark contain a high concentration of poison. Symptoms include

slow pulse, depression, loss of appetite, vomiting, diarrhea, mild nausea, and chills. Lesions in the mouth and throat and severe abdominal cramps are also common symptoms. Fatalities are rare.

Horses suffer a -2 racial penalty to their saving throw against black locust.

**Bleeding Heart:** The bleeding heart is a delicate flowering plant that blooms in the late spring. The bloom is often rosy, pink or white and resembles a heart. Bleeding hearts are easy to grow and are often domesticated for their beauty. Eating any part of a bleeding heart causes loss of appetite, disorientation, confusion, and mood changes. Coma and death from respiratory paralysis have also been known to occur.

**Bracken Fern:** Horses and cattle most often eat this leafy marsh plant, since they don't have an aversion to it. However, characters might eat it as well, mistaking it for an edible plant. Anyone who ingests bracken fern suffers from blindness, weakness and depression. If both saving throws are failed, the blindness is permanent.

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**Buckeye:** These medium-sized trees grow in moist woods or along riverbanks. The toxins in buckeye affect the gastrointestinal tract as well as the nervous system. Initially, gastrointestinal symptoms develop, which can include excessive salivation, vomiting, abdominal cramps, and diarrhea. If both saves fail, neuralgic symptoms also develop, including trembling, clumsiness, and labored breathing. Poisoning may then progress to paralysis, coma and death.

These trees are among the first to leaf out in the spring and hungry creatures may be tempted to eat them if no other forage is available

**Castor Bean:** This is not actually a bean but rather a fruit that grows on a tall leafy plant (the castor plant). The seeds found within the fruit are extremely poisonous, causing severe diarrhea,



weakness, and in some cases shock. If swallowed whole, the beans are much less toxic (DC 12) than when they are crushed up or chewed.

Characters with Profession (herbalist) may make medicine (castor oil) from the plant which alleviates the conditions abdominal cramps and vomiting. It also reduces nausea by one step (severe nausea becomes standard nausea etc.)

**Creeping Oxalis:** Although the roots of some oxalis species are edible, the creeping oxalis root is not. In fact the roots, stems and leaves of this dark green bush contain oxalic acid which, if eaten, causes burning in the throat, weakness, tremors, depression and possibly kidney failure and coma.

There is no antidote besides magic for creatures poisoned with creeping oxalis.

**Crown Vetch:** This flowering legume survives well in dry climates and is often found along roadsides. Eating this plant causes clumsiness and loss of appetite.

**Daphne:** This dark green bush produces small, bright red berries. Both the berries and the leathery leaves of the bush are very poisonous. Anyone

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eating this plant immediately suffers burning in the mouth and throat. Later, other symptoms develop, such as abdominal cramps, headaches, diarrhea, disorientation, and convulsions. If the victim falls into a coma, death can ensue.

Daphne is also poisonous to touch. Anyone handling the plant must make a Fortitude save (DC 16) or suffer from a rash.

**Death Camas:** Not only does the bulb of this plant closely resemble an onion, it also has an onion-like smell. Unfortunately, the bulb is also the most toxic part of the death camas. Eating it causes excessive salivation, vomiting, convulsions, weakness, tremors, and prostration. Coma and death may also result.

There is no antidote besides magic for creatures poisoned with death camas.

**Dock Sorrel:** This stout, leafy weed contains oxalate toxins. Eating it causes tremors, weakness, depression, kidney failure, and possibly coma. Dock sorrel can be boiled several times to make the leaves and stems edible.

**Dumbcane:** This shrub stands about six feet in height and has large green or white and green leaves. Dumbcane is related to jack in the pulpit, green dragon, elephant ears, philodendrons, devil's ivy, arrowhead vine and several other toxic plants. All of these plants have similar symptoms if they are consumed, including severe burning and swelling of the mucous membranes of the mouth and throat, nausea, vomiting, diarrhea and loss of voice. The swelling of the mucus membranes can be so severe that it leads to suffocation if the subject's Constitution is reduced to 0.

**Fireweed:** This strange plant is only toxic if it is grown in moist soil. When grown in arid conditions, fireweed can be safely used as forage for cattle and horses. Fireweed is common along roadsides and the edges of cultivated fields (where water is likely to gather). Eating poisonous fireweed causes severe labored breathing, severe depression, blindness, liver dysfunction, clumsiness, kidney failure, and sudden death.

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**Foxgloves:** The bright flowers and sweet nectar of this plant both contain a high concentration of a rare poison that affects the heart. Primary symptoms consist only of a fast pulse and nervousness. Secondary symptoms include abdominal cramps, disorientation, and convulsions. Circulatory failure may also occur.

**Hellebore:** This short perennial herb grows in woodlands or on hillsides and bluffs. All parts of the hellebore are poisonous, especially the roots. Eating hellebore causes abdominal cramps, excessive salivating, clumsiness, weakness, trembling, labored breathing, cardiovascular disturbance, and convulsions. Death may also occur.

If a pregnant creature eats hellebore the offspring may die or have severe developmental problems (80% chance). The problems usually affect the brain

and skull and can cause it to be born with a distorted face or without a head at all.

Sheep suffer a -2 racial penalty to saves made against hellebore.

**Hemlock:** Sometimes mistaken for parsley, anise or parsnip, hemlock is an herb which bears ripened (poisonous) fruit in the fall and grows from two to six feet tall. Hemlock is very deadly and causes several symptoms including nervousness, clumsiness and depression. Cardiovascular disturbance and chills may also occur. If the subject's Dexterity is reduced to zero they suffer respiratory paralysis and may die.

If a pregnant creature is poisoned with hemlock and survives, there is a 65% chance that the offspring will have severe birth defects including club limbs, curvature of the spine, cleft pallet and other deformations.



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**Hemp:** This tall, leafy weed contains toxic resins that cause mild intoxication. Symptoms typically include hallucinations, confusion, blurred vision, tiredness, disorientation, dizziness and coma. Luckily, the symptoms of hemp poisoning generally subside within hours. (Characters regain one point of Wisdom per hour after poisoning rather than one per day.)

The toxins in hemp are also mildly addictive (Will DC 12). *Dependency:* mood change (1d2 days); *Addiction:* restlessness, depression (1d3 days). See the [Appendix](#) for rules on addiction.

**Jimsonweed:** Also known as green dragon, loco weed, thorn apple, and devil's trumpet, jimsonweed is a large, annual herb, three to five feet high. It is a member of the nightshade family. The entire plant is toxic, especially the seeds and leaves. Symptoms include chills, cardiovascular disturbance, kidney failure, intense thirst, incoherent speech, disorientation, hallucinations, blurred vision, and drowsiness. Some tribesmen use jimsonweed in their coming plant is palatable, which increases the risk of poisoning.

Some tribesmen use jimsonweed in their coming-of-age ceremonies, feeding it to boys. Those who survive the poison become men; those who don't will die.

**Larkspur:** This short herb grows up to four feet tall and is most frequently found along roadsides, along riverbanks, and in old fields. The toxicity of larkspur varies, with the highest periods of toxicity occurring during early growth and when the plant goes to seed. Symptoms include depression, clumsiness, mild nausea, nervousness, vomiting, excessive salivating, cardiovascular disturbance, and labored breathing. If the subject's Dexterity is reduced to 0, paralysis, convulsions, and death will occur.

Cattle are especially susceptible to larkspur and suffer a -2 racial penalty to their saving throw.

Besides magic, there is no antidote or treatment for larkspur poisoning.

**Laurel:** There are several types of laurels including cherry and mountain, many of which are

## Nature's Wrath

poisonous. These shrubs usually have purple leaves and bright red seeds that are contained in woody pods. The seeds are the only poisonous part. Laurel seeds contain cyanide. Eating them causes headache, excessive perspiration, mild nausea and diarrhea.

**Lily-of-the-Valley:** This plant produces berries that sometimes attract hungry creatures. Unfortunately, this plant also contains toxic chemicals. People eating the bright berries of this plant are most commonly affected. Primary symptoms consist only of fast pulse and nervousness. Secondary symptoms include abdominal cramps, disorientation, and convulsions. Circulatory failure may also occur.

**Lupine:** This short herbaceous plant grows along roadsides, in open fields and in the wilderness. Eating any part of the lupine plant causes labored breathing, depression, nervousness and clumsiness. Those who fail their second saving throw also suffer convulsions. Coma and death from respiratory

paralysis also occur if the subject's Dexterity is reduced below 0. There is no antidote besides magic for lupine poisoning.

If a pregnant creature is poisoned with lupine, there is a 60% chance offspring will have skeletal birth defects.

**Mayapple:** Also known as mandrake, this plant flowers in mid-spring. Mayapple can be found in open clearings, in moist woods, along roadsides and in venerable wood lots. It is also encountered in damp meadows and open fields. The herbage, rootstock, and seeds are the most poisonous parts of the mayapple. Eating this plant causes a variety of symptoms that typically include severe abdominal cramps, diarrhea, vomiting, and violent mood changes.

**Mistletoe:** This evergreen parasite often grows on apple trees, poplar, sycamore, fir, and oak. Eating the small white poisonous berries causes chills, fever, headache, and cardiovascular disorders.

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Herbalists can derive an extract from mistletoe (DC 32) that can be used in several medications to treat such things as cardiac disturbance, disorientation, confusion, and the near death penalty (see Chapter 9). It is also an important ingredient in sedatives.

**Monkshood:** Also known as wolfsbane or acataine, this flowering plant thrives in cool, temperate regions and grows to a height between one and six feet tall. It is often found in the same vicinity as larkspur. The purple, blue or white flowers bloom in the spring and summer. The roots, seeds and leaves are the most poisonous parts of this plant. Eating any part of the monkshood causes excessive salivation, weakness, labored breathing, clumsiness, and eventual prostration with inability to stand due to paralysis.

Characters with Profession (herbalist) may attempt a Profession (herbalist) check to extract a pain-killing substance from monkshood (DC 20). This extract can relieve the near death penalty (see Chapter 9) and other pain-related penalties. It also regulates respiration, alleviating the labored breathing condition.

**Moonseed:** The berries of this vine resemble wild grapes, but they are highly toxic. The moonseed prefers temperate, wooded areas. Eating any part of the moonseed causes spasms and convulsions.

**Nightshade:** There are about 2000 varieties of nightshade plants, including several that are not poisonous, such as potatoes, tomatoes, and eggplants. Among the poisonous nightshades are such killers as belladonna, jimsonweed, bittersweet, cutleaf and enchanter's nightshade. Most of these plants prefer warm climates but can thrive in cooler climates as well. Nightshades range in size from herbs to trees. Usually, cooking a nightshade will dilute the poison. Eating any part of a nightshade will cause excessive salivation, mood change, diarrhea, mild nausea, persistent vomiting, tremors, slow pulse, shock, labored breathing, depression, drowsiness, clumsiness, and perhaps coma, kidney failure, and death.

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## Nature's Wrath

**Oleander:** Also known as rose bay, this domesticated flowering shrub can grow as high as twenty-five feet tall. It has lance-shaped leaves and rose-like flowers that are often red and white. The oleander grows best in warm climates and in moist, rich soil. All parts of the oleander are highly poisonous. Symptoms include cardiovascular disturbance, vomiting, abdominal cramps, diarrhea, mild nausea, and shock.

**Peyote:** This small round cactus has a carrot-shaped root and no needles. It produces pink berries with black seeds. Eating this plant causes hallucinations, nervousness, tremors, vomiting, diarrhea, abdominal cramps, blurred vision, headache, dizziness, restlessness, disorientation, memory loss, confusion, and slow pulse.

**Pokeweed:** This 10-foot-tall herb has succulent, purple stems and a fleshy taproot. It also yields small, dark purple berries. It is found in rich, disturbed soils such as barnyards, lowlands, fields, fencerows and moist woodlands. All parts of this plant are toxic, but the roots and stems are the most dangerous of all. Small quantities (more than ten) of raw berries can result in serious poisoning. The more common symptoms are abdominal cramps, excessive perspiration, vomiting, diarrhea, and labored breathing. In severe cases, prostration, convulsions, slow pulse, blurred vision, and excessive salivation may also occur. Death may result. Pokeweed causes an immediate burning sensation in the mouth upon consumption.

If a pregnant creature becomes poisoned with pokeweed and survives, there is a 30% chance the offspring will be deformed or mutated.

Pokeweed can be made edible by boiling it at least 12 times in fresh water.

## Nature's Wrath

**Poppy:** There are a variety of poppy plants, all of which cause some degree of intoxication. Most commonly, symptoms of poppy poisoning include hallucinations, intoxication, mood change, disorientation and nervousness.

The poison of the poppy plant is also addictive (Fortitude DC 15). *Dependency:* malaise, restlessness (1d3 days); *Addiction:* abdominal cramps, depression, weakness (1d4 days). See the [Appendix](#) for rules on addiction.

**Rhododendrons:** There are over 800 species of rhododendrons, including the various azaleas. These shrubs grow up to five feet high and are commonly used as an ornamental plant in homes and gardens. Wild rhododendrons are found in moist or wet woods, sometimes in dense colonies.

Symptoms of poisoning include burning of the mouth, numbness and tingling, abdominal cramps, depression, labored breathing, mild nausea, vomiting, diarrhea, excessive salivation, loss of appetite, convulsion, cardiovascular disturbance, weakness, confusion, paralysis and coma. Death may also occur.

Honey collected by bees from rhododendrons also contains the toxin, though at a weaker potency (DC 12)

**Rhubarb:** Only the leaves of this otherwise-edible vegetable are harmful. The leaves contain oxalic acid, which is quite toxic. Eating the leaves causes clumsiness, trembling, labored breathing, weakness, diarrhea, intense thirst, excessive urination, convulsions and possibly coma, followed rapidly by death. There is no antidote other than magic for rhubarb poisoning.

**Rosary Peas:** This perennial vine grows naturally in tropical climates. If the bean is swallowed without damage to the bean coat, poisoning is unlikely and the bean will tend to pass without incident. In cases where the bean coat is chewed or broken, toxic signs and death are likely.

One bean, if well chewed, can kill an adult human. The toxins cause severe vomiting, diarrhea, loss of appetite and abdominal cramps. This progresses to weakness, prostration and shock within a short period of time. Death will occur if the subject's Strength is reduced to zero.

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**Skunk Cabbage:** Skunk cabbage is sometimes accidentally eaten by humanoids. However, as soon as they eat it, they discover their mistake. Skunk cabbage contains oxalate acid, which burns the character's mouth and throat as soon as it is swallowed. Other symptoms of skunk cabbage poisoning include weakness, tremors, depression and possibly kidney failure and coma. There is no antidote besides magic for creatures poisoned with skunk cabbage.

**Water Hemlock:** A bushy plant roughly four to six feet high, the water hemlock is sometimes mistaken for parsnip or yampa (edible plants). Eating this plant causes nervousness, labored breathing, prostration and tremors. Later, extremely violent convulsions occur, possibly followed by death from respiratory paralysis and terminal convulsions occurring within thirty minutes of the onset of symptoms. If both saves fail, the Constitution damage is permanent.

**White Snakeroot:** This small plant prefers deep, shadowy woodlands and overgrown flood plains. It commonly poisons cattle, horses, goats and sheep.

A creature poisoned by this plant suffers from tremors, depression, labored breathing, and partial paralysis.

A mammal that is poisoned by white snakeroot also passes on a lethal dose of the poison in its milk. Anyone drinking the milk must save against the poison or suffer symptoms including nausea, vomiting, slow pulse, and weakness.

**Yew:** This evergreen tree grows up to fifty feet tall. All parts of yew trees are quite poisonous and cause few symptoms other than sudden death. The poison is not weakened by clipping or seasonal deadfall, the dried fallen leaves are as toxic as fresh leaves cut from the tree.

Eating any part of the yew tree causes a rapid onset of tremors, clumsiness, labored breathing, convulsions and prostration, often followed by sudden death.



# Nature's Wrath

## IDENTIFYING POISONS

Probably the most dangerous facet of poisonous plants is the chance of accidental consumption. Characters that have Knowledge (nature) are at a significant advantage over those who don't in the wilds. The rules presented below address the difficulties of identifying poisons and the terrain where they are most commonly found.

## DC

The Knowledge (nature) check to properly identify the plant.

## Misidentified As

This column indicates the result of a failed check to identify the plant. Entries marked with an asterisk are still recognized as inedible despite being misidentified.

## Terrain

Most poisonous plants are predominately found in one particular terrain.

## Poisonous Part

Some plants are entirely poisonous; others only have poisonous leaves, berries, roots, or something else.

## Price

Many of these poisons can be gathered for free in the proper terrain by characters who know where to look and how to identify them. Therefore, prices are not listed.

These poisons are also intended to be of the accidental sort. If someone were to purchase one of these poisons, the price would depend upon the situation. These situations are best adjudicated by DMs who should take the following into account: legality, commonality, and purpose. An illegal, rare plant bought deliberately for the purpose of killing someone should be much more expensive than a mushroom sauté accidentally made with toadstools at the local tavern.

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TABLE 1-5: POISON IDENTIFICATION

Poison	DC	Misidentified as:	Terrain	Poisonous Part
<b>Toad Stools</b>				
Death Cap	22	Various	Any	All
False Morel	20	Various	Any	All
Sorrel Webcap	14	Various	Any	All
Muscarine	14	Various	Any	All
Psilocybin	15	Various	Any	All
Sickener	18	Various	Any	All
Inky Cap	17	Various	Any	All
<b>Plants</b>				
Angel's Trumpet	10	Various	Any plains and domestic	All parts
Arrow Grass	11	Various	Any plains	All parts
Baneberry	17	Various	Any forest marsh	Berries
Bitterweed	16	Various	Temperate forest and coast	All parts
Black Locust	18	Honey locust	Temperate forest	Leaves, seeds and bark
Bleeding Heart	15	Corydalis (medicine)	Temperate forest and domestic	All parts
Braken Fern	14	Ostrich fern	Temperate forest and marsh	All parts
Buckeye	12	Chestnut or beechnut	Temperate forest	All parts
Castor Bean	14	Various	Warm forest	Seeds and fruit
Creeping Oxalis	16	Other oxalis	Any warm	Root
Crown Vetch	12	Various	Any warm and temperate	All parts
Daphne	14	cherries	Any temperate	All parts
Dock Sorrel	16	Various	Any plains	All parts
Death Camas	16	Onion	Any warm and temperate	Leaves and bulbs
Dumbcane	16	Peace lilies*	Any warm and temperate	All parts
Foxglove	10	Various*	Any forest and domestic	Flowers and nectar

# Nature's Wrath

**TABLE 1-6: POISON IDENTIFICATION (CONTINUED)**

Poison	DC	Misidentified as:	Terrain	Poisonous Part
Hemlock	15	Parsley or parsnip	Any warm and temperate	All parts
Hemp	12	Various	Any warm and temperate	All parts
Jimsonweed	13	Other nightshade*	Any warm and temperate	All parts
Larkspur	16	Lupine*	Any temperate	Seeds, sprouts
Laurels	14	Various	Any temperate	Seeds
Lilly-of-the-Valley	13	Jimsonweed	Any forest and domestic	Leaves and flowers
Lupine	17	Larkspur*	Any temperate	All parts
Mayapple	12	Various*	Any forest	Leaves, roots, seeds
Mistletoe	12	Various	Any forest	Berries
Monkshood	10	Various	Any forest	All parts
Moonseed	14	Grapes	Any temperate forest	Berries
Nightshade	16	Ground cherry*	Any plains	All parts
Oleander	12	Various	Any forest and plains	All parts
Peyote	14	Various	Any desert	Leaves
Pokeweed	16	Wild cherry	Any warm and temperate	All parts
Poppy	12	Various	Any temperate	All parts except seeds
Rhododendron	10	Various*	Any temperate and domestic	Flowers and leaves
Rhubarb	14	Burdock*	Any temperate and domestic	Leaves
Rosary Pea	16	Various	Warm forest	Large shrub
Skunk Cabbage	13	Cabbage	Any temperate	Leaves
Water Hemlock	15	Parsnip or yampa	Warm and temperate marsh	All parts
White Snakeroot	14	Various	Any temperate forest	All parts
Yew	10	Various	Any temperate and domestic	All parts

# Nature's Wrath

## CHAPTER 2: DISEASE

### INTRODUCTION

Diseases are the scourge of nations, striking fear into the hearts of everyone. They creep unseen, like an assassin. They can invade the most impregnable fortresses and they can decimate armies. They can not be fought with traditional weapons and they often inflict a merciless death.

This chapter presents several new options for diseases, including a heavy focus on real diseases like anthrax and cholera. Like the poisons in Chapter 1, the diseases are also detailed with optional conditions from Chapter 3. Unless noted otherwise, these diseases function in the same manner as outlined in the core rules.

### Healing a Disease

Use of the Heal skill can help a diseased character. Every time a diseased character makes a saving throw against disease effects, the healer makes a check. The diseased character can use the healer's result in place of his saving throw if the Heal check

result is higher. The diseased character must be in the healer's care and must have spent the previous 8 hours resting.

Characters recover points lost to ability score damage at a rate of 1 per day per ability damaged, and this rule applies even while a disease is in progress. That means that a character with a minor disease might be able to withstand it without accumulating any damage.

### Natural Resistance

Characters and creatures who live in an area that is prone to a particular disease receive a +2 circumstance bonus to their saving throw, reflecting the tolerance their bodies have built up against the disease.

### Epidemics

Epidemics occur when circumstances raise the DC of the disease by 4 or more. These circumstances include closer-than-usual living quarters, an abundance of sewage, stronger strains of the disease and so on. An epidemic disease has its encounter frequency increase to very common (see below)

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## FIGHTING DISEASE

The Core Rules make diseases almost impotent against any party of 5<sup>th</sup> level or higher. Easily accessible *remove disease* spells and occasional immunity to disease can take a useful tool out of the Game Master's hands. To increase the threat of disease in your campaign, consider the following variant rules.

### Variant I

**Remove Disease:** This spell is the arch-nemesis of the Game Master seeking to add a little disease to his game. There are a number of ways to deal with this situation, one is to change the text of the *remove disease* spell to read:

*Remove disease* allows the recipient to make a Fortitude save with a +20 enchantment bonus on the saving throw. The recipient may make one check for each disease he is currently afflicted with. If the check meets or exceeds the disease's DC, then that disease is cured. If the check fails, the disease

remains. This spell also kills parasites, including green slime, rot grubs, and others.

Note: Since the spell is instantaneous, it does not prevent future infections.

**Divine Health:** Game Masters might also consider changing any immunity to disease certain characters might have to resistance to disease (Fortitude bonus equal to 20 + class level against diseases).

### Variant II

**Remove Disease:** Change the text of the *remove disease* spell to read:

*Remove disease* allows the recipient to make a Fortitude save with an enchantment bonus on the saving throw equal to the spell's caster level. The recipient may make one check for each spell that is cast upon him. If he is afflicted with multiple diseases, he will need multiple *remove disease* spells. If the check meets or exceeds the disease's DC, then that disease is cured. If the check fails,

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the disease remains. This spell also kills parasites, including green slime, rot grubs, and others.

Note: Since the spell is instantaneous, it does not prevent future infections

**Divine Health:** Change any immunity to disease certain characters might have to resistance to disease (Fortitude bonus equal to class level against diseases).



### THE CORE RULE

When a character is injured by a contaminated attack, touches an item smeared with diseased matter, or consumes disease-tainted food or drink, he must make an immediate Fortitude saving throw. If he succeeds, the disease has no effect—his immune system fought off the infection. If he fails, he takes damage after an incubation period. Once per day afterward, he must make a successful Fortitude saving throw to avoid repeated damage. Two successful saving throws in a row indicate that he has fought off the disease and recovers, taking no more damage.

These Fortitude saving throws can be rolled secretly so that the player doesn't know whether the disease has taken hold.

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**Table 2-1: Disease Effects**

Disease	Symptoms	Incubation	Damage	DC
Anthrax I <sup>1</sup>	Ch., F., Cv.	1-6 days	1d6 Con	18
Anthrax II <sup>1</sup>	Rc., Sd.	1-6 days	1d6 Con	20
Botulism	W., Lb., Rp.	18-36 hours	1d8 Str	22
Buruli Ulcer <sup>1</sup>	L	2d3 days	1d2 Con	18
Cholera	D., V., It.	6 -120 hours	1d4 Con	18
Cryptosporidiosis	Ac., Mn., V., Ha., La.	1-12 days	1d2 Con	16
Dengue Fever I	Ih.,Jp., Mp., R.	3-15 days	1d4 Con	16
Dengue Fever II	La., V., F., Ha., Ac., Sk.	2-12 days	1d6 Con	18
Diphtheria	St., F., or L.	2-4 days	1d2 Con	15
Dracunculiasis <sup>1</sup>	L, W, Mp, F, Ha	2-24 months*	1d4 Con/1d2 Str*	16
Dysentery I	D, Ld., L.	2-12 days	1d4 Con	19
Dysentery II	Ac., D., F., La.	2-12 days	1d3 Con	17
Epidemic Typhus	Ha., R., Dl., Ch.	7 days	1d4 Con	17
Hemorrhagic Fever <sup>1</sup>	F, Mp, Dz, Ha, Sl, N, V, Ac, Dw, Dp, L	*	1d6 Con	17
Hepatitis A	Fg, La., F., V., J.	2-6 weeks	1d3 Str	15
Hepatitis B	Fg., La., F., V., Jp., Hv., R., J.	2-6 months	1d2 Con	18
Hepatitis C <sup>1</sup>	La., Ac., N., V., J., Fg.	2-24 weeks	1d6 Con	21
Herpes*	Gs., Ha., F., W.*	2-12 days	1d2 nonlethal	20
Histoplasmosis	F., Rc., Cg., Ha., Ch.	5-18 days	1d3 Con	16
Influenza	Ha, F., Ch., Cg., Rc., Ml.	1-5 days	1d2 Con	18
Kuru <sup>1</sup>	Tr, Cl, Pp, Ss, Dp, Mc, L, Cv, Is	2-24 months	1d4 Dex, 1d4 Int	20
Legionnaire's Disease	Ha., Td., Cg., F., Cl., Rc.	2-10 days	1d2 Con	16
Leprosy I <sup>1</sup>	Rc., C., Lb., see text	4 years	1d2 Con	12
Leprosy II <sup>1</sup>	Nb., Bl., see text	8 years	1d2 Cha	14
Lepto-Spirosis	F., Ha., Cl., V., J., Ep., R.	4-10 days	1d4 Con	16
Lyme Disease	Ha., F., Mp., Jp., Fg., Pp., Cd.*	1-12 weeks	1d4 Str	14

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**Table 2-2: Disease Effects (continued)**

Disease	Symptoms	Incubation	Damage	DC
Lymphatic Filariasis <sup>1</sup>	*	1d6+1 years	1d3 Con	12
Malaria	F., Ch., Ha., J., Ld., Co., W.	12-30 days	1d6 Str	18
Meningitis I	Ha., F., R., St., Ac., *	1-6 days	1d2 Con	10
Meningitis II	Sh., Mn., V., F., Ss.	1-6 days	1d3 Con	15
Mononucleosis	F., St., Td.	1-6 weeks	1d2 Str	14
Norwalk Virus	N., V., Ac., Ha., D.	12 days	1d2 Con	13
Plague(Bubonic)	F., Ch., Ha., Ml, Sg., L., *	1-6 days	1d4 Con	18
Plague (Pnunomic)	Rc., Ch., Ha., W., Sg., F., *	1-6 days	1d4 Con	16
Pneumonia I	F., W., Cg.	2-8 days	1d2 Con	15
Pneumonia II	Cl., F., Rc.	1-4 days	1d4 Con	18
Polio	F., Ha., N., V., Ma., Em., Pp.	3-30 days	1d4 Str	14
Rabies <sup>1</sup>	Mc., Pa.*	2-12 days	1d6 Wis	24
Spotted Fever	F., Ih., Mp., Cl., R. Fg,	3-18 days	1d4 Con	19
Syphilis <sup>1</sup>	*	10-90 days	*	23
Tetanus	Dp., Ha., Sp., *	5-30 days	1d3 Dex	16
Trichinosis	F., Mp., Th., Es., Cl., W., Td.	10-14 days	1d4 Str	18
Tuberculosis <sup>1</sup>	Cg.*	2-24 months	See text	12
Tularemia, Ingested	St., Ac., V., D.	2-10 days	1d4 Con	16
Tularemia, Inhaled	Rc., Lb., F., Ha., Ch.	2-10 days	1d4 Con	16
Tularemia, Contact	L., Sg.	2-10 days	1d4 Con	16
Typhoid Fever	F., Ha., D., Ib. Mn., La.	7-17 days	1d6+1 Con	17
Whooping Cough	Cg., Rc., F.	5-20 days	1d2 Con	14
Yellow Fever	F., Ha., V., Mp. Sp., J.	3-6 days	1d8 Con	16

<sup>1</sup>There is no medicinal cure for this disease and infected creatures cannot recover on their own with Fortitude saves. Only magic can save a character infected with this disease

\* See this disease's description for special rules.

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## DISEASES

Diseases are defined in the following terms.

### Symptoms

These entries are intended to aid in role playing by providing descriptors of the disease's affliction. At the game master's discretion, the symptoms may be cross-referenced with the conditions in [Chapter 3](#) to apply additional penalties associated with the disease, such as weakness, blurred vision, or confusion.

### Incubation

The time between exposure and the onset of symptoms.

### Damage

The damage a character takes after incubation and each day afterward. Ability score damage is temporary unless otherwise noted.

### DC

The DC for the saving throw and also the DC for the character to prevent damage and attempt recovery. This is also the DC check for someone with healing

skills who tries to administer treatment to an infected character. Note that some diseases can not be treated without magic. The DC listed is for a typical exposure of an average strain of a disease. Exposure to large doses or stronger strains can increase the DC by +4 or more.

*\*A Note on Severe Symptoms:* Several of these diseases cause coma, paralysis, respiratory paralysis, shock, and death. Note that these five symptoms/conditions do not occur unless the subject's ability score has been reduced to 0 by the disease. In the case of "death," this supersedes the standard rules for ability score damage ([SRD](#)).

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## DISEASE DESCRIPTIONS

**Anthrax I (Contact):** Anthrax is a dreaded, lethal disease that affects cattle, sheep and persons. Handling infected carcasses and their products such as hair and wool is the primary method of contraction. Butchers, farmers, herders and wool handlers are the most commonly infected people. Symptoms include chills, fever, dysentery, convulsions and sudden death. These symptoms

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appear 1d6 days after exposure. There is no medicinal cure for anthrax and infected creatures can not recover on their own with Fortitude checks. Only magic can save a character infected with anthrax. Anthrax is not transmittable from one person to another.

**Anthrax II (Inhaled):** When a creature dies of anthrax, the ground on which it rests becomes infected with the bacteria as well. The anthrax bacteria can live in the dust in a dormant state for a long time. Anything that stirs up the dust (combat, camping, digging, etc.) creates a thirty-foot cloud of deadly, microscopic anthrax spores. When contracted through inhalation, anthrax causes lesions on the lungs, which result in respiratory congestion leading to suffocation (respiratory failure) and death. Anthrax is not transmittable from one person to another. These symptoms appear 1d6 days after exposure. There is no medicinal cure for anthrax and infected creatures can not recover on their own with Fortitude saves. Only magic can save a character infected with anthrax.

Burning the carcass and the ground it rests upon will kill the disease and make the area safe.

**Botulism:** Botulism can occur in nearly any food including most vegetables, seafood and farm animal products. The infecting bacteria are highly lethal, requiring only a few microscopic organisms to result in death. Symptoms are limited to weakness and labored breathing. If the subject's Strength is reduced to zero by botulism, they suffer respiratory paralysis and might die.

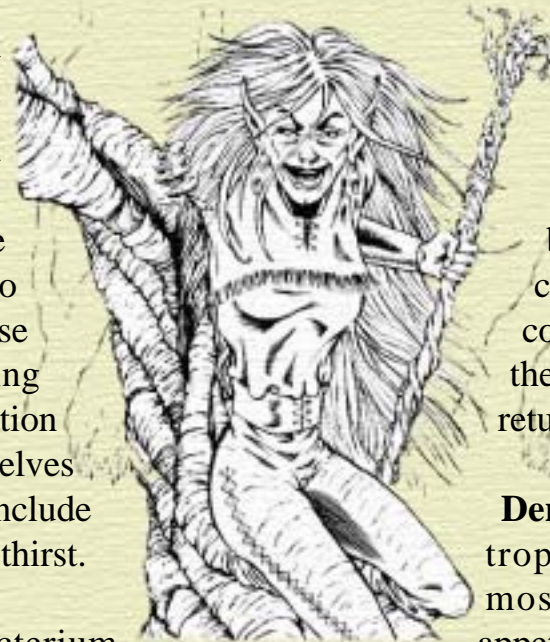
**Buruli Ulcer:** This disease is caused by microbes that live in stagnant water. Even small puddles can become breeding grounds for this disease. Any character that gets the microbes in an open wound must make a saving throw. Those who fail suffer from a nearly painless, but often enormous, disfiguring ulcer at the point of infection. The microbes emit enzymes that suppress the immune system and destroy tissue. The ulcer begins small but can grow to cover the character's entire limb before killing him. There is no medicinal cure for a Buruli Ulcer, and an infected creature cannot recover on its own. Only magic can cure a Buruli Ulcer. However, surgery that completely cuts the

## Nature's Wrath

ulcer away will allow the character to make a new saving throw to avoid reinfection. This sort of surgery often leads to severe scars and disfigurement.

**Cholera:** Cholera is a highly contagious and very deadly bacterial infection that is spread in contaminated food and water. Flies often carry the disease from one food or water source to another. Note that this may cause characters to continue drinking infected water to avoid dehydration and inadvertently expose themselves to more bacteria. Symptoms include diarrhea, vomiting and intense thirst.

**Cryptosporidiosis:** This bacterium infects characters that eat in unsanitary conditions. Symptoms include abdominal cramps, mild nausea, vomiting, headache and loss of appetite.



**Dengue Fever I:** Pronounced “DEHNG-gay,” this disease is most common in the tropics and is transmitted through mosquito bites. Symptoms include intense headache, joint pain, muscle pain and rash. Succeeding at the standard two Fortitude saving throws to recover from a disease causes dengue fever to subside, but it does not leave the character’s body. To be free of infection characters must pass a third consecutive Fortitude saving throw. If they fail the third check, the disease returns as a new infection.

**Dengue Fever II:** This hemorrhagic tropical disease is transmitted by mosquito bites and causes loss of appetite, vomiting, high fever, headache, abdominal cramps shock, and perhaps circulatory failure. Each time a person is infected with this disease, they gain a cumulative +2 circumstance bonus to resist the next infection.

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**Diphtheria:** Diphtheria is spread through person-to-person contact and is therefore most common in crowded urban areas. Although the symptoms and penalties of this disease may subside fairly quickly, victims who survive diphtheria continue to be contagious for 2-4 weeks after they begin to recover. Sore throat and slight fever or painful skin lesions are the most common symptoms.

**Dracunculiasis:** This disease is caused by a parasite that enters the body, usually from the feces of an assassin bug, which has fed on the victim. Typically, an assassin bug will bite a victim in their sleep, draw their blood and leave some fecal remains near the wound. When the victim scratches or rubs the wound, they cause infection. There is a 10% chance that the point of infection is near the victim's eye. If this is the case, the eye swells shut and the subject suffers a -2 on all Spot and Search checks.

After infection, there is only a 20% chance that the initial onset is associated with symptoms. These symptoms will emerge within 4-48 hours after

infection and consist of high fever and fatigue. The other 80% of the time, the initial onset is asymptotic, (without symptoms). After the onset, the victim usually enters a long incubation period where they experience very mild symptoms. This period can last 2-24 months. Note that although the victim suffers from minor symptoms, significant damage is done to his organs and muscles during this time. During this incubation stage, the infected character loses 1 point of Strength and Constitution every three months. At the end of the incubation stage, the millions of larvae that have spread through the character's body begin to mature into tiny worms. After devouring more tissue, the worms begin to burrow out through the character, causing painful lesions. Characters with lesions on their feet cannot run or charge. Other symptoms of Dracunculiasis include weakness, fever, nausea and vomiting.

**Dysentery I (Amebic):** Amebic dysentery is most common in the tropics and thrives in unsanitary conditions. The microorganisms enter the character's body in a dormant state and become

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active once within the intestine. Symptoms include severe, bloody diarrhea, liver dysfunction and lesions on the bowels, liver and brain.

**Dysentery II (Bacterial):** Bacteria that thrive in unsanitary conditions, especially such places as camps and institutions, cause this disease. Symptoms include abdominal cramps, bloody diarrhea, fever and loss of appetite.

**Epidemic Typhus:** This disease is spread by body louse and is commonly associated with wars. Dirty, crowded conditions, such as those during wartime, favor lice infestations and the transmission of this disease. Often, more soldiers die from typhus than combat in wartime. 10% of those who survive an infection may still carry the disease in a latent state and experience a recurrence of infection 3-36 months later. Symptoms include headache, rash, and delirium.

**Hemorrhagic Fever:** There are several viruses that cause this condition, including the well-known

E-bola virus. This disease causes the infected character to begin bleeding from their orifices and from lesions in their flesh. Hemorrhagic fever is transmitted in two ways. The bite of a tick can cause infection, but handling and eating infected meat is the more common method of contraction. Cows and poultry often become infected by ticks and later transmit the disease to farmers and butchers when the livestock is slaughtered. The onset time depends on the mode of transmission. Those characters that are infected via tick bite usually experience an onset time of  $1d3$  days +1 day per point of Constitution modifier. Onset time following contact with infected blood or tissues is usually a number of days equal to  $4 + 1d4 +$  the character's Constitution modifier. After the onset time elapses, characters with hemorrhagic fever suffer from a sudden emergence of symptoms that include fever, muscle pain, dizziness, headache, and sensitivity to light. There may also be nausea, vomiting, diarrhea, abdominal cramps and sore throat. During the first 2-4 days ( $1d3+1$ ), the infected character may also experience sharp mood swings and may become

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confused and aggressive. After this time, drowsiness and depression replace the agitation. The infected character also begins bleeding, often from lesions in their mouth, sinuses, bowels, and intestines. Bleeding lesions also quickly emerge on the surface of their body. There is no medicinal cure for hemorrhagic fever and infected creatures cannot recover on their own with Fortitude saves. Only magic can save a character infected with hemorrhagic fever.

**Hepatitis A:** This mild form of hepatitis is transmitted through unsanitary conditions. Characters who become infected do not experience any symptoms or damage until they fail a second Fortitude save as their bodies attempt to fight off the infection. These symptoms include fatigue, loss of appetite, fever, vomiting, liver dysfunction, and jaundice. Anyone exposed to this disease gains immunity to all future exposures.



**Hepatitis B:** This form of hepatitis is transmitted through unsanitary conditions. Characters who become infected do not experience any symptoms or damage until they fail a second Fortitude check as their bodies attempt to fight off the infection. Symptoms include fatigue, periodic loss of appetite, fever, vomiting, joint pain, hives, rash, liver dysfunction, and jaundice. Infected creatures are contagious from the time of infection until 6 months after the symptoms have ended. 10% of all infected creatures become permanent carriers.

**Hepatitis C:** This most dangerous type of hepatitis is transmitted through bodily fluids including blood and saliva. Symptoms include appetite loss, vague abdominal cramps, mild nausea, vomiting, fatigue, liver dysfunction (4 years older, -4 constitution), and jaundice. Infected creatures are permanently contagious unless they receive magic such as *remove disease*.

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**Herpes:** Although there are several types of herpes that can afflict a character, including cold sores and fever blisters, the disease discussed here is the more serious herpes simplex II virus. This disease causes genital lesions, headache, fever, and weakness. These symptoms are most severe during the first onset of the infection. Although herpes can only be cured with magic, succeeding at two consecutive Fortitude saving throws will cause the symptoms to subside for a time. The disease has not been driven from the character's body and symptoms may return whenever the infected character experiences stress. During stressful events, infected characters must make a Fortitude save or experience a recurrence of the disease. This recurrence persists until the character can succeed at the two consecutive Fortitude save, causing the disease to subside once more. Besides the genital lesion, which always returns, only one or two of the other symptoms afflict a character that is experiencing a recurrence of the disease.

**Histoplasmosis:** This disease is usually associated with large populations of birds and bats. The fungus thrives in moist soil. Anything that stirs up the soil (combat, camping, digging, etc.) fills the air with a thirty-foot cloud of microscopic spores, which enter the body through inhalation. Characters who are infected suffer from fever, respiratory congestion, coughing, headache, and chills.

**Influenza:** This deadly disease is contracted by inhaling the virus through person to person contact. Influenza causes headache, fever, chills, coughing, respiratory congestion, and malaise.

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**Kuru:** This disease is caused by a tiny prion that destroys the victim's brain. It is transmitted via the practice of cannibalism. Once infection has occurred, the symptoms can take several years to emerge. When they do, they are nearly impossible to stop or reverse. A character infected with kuru suffers through three progressively debilitating stages. The first stage is marked by loss of muscle

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control, especially in the lower extremities. Characters suffer from tremors and clumsiness. They begin to have difficulty walking and frequently fall down. The second stage begins 2-8 months after the first stage and is characterized by spasms, partial paralysis, depression and mood change. The infected character often bursts into laughter for no reason. The third stage begins a few weeks after the onset of the second stage. Convulsions, incoherent speech, and deep skin lesions mark this final stage. There is no medicinal cure for kuru and infected creatures cannot recover on their own with Fortitude saves. Only magic can save a character infected with kuru.

**Legionnaire's Disease:** Breathing microscopic mold spores, which are found in dirt and warm water, is the primary method of contracting this disease. Anything that stirs up the soil (combat, camping, digging, etc.) fills the air with a thirty-foot diameter cloud of microscopic spores, which enter the body through inhalation. Symptoms include headache, tiredness, dry cough, high fever, chills, respiratory congestion and pneumonia.

**Leprosy I (tuberculoid):** It is unknown how this rare disease is transmitted. Infected creatures can not recover on their own with Fortitude saves. Only magic can save a character infected with leprosy. Those who are infected suffer from a deterioration of their lungs, which causes respiratory congestion, coughing and labored breathing.

**Leprosy II (Lepromatous):** This is the more contagious variety of leprosy and causes considerable skin damage, especially to the face, ears, hands and feet. Over time, this disease also causes nerve damage and will disable the character's hands and feet permanently. Infected creatures become contagious until they are cured. Leprosy destroys the nerves, which leads to numbness and painlessness. Unfortunately, these conditions foster circumstances that promote more serious damage, including blindness and dismemberment. Infected creatures can not recover on their own with Fortitude checks. Only magic can save a character infected with leprosy.

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**Leptospirosis:** This virus is transmitted to humanoids from dogs, rats and livestock that are infected. Characters can also be infected indirectly by wading or swimming in water that has been contaminated. Those who become infected suffer from fever, headache, chills, vomiting, jaundice, excessive perspiration, and occasionally a rash.

**Lyme Disease:** This infection is transmitted in the bite of ticks and causes headache, fever, fatigue, stiff neck, muscle and joint pain and a lesion at the site of infection. Those who have their Strength reduced to 9 or less (and those with less than 9 to begin with) also suffer facial palsy, meningitis and cardiovascular disturbance.

**Lymphatic Filariasis:** Tiny parasitic worms that enter the body through the bite of an infected mosquito cause this disease. The worms migrate to the host's lymph nodes and remain there, spawning millions of larvae that spread throughout the creature's bloodstream. After 1d6+1 years, the first worms to infect the host begin to die and symptoms

begin to emerge. The primary symptom is tremendous swelling of one limb. Usually, the character's arm or leg swells with fluid, but sometimes the breasts or genitals swell instead. Infected creatures also suffer from a hardening of the skin, known as elephantiasis, which grants a natural armor bonus of +1, but inflicts 2 points of permanent Charisma damage.

This disease is usually not fatal, though it does significant damage to the victim's kidneys and immune system. It can only reduce a victim's Constitution to half its original score. A character with a 16 Constitution cannot have his Constitution reduced below 8 by this disease, for example. Also note that there is no medicinal cure for Lymphatic Filariasis and infected creatures cannot recover on their own with Fortitude saves. Only magic can save a character infected with Lymphatic Filariasis.

Although this disease is not particularly contagious in small exposures, it is not uncommon for someone to be exposed to multiple infectious mosquito bites over a short period of time, increasing the DC by 2 for each additional bite.

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**Malaria:** This deadly disease is most prevalent in tropical regions and is carried by mosquitoes. Symptoms include a chills/fever cycle, headache, jaundice, weakness, kidney failure, liver dysfunction, and possibly coma. The chills/fever cycle alternates every 3 days.

**Meningitis I:** Characters who fail their saving throw and contract this disease suffer no significant symptoms or effects. For role-playing purposes, they feel a little under the weather, stiff and perhaps with a slight headache. Those who fail a subsequent save (to fight off the disease) suffer comparatively minor consequences such as headache, abdominal cramps, rash, stiff neck, sore throat, and fever. The disease is spread several ways including person to person, insect bites, and on contaminated food.

**Meningitis II:** This is a very serious disease that can disable or even kill the healthiest character. Symptoms include severe headache, mild nausea, vomiting, fever, and spasms.

**Mononucleosis:** This disease is carried in the body fluids of infected creatures and is most commonly contracted through saliva. Drinking after someone else, engaging in mouth to mouth resuscitation and kissing are all common methods of transmission. Symptoms include fever, sore throat and tiredness. Infected creatures continue to be contagious for 1 year after infection unless they receive a *remove disease* or similar spell.

**Norwalk Virus:** This gastrointestinal disease is spread in unsanitary conditions and causes mild nausea, vomiting, abdominal cramps, headache and diarrhea.

**Plague I (Bubonic):** This terrible disease is transmitted to people through the bite of infected fleas and ticks that got it from rodents. Bubonic plague causes chills, fever, headache, malaise and swollen lymph glands. In fact, the lymph glands swell until they become open, bleeding sores (lesions). Lymph glands are usually located in the groin, arm pits and neck of humanoids.

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**Plague II (Pneumonic):** This type of plague is spread through person-to-person contact and causes pneumonia-like symptoms of lethal intensity. These symptoms include respiratory congestion, fever, chills, headache, weakness, and viral pneumonia. Pneumonic plague also causes the lymph glands to swell. In fact, the lymph glands swell until they become open, bleeding sores (lesions). Lymph glands are usually located in the groin, arm pits and neck of humanoids.

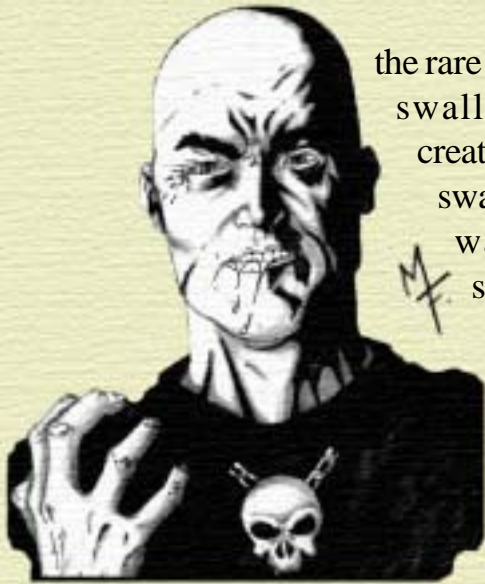
**Pneumonia I (Viral):** This less severe form of pneumonia is inhaled through person-to-person contact. Symptoms include fever, weakness and coughing.

**Pneumonia II (Bacterial):** This form of pneumonia has killed millions of people. It is inhaled from person-to-person contact and is most likely to be found in places of dense population. Symptoms appear suddenly and consist of chills, fever, respiratory congestion, coughing, and chest pain.

**Polio:** This debilitating disease attacks the nervous system and can paralyze its victim. Polio has an onset time of 7-14 days (1d8+6). Symptoms include fever, headache, nausea, vomiting, muscle pain, and stiffness in the neck and back. Characters who have their Strength score reduced to zero by polio become paralyzed. Once the disease reaches this stage, the damage becomes permanent. Characters must receive both *remove disease* and *cure paralysis* if they hope to ever walk again. 40% of all people who recover from polio will still develop Post Polio Syndrome when they age. This condition causes the character to suffer double the normal Strength penalty for aging.

**Rabies:** A virus that dwells in the mucus of infected mammals causes this dread disease. The most common form of transmission is through bites, but breathing the air of caves that have large populations of infected bats can also transmit rabies (DC 14). Regardless of the infection method, the course of the disease is the same. Initial symptoms appear 10-100 days after exposure. The virus causes

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the rare symptom of difficulty swallowing. Infected creatures become unable to swallow fluids, including water and their own saliva, due to spasms in their throat. This inability to swallow leads to profuse spitting, drooling and “foaming.” Rabies affects the creature’s brain and causes

severe and rapid mood changes. The character may be very friendly one moment, then suddenly become extremely violent. As the disease progresses, infected characters become clumsy and experience spasms, convulsions and eventually paralysis and death. Succeeding at a Fortitude save does not allow the character to recover from rabies, only magical healing can save the character.

**Spotted Fever:** This disease is spread to characters through the bite of ticks. It is most likely to infect anyone who spends a great deal of time in the rural outdoors of a temperate climate. Symptoms include fever, intense headache, muscle pain, chills, rash and fatigue.

**Syphilis:** This insidious disease is spread through sexual contact. It has an extremely long onset time, has debilitating symptoms and cannot be cured without magic. Sexually promiscuous characters are the most commonly infected persons. The first stage of symptoms begins roughly 10-90 days after infection. During this phase, characters experience no noticeable effect other than a small sore on their genitals. This sore heals naturally in 1-5 weeks. The second stage begins roughly 6 weeks after that and consists of serious symptoms including tiredness, fever, sore throat, and loss of appetite. These symptoms persist for approximately 2-24 weeks. After that, stage three begins. During this last phase, the character seems to recover and occasionally experiences a few symptoms of stage two (during

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times of stress) but otherwise seems healthy in the short term. Over the long term, however, this disease has serious debilitating effects on the character's bones, skin, nerves, eyes and brain. Every year that passes while a character has syphilis, they suffer a cumulative, permanent -1 penalty on all six of their ability scores. They also suffer from worsening vision, progressing slowly towards blindness. Eventually, they also become insane. Infected individuals continue to be contagious for 2 years after their own infection occurred.

**Tetanus:** This infection is caused when bacteria get into a character's wounds. The bacteria often live in a dormant state in the soil and on objects (like weapons) until it can find a way into a host. Being cut with contaminated metal or getting dirt in open wounds are the most common causes of infection. Soldiers and farmers are the most commonly



infected persons. Swords and other weapons may be infected with tetanus without their owners even knowing about it. To avoid spreading tetanus, weapons should be cleaned regularly. Furthermore, tetanus thrives in a sealed environment. As long as it is exposed to the atmosphere it grows slowly. Characters who have tetanus injected into a wound (from a sword blade perhaps), then receive magical healing that quickly seals the wound, find the DC to avoid infection increased by 4 (to DC 20) and the incubation period reduced to 2-4 days.

**Trichinosis:** This disease is caused by a parasite that is most often found in pork. The tiny trichina worms burrow through the character's intestines and lay larvae in the blood stream. The blood carries the larvae to various muscles in the body where they burrow deep into the muscle fiber and form a cyst. Symptoms include fever, muscle pain, thirst, chills, weakness, tiredness, and excessive salivation.

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**Tuberculosis:** Although tuberculosis is not exceptionally contagious, it also has no cure other than magic. It is permanent and fatal. Tuberculosis is transmitted through person-to-person contact. Characters who encounter tuberculosis receive two Fortitude saving throws to resist infection. Those who succeed at their initial saving throw suffer no ill effects, as do those who fail the first save but pass the second. Only those who fail both saving throws begin to suffer symptoms. Unfortunately the primary symptoms are deep, mucus-filled, bloody coughing. These symptoms cause the character to make a special Fortitude check once every month against the DC of their infection (typically 12) or suffer a permanent -1 penalty to Constitution. These lost points return if the disease is ever cured.

**Tularemia:** Tularemia is a disease that originates in game animals like rabbits and deer. Handling, eating or even smelling the entrails of an infected animal can cause a severe infection. Hunters are the most commonly infected persons.

*Tularemia I (Ingested):* Eating infected game animals is a common way to acquire this disease. Luckily, proper cooking of game meat can kill the disease before it is eaten. If infection occurs, characters suffer from sore throat, abdominal pain, vomiting and diarrhea.

*Tularemia II (Inhaled):* Anyone who cleans an animal infected with tularemia (prepares it for eating) cannot avoid being exposed to the disease. Those who fail their save suffer from respiratory congestion, labored breathing, headache, chills, and fever.

*Tularemia III (Contact):* Touching or handling an animal infected with tularemia can cause serious skin lesions and swollen glands.

Lastly, it is not unreasonable for someone to accidentally hunt and kill an infected animal, clean it, carry it home, cook it (improperly) and eat it, only to find themselves suffering from all three types of infection simultaneously a few days later.

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**Typhoid Fever:** This bacterium lives and grows in waste and is spread by eating and drinking in unsanitary conditions. Symptoms include fever, headache, diarrhea, liver dysfunction, internal bleeding, mild nausea, and loss of appetite.

**Whooping Cough:** This disease is characterized by respiratory congestion and fevers accompanied by prolonged bouts of coughing, which are very severe at night. A final deep-throated cough or “whoop” usually follows a bout of coughing. The disease is transmitted through person-to-person contact.

**Yellow Fever:** Yellow fever is spread through mosquito bites in tropical regions. Symptoms include fever, headache, muscle pain, slow pulse, bleeding gums, jaundice, and vomiting. Anyone who survives an infection of yellow fever becomes immune to future infections.

## ENCOUNTERING DISEASES

Knowing where and when to place diseases in a campaign helps add a sense of realism and balance to the scenario. The rules below are intended to help game masters plan for encounters with various diseases.

### Frequency

This column indicates how frequently characters encounter any particular disease. Some diseases are more common in certain climate regions or conditions. Any area experiencing an outbreak or epidemic will have the frequency rate increased to very common. The frequency entries below indicate percentile rates for players who use random encounters and also include a chronological method of assigning frequency (i.e. once a week, once a day etc.) Game masters should use one method or the other, not both at the same time.

*Very common* (90%) only diseases that have reached epidemic proportions have a very common frequency. Characters encounter this disease at least once a day.

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*Common (65%)* This disease is encountered at least once a week by the characters.

*Uncommon (20%)* This disease is encountered at least once a month.

*Rare (11%)* This disease is encountered at least once a season.

*Very rare (4%)* This disease is encountered at least once a year.

### Transmission Method

The disease's method of delivery—inhaled, ingested, injury or contact. This entry also lists the infecting agent such as “dead animals” or “mosquito bite.” Although most infection methods are self-explanatory, two methods, person to person and unsanitary conditions, warrant brief descriptors.

*Person-to-person:* This indicates any interpersonal contact of less than 6 feet. Any coughing, sneezing or heavy breathing by the infected individual exposes anyone within range. In confined spaces such as wagons, small rooms and crowded chambers the DC may be increased by 2 or more.

*Unsanitary Conditions:* This indicates environments where there is little or no proper sanitation or sanitary food preparation. Most diseases contracted this way require only a few microbes to enter the body.



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TABLE 2-3: DISEASE ENCOUNTER

Disease	Frequency	Transmission Method
Anthrax I	Uncommon in rural areas/rare elsewhere	Contact/dead infected animals
Anthrax II	Uncommon in rural areas/rare elsewhere	Inhaled /dead infected animal
Botulism	Uncommon	Ingested
Buruli Ulcer	Rare	Injury
Cholera	Uncommon in unsanitary conditions, very rare elsewhere	Ingested/unsanitary conditions
Cryptosporidiosis	Uncommon	Ingested/unsanitary conditions
Dengue Fever I	Common in tropics	Injury/mosquito bite
Dengue Fever II	Uncommon in tropics, very rare elsewhere	Injury/mosquito bite
Diphtheria	Common in crowded conditions, rare elsewhere	Person-to-person
Dracunculiasis	Very Rare	Injury/assassin bug bite
Dysentery I	Uncommon in crowded tropics, rare elsewhere	Ingested/unsanitary conditions
Dysentery II	Uncommon in summer, rare otherwise	Ingested/unsanitary conditions
Epidemic Typhus	Common in crowded conditions, rare elsewhere	Injury/lice
Hemorrhagic Fever	Very Rare	Contact/tick bite*
Hepatitis A	Uncommon	Injury, Ingested/unsanitary conditions
Hepatitis B	Common	Contact/body fluids
Hepatitis C	Rare	Contact/body fluids
Herpes*	Uncommon	Contact/sexual

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TABLE 2-4: DISEASE ENCOUNTER (CONTINUED)

Disease	Frequency	Transmission Method
Histoplasmosis	Rare	Inhaled/birds and bats, moist soil
Influenza	Common	Inhaled/person-to-person
Legionnaire's Disease	Rare	Inhaled/soil and water
Leprosy I	Very rare	Unknown (inhaled?)
Leprosy II	Very rare	Close contact
Leptospirosis	Rare	Inhaled/dogs, rats and farm animals
Lyme Disease	Uncommon in temperate regions, very rare elsewhere	Injury/tick bite
Malaria	Common in tropics/uncommon elsewhere	Injury/mosquito bite
Meningitis I	Common	Inhaled/person-to-person, injury/insect bites, ingested/contaminated food
Meningitis II	Rare	Inhaled/person-to-person, injury/insect bites, ingested/contaminated food
Mononucleosis	Common	Contact/body fluid (mainly saliva)
Norwalk Virus	Uncommon	contaminated food, person-to-person
Plague I	Uncommon	Injury/flea
Plague II	Rare	Inhaled/person-to-person
Pneumonia I	Uncommon	Inhaled/person-to-person
Pneumonia II	Rare	Inhaled/person-to-person
Polio	Uncommon	Ingested/unsanitary conditions
Rabies*	Uncommon	Injury/mammal bite or inhaled/bat caves

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TABLE 2-5: DISEASE ENCOUNTER (CONTINUED)

Disease	Frequency	Transmission Method
Spotted Fever	Uncommon	Injury/tick bite
Syphilis*	Uncommon	Contact/sexual contact
Tetanus	Uncommon	Injury/unsanitary conditions
Trichinosis	Uncommon	Ingested/undercooked meat
Tuberculosis	Rare	Inhaled/person-to-person
Tularemia, Ingested	Rare	Ingested/game animals
Tularemia, Inhaled	Rare	Inhaled/infected carcass
Tularemia, Contact	Rare	Contact/game animals
Typhoid Fever	Uncommon in tropics, rare elsewhere	Unsanitary conditions
Whooping Cough	Uncommon	Inhaled/person-to-person
Yellow Fever	Uncommon In tropics, very rare elsewhere	Mosquito bite



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## CHAPTER 3: CONDITIONS

### INTRODUCTION

This chapter introduces several new conditions that may afflict characters. Disease and poison cause most of these conditions, but some are caused by magic as well. If more than one condition affects a character, apply them all. If certain effects can't be combined, apply the most severe effect.

### CONDITION SUMMARY

**Abdominal Cramps (Ac):** Painful abdominal cramps impede combat and spell casting. Those experiencing cramps suffer -2 to hit and damage. Spell casters must make a Concentration check (DC 15+ spell level) to cast a spell. Cramping individuals cannot run at x4 or more.

**Anemia (An):** Low oxygen content in a creature's blood causes feebleness and lethargy. Anemic individuals suffer -2 Strength and -2 Dexterity. Daily overland movement is also reduced by 20%.

**Bleeding Gums (Bg):** Characters with this condition suffer from small, open wounds in their mouth. These wounds increase the character's susceptibility to ingested diseases, imposing a -4 on the Fortitude check.

**Blind (Bd):** These character cannot see at all. They have a 50% miss chance, lose any positive Dexterity bonus to AC, and grant a +2 attack bonus to anyone who attacks them. Their movement is reduced to half and they suffer a -4 on most Strength and Dexterity based skills. Spot checks are impossible as is any other vision based activity.

**Blurred Vision (Bv):** Creatures with blurred vision suffer a 20% miss chance on all melee attacks and a 50% miss chance on all ranged attacks.

**Broken Limb (Bl):** One of the character's limbs (arm or leg) is broken. This causes 1d2+1 points of damage and renders the limb useless for 1d3+3 weeks. Furthermore, if the limb is not properly set before mending begins (Heal DC 20), the limb is

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disfigured when it heals. This disfigurement causes a -5 foot speed (leg) or a -2 to all skills requiring the use of that limb (arm). Although the limb can be repaired instantly with magic, it must still be set to avoid disfigurement.

**Burning (B):** Creatures with the burning condition are afflicted with constant sensations of intense heat. This causes them to suffer +1 per die of damage from fire and heat and to feel as though the temperature is 30 degrees warmer than it actually is.

**Cardiovascular Disturbance (Cd):** Creatures experiencing cardiovascular disturbance suffer from a tremulous pulse. This condition causes chest pain (1d2 nonlethal damage) and forces the subject to make a Fortitude save (DC 10 +1 per previous check) each round that they engage in strenuous activity. Failure indicates shock has occurred (see Shock, below) and will persist until the character rests for 1d4 hours.

**Chills (Ch):** Characters with chills take +1 damage per die from cold attacks, and feel as though the temperature is 30 degrees colder than it actually is.

**Clumsy (Cl):** Characters with this condition suffer a -4 penalty to Dexterity.

**Coma (Co):** Creatures in a coma are in a state similar to death. They do not respond to noise or pain. They breathe slightly. This condition can last for an extremely long time, depending on the cause. If the coma outlasts the character's ability to go without food or water they begin to die, as per the [starvation and dehydration rules](#).

**Confusion (C):** Confused characters have their behavior determined by a 1d10 roll, reroll at the end of each action: 1: wander away (unless prevented) for 1 minute; 2-6: do nothing for 1 round; 7-9: attack the nearest creature for 1 round; 10: act normally for 1 round.

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**Convulsions (Cv):** Severe spasms grip the character's body, robbing him of any control whatsoever. Those experiencing convulsions thrash around in a grotesque manner, sometimes howling as if possessed. Characters writhing with convulsions may damage themselves or anyone who gets near them. To avoid damage, characters in convulsions must be grappled or restrained. Those who are not restrained suffer 1d4 points of nonlethal damage per round of the seizure. Most convulsions last 2d6 rounds.

**Coughing (Cg):** Creatures with this affliction cough loudly and/or clear their throat once every 1d6 minutes. Coughing can be reduced to once every 1d12 minutes by drinking 25% more liquids than is required. Drinking even more fluids does not reduce coughing further. Note that coughing disrupts any attempts by the character to be silent.

**Delusions (Ds):** Characters with this symptom suffer from false perceptions of their surroundings (audible and visual). These perceptions are usually

subtle, misleading distortions of reality. They include such things as detecting insincerity in others, seeing suspicious shadows, and misinterpreting sounds. Delusional characters make random Spot and Listen checks at the DMs discretion and suffer a -4 on their Sense Motive skill.

**Depression (Dp):** Characters afflicted with depression find no joy or satisfaction in the things they otherwise would. Spell casters lose interest in magic, fighters lose their desire for combat and clerics become apathetic about their gods. Depressed characters do not practice their class abilities and gain no experience points while the condition persists. Characters suffering from depression will often put themselves in senselessly dangerous situations, inviting damage or even death. They rarely defend themselves in these situations. When danger is not at hand, depressed characters will sometimes inflict damage upon themselves (1d2 points), often with knives or hot iron. Depressed individuals also become careless

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about their possessions and wealth. 10% of depressed individuals attempt suicide. On average, 6% succeed. (Roll 1d100. 01-06: successful suicide, 07-10: unsuccessful suicide, 11-100: no suicide attempt.)

**Diarrhea (D):** A character with diarrhea is randomly afflicted with immediate, watery bowel movements. When associated with a poison, this symptom is primarily bothersome and perhaps messy. When associated with a disease, however, this watery expulsion poses a much more hazardous threat. Disease induced diarrhea often contains a high concentration of the contagion. Anyone cleaning up this refuse must take care to wash their hands thoroughly and with disinfectant (a rare thing in most campaigns). If they do not, a small but significant amount of microscopic germs will remain on their hands and be wiped off on anything they touch. Germs wiped on food potentially infect anything that eats it. This is the primary method of transmission of several diseases including cholera and typhoid fever.

**Disabled Limb (DI):** One of the character's limbs is damaged and useless for 24 hours. The character suffers 1d2 points of damage and cannot use the specified limb for one day or until the damage is magically healed, whichever happens first.

**Dismembered Limb (DI):** One of the character's limbs is cut or ripped from their body. This causes excessive bleeding as the character suffers a loss of 10%-60% of their remaining hit points each round. Magical healing which restores at least 20% of the character's total maximum hit points will create a fleshy stump and stop the bleeding. Limbs can be reattached with typical healing magic if the attempt is made within 5 minutes of the dismemberment and the magic heals at least 30% of the character's maximum hit points. These hit points may be gained from multiple sources but must all be applied within the 5-minute time frame.

**Disorientation (Do):** Disoriented creatures become lost in familiar surroundings. They also have difficulty remembering where they are going

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and what they are doing. Disoriented creatures cannot memorize spells or learn new skills. They must also make a Concentration check (DC 15) to remember any recent event or to identify familiar surroundings. Memories from the distant past are not affected by this condition. 'Recent events' are anything within the past six months, (including the past few minutes). 'Distant past' is anything greater than six months ago. Spell casting is impossible with this condition.

**Dizziness (Dz):** Characters who are dizzy suffer a 20% miss chance on all attacks and cannot run or charge. Extremely dizzy characters may vomit (see below).

**Drowsiness (Dw):** Characters who are drowsy suffer from a feeling of mental lethargy. Concentration checks (DC 10) are required to perform even rudimentary tasks. Spell casters must make a concentration check (DC 12+ spell level) to cast a spell. Drowsy characters cannot memorize spells and suffer -2 on all skill checks related to Intelligence, Wisdom and Charisma.

**Excessive Perspiration (Ep):** Characters with this condition sweat profusely, a potential hazard in cold or dry climates. They must also consume 25% more water than otherwise required or risk dehydration.

**Excessive Salivation (Es):** The character begins drooling profusely and suffers from the effects of thirst (see below).

**Excessive Urination (Eu):** Aside from frequent trips to the lavatory, this condition also dehydrates characters, requiring them to drink twice as much water as usual or suffer from dehydration.

**Excruciating Muscle Pain (Em):** This intense agony in the character's muscles causes a -4 Strength penalty, -2 Dexterity and restricts all movement to 5 feet per round maximum.

**Facial Palsy (Fp):** Characters with this condition suffer from paralysis of their facial muscles. Characters with facial palsy cannot cast spells with verbal components. Command words for magic

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items also cannot be spoken clearly enough to be effective. Speech is hard to understand, causing the listener to make a Listen check (DC 15) to understand what the afflicted character is saying. The blank, expressionless face of someone with this condition imposes a -4 circumstance penalty to any Sense Motive check made against the character.

**Fatigued (Fg):** Characters who are fatigued cannot run or charge and suffer -2 penalties to Strength and Dexterity. A fatigued character becomes exhausted by doing something that would normally cause fatigue. After 8 hours of complete rest, fatigued characters are no longer fatigued.

**Fever (F):** This condition combines the effects of burning, malaise, tiredness and drowsiness.

**Flu-like Symptoms (Fs):** Characters with this condition suffer from a combination of drowsiness muscle pain, headache and respiratory congestion.

**Flushing (Fl):** Anyone looking at the bright red face of a flushed individual can clearly see they are sick. Most people will avoid or ostracize a flushed individual for fear of catching their disease.

**Hallucinations (Hl):** Characters with this condition see and hear things that do not exist. They might also perceive severe distortions in the world around them. Objects and creatures might appear to be much large or smaller than they actually are, for example. This condition also might include sights and sounds that are completely imaginary. Hallucinating characters make random Spot and Listen checks as they are distracted by their hallucinations. They also suffer a -4 on their Sense Motive skill. Hallucinating creatures must also make a Will save (DC equal to the save for the spell, poison, or disease responsible for the hallucinations) or begin to **panic**.

**Headache (Ha):** Headaches cause great difficulty in concentration. Spell casters with a headache make a Concentration check (DC 12+ spell level) to cast a spell.

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**Hives (Hv):** Painful itching welts characterize this severe skin rash. Characters with hives suffer 2d2 points of nonlethal damage which persist for the duration of the condition. Hives are a more severe condition than rash.

**Hot Flashes (Hf):** Creatures with hot flashes are afflicted with sudden sensations of intense heat. During these bouts (which occur 1d6 times an hour and last 1d4+2 minutes) they suffer +1 per die of damage from fire and heat and feel as though the temperature is 20 degrees warmer than it actually is.

**Incoherent Speech (Is):** Creatures with this affliction have lost the ability to speak clearly. They may babble with disjointed sentences and make very little sense or their pronunciation may become slurred and clumsy. They are not aware of the disturbance however, and believe they are making sense.

**Intense Headache (Ih):** Those with migraines and other intense headaches suffer -2 to hit in bright light and take 1d2 in nonlethal damage from loud noises. They may not run or charge. Spell casting requires a Concentration check (DC 24+ spell level) and no spell memorization may be done.

**Intense Thirst (It):** Creatures with this condition must consume three times as much water as they otherwise would or suffer from [dehydration](#). Furthermore, afflicted characters may only go without water for 6 hours before they must begin making Constitution checks against dehydration (DC 10, +2 for each previous check).

**Internal Bleeding (Ib):** Characters with this dreaded condition suffer from blood loss but may not even know it. Internal bleeding is sometimes painless and only rarely causes visible bruising. Many times, characters with internal bleeding don't even know it until they begin dying. Most cases of internal bleeding cause 1d6 points of damage per hour. More severe cases might cause 1d6 points

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of damage every ten minutes or even 1d6 per minute. Only the most severe internal hemorrhaging causes 1d6 points of damage per round. Internal bleeding can usually be cured with magic that heals at least 10 points of damage. It can also be cured with natural healing.

**Jaundice (J):** Anyone looking at the sickly yellow skin of a jaundice character can clearly see they are sick. Most people will avoid or ostracize a jaundice individual out of fear from catching their disease.

**Joint Pain (Jp):** Every round that a character with joint pain spends in hard moving (fighting, running, digging etc.) requires a Fortitude save (DC 20) or such movements cause 1 point of nonlethal damage.

**Kidney Failure (Kf):** Kidney failure is most often indicated by a lack of urination and can be fatal. Each twelve-hour period that passes while this condition persists the character must make a Fortitude save (DC 10 +1 per previous check). After

the first failed roll the character begins to suffer nausea, loss of appetite and tiredness. A second failure indicates the character begins to suffer from spasms, weakness, tingling and cramps. A third failed save indicates the character begins to have convulsions and falls into a coma. A fourth failed check indicates the character has died.

**Labored Breathing (Lb):** Creatures afflicted with labored breathing find respiration difficult and become fatigued and exhausted much faster than normal. They suffer a -4 on all Constitution checks made to resist nonlethal damage from swimming, Constitution checks made to continue running, and Constitution checks made to resist nonlethal damage from a forced march.

**Lesions (L):** Open sores appear somewhere on the character's body. Characters with lesions suffer 1d2 points of nonlethal damage, which persist until the lesions are cured or removed.

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**Liver Dysfunction (Ld):** Unless noted otherwise, this symptom ages the character by 2 years and causes a permanent -1 Constitution penalty.

**Loss of Appetite (La):** Characters with this condition lose all interest in food. If they try to eat they find food makes them mildly nauseous, as though they are overeating. Continuing to eat will make the character nauseous, then severely nauseous. These symptoms fade 10-60 minutes after the last attempt to eat. Not being hungry does not mean that the character may go without food. Characters who do not eat are still in danger of [starvation](#).

**Loss of Voice (Lv):** Characters with this condition cannot utter words or noises. They may wheeze quietly but not effectively enough to communicate. Verbal components to spells cannot be uttered, nor can command words for magical devices.

**Malaise (Ma):** This general feeling of illness and ailment imposes a -1 on all of the character's saving throws.

**Memory Loss (Ml):** This condition impedes the subject's ability to remember facts and information. Recalling simple information requires a Concentration check (DC 15). Complex or difficult information can only be remembered with a Concentration check (DC 20). Spell casters must make a Concentration check (DC 25 + spell level) to cast a spell.

**Mild Intoxication (Mi):** Mildly intoxicated individuals suffer from a slight case of clumsiness (-2 Dex) and gain a +1 moral bonus to Strength and a +2 moral bonus to saving throws against fear-like effects.

The further steps of progressive intoxication are severe intoxication, unconsciousness, shock, coma, and death.

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**Mild Nausea (Mn):** Characters with mild nausea suffer -4 on all attack and damage rolls, -5 on all Dexterity and Strength related skills, and cannot run or charge. Spell casting requires a Concentration check (DC 15 + spell level).

**Mood Change (Mc):** This condition indicates the character is subject to sudden, severe mood changes. The character moves quickly from one mood-state to another, oftentimes without reason.

**Muscle Pain (Mp):** Those with muscle pain suffer -2 Strength, -1 Dexterity and cannot run or charge.

**Nausea (N):** Creatures experiencing nausea are unable to attack, cast spells, concentrate on spells or do anything requiring attention. The only action such a character may take is a single move per turn.

**Nervous (Nv):** The character is on proverbial pins and needles. Every sound startles him and every stranger seems suspicious. This condition grants a +1 bonus to all Spot, Listen and Sense Motive

checks, but causes concentration to become more difficult. Simple activities require a Concentration check (DC 10), complex activities require checks at DC 15 and spell casting requires Concentration checks equal to 10 + spell level. Nervousness also causes loss of appetite and tremors.

**Numbness (Nb):** Characters with this condition experience a profound lack of tactile sensation, usually in their extremities. This causes tactile tasks to become very difficult. Handling spell components properly requires a Reflex check (DC 18). Slight of Hand, Opening Locks and other tactile related skills suffer a -15 circumstance penalty. Numbness is a more severe form of tingling.

**Paralysis (Pa):** This condition disables the character's voluntary muscles, causing their effective Strength and Dexterity to become 0, but they may still make purely mental actions.

**Partial Paralysis (Pp):** Sometimes only a character's legs become paralyzed. Such characters

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must use their arms, friends, machines, or magic to move about. Spell casting is still possible with partial paralysis. Dexterity modifiers to AC are lost and the character may only use light and one-handed weapons without penalty. Using larger weapons causes a -2 attack penalty.

**Persistent Vomiting (Pv):** Characters afflicted with persistent vomiting must make a Fortitude save every 20 minutes or be overcome with vomiting for 1d4 rounds. In the event that there is no material to regurgitate, the character heaves and might expel blood (20% chance). If this occurs the vomiting character also suffers 1d2 points of nonlethal damage. All persistently vomiting characters must drink 50% more water or face dehydration.

**Prostration (P):** Characters who are prostrated cannot move. They are bed ridden with sickness and are helpless to care for themselves.

**Rash (R):** Red, itchy splotches cover a region of the character's body (or whole body). Characters with a rash frequently scratch the irritated area and suffer 1 point of nonlethal damage.

**Respiratory Congestion (Rc):** The character's lungs are congested with fluids and/or phlegm. This condition causes coughing and labored breathing.

**Respiratory Paralysis (Rp):** As the muscles of the upper body become paralyzed, breathing becomes increasingly difficult. Characters with this condition are in serious danger of dying. Any character with this condition begins **suffocating** and will die if they do not receive some sort of respiratory assistance.

**Restless (Rs):** Characters with this condition cannot get meaningful sleep. Their nights are spent writhing for long, lonely hours in the darkness. They sleep sporadically and awake frequently. They cannot recover from fatigue and wizards with this condition cannot memorize spells upon waking.

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**Sensitivity to Light (Sl):** Creatures with this condition suffer a 10% miss chance and 1 point of nonlethal damage while in brightly-lit areas.

**Severe Headache (Sh):** Characters with severe headaches suffer 1d2 points of nonlethal damage from very loud noises. They also cannot run or charge. Spell casters with severe headaches must make a Concentration check (DC 18+ spell level) to cast or memorize a spell. Severe headache is a more extreme form of headache, but less severe than intense headache.

**Severe Intoxication (Si):** Alcohol and some other poisons induce this condition. Intoxicated creatures experience a strong sense of euphoria and clumsiness. Severe intoxication also causes a -4 Dexterity penalty and a -2 Wisdom penalty but adds a +2 moral bonus to Strength and a +4 moral bonus against fear-like effects.

The further steps of progressive intoxication are unconsciousness, shock, coma and death.

**Severe Nausea (Sn):** Creatures experiencing severe nausea are bed ridden. They may not take any action or any meaningful movement due to their extreme condition. At the DM's discretion, those experiencing severe nausea may crawl up to 5 ft. per turn. Characters who move while severely nauseous must make a Fortitude save (DC 20) or begin vomiting.

**Shock (Sk):** Characters in shock suffer from depressed vital signs including slow pulse and potential unconsciousness. Those suffering from shock become apathetic, and emotionless. They also suffer from weakness (-4 Strength), chills (+2 damage per die from cold attacks) and diminished alertness (-4 Spot and Listen). Characters in shock who have lost more than 50% of their hit points or 50% of any one ability score become unconscious until the damage is restored.

**Slow Pulse (Sp):** Creatures with this condition suffer from a combination of slight weakness (-2 Strength) and disorientation.

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**Sore Throat (St):** Eating causes 1 point of nonlethal damage per meal. Talking causes 1 point of nonlethal damage per minute. 10% of individuals with a sore throat lose their voice for 1d4 days.

**Spasms (Ss):** Characters afflicted with spasms are not in complete control of their bodies. Nerve damage causes their limbs to flail randomly and their face and hands to twitch uncontrollably. This condition causes even the simplest tasks to become very difficult. Casting spells with material or somatic components requires a Reflex save (DC 20). Characters with spasms also suffer a -2 on attack rolls and a -4 on all skill checks that depend on eye-hand coordination (Balance, Climb, Craft, Disable Device, Escape Artist, Forgery, Handle Animal, Move silently, Open Locks, Perform, Profession, Ride, Slight of Hand, Swim, Tumble, and Use Rope).

**Swollen Glands (Sg):** Although anytime a character acquires a disease or infection they will experience swollen lymph glands, characters

specifically afflicted with this symptom experience severe swelling, usually under their chin near the throat. This swelling is obvious to others and is somewhat painful, causing 1d2 points of nonlethal damage.

**Temperature Inversion (Ti):** Creatures experiencing temperature inversion feel cold in warm weather and hot in cold weather. Regardless of how they feel, the actual effect of the environment on their bodies is unchanged.

**Temperature Sensitivity (Ts):** Temperatures above 60 degrees feel 20 degrees hotter and temperatures below 60 degrees feel 20 degrees colder for characters with this condition.

**Thirst (Th):** Characters suffering from thirst must drink twice as much water a day as they otherwise would or face [dehydration](#).

**Tingling (T):** Characters experience a slight prickling sensation, usually in their extremities.

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This causes delicate tactile tasks to become more difficult. Handling spell components properly requires a Reflex save (DC 12). Slight of Hand, Opening Locks and other tactile related Skills have their DC increased by 2.

**Tiredness (Td):** Those who suffer from tiredness experience slow reaction time, receiving a -2 Dexterity penalty and -1 on attack rolls.

**Tremors (Tr):** Tremors cause characters to shake and tremble constantly. This condition adds a +2 to the DC of any delicate tactile skill the character attempts to use including Disable Device, Forgery, Slight of Hand, Open Locks and others. Tremors are generally less severe than spasms but last much longer.

**Unconsciousness (U):** Knocked out and helpless. Unconsciousness can result from shock, blood loss or major infection.

**Vomiting (V):** Creatures suffering from vomiting must make a Fortitude save (DC 15) each hour, and anytime they eat. Failure indicates a bout of vomiting. While vomiting, the creature is overcome with regurgitation which last 1d4 rounds. During this time the vomiting creature is helpless and may only take a 5-foot step. Each day characters vomit they must drink 25% more water or face **dehydration**.

**Weakness (W):** Creatures suffering from weakness have their Strength reduced by 4 points.

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Abbreviation	Condition
Ac	Abdominal Cramps
An	Anemia
B	Burning
Bd	Blind
Bg	Bleeding Gums
Bl	Broken Limb
Bv	Blurred Vision
C	Confusion
Cd	Cardiovascular Disturbance
Cg	Coughing
Ch	Chills
Cl	Clumsy
Co	Coma
Cv	Convulsions
D	Diarrhea
DI	Disabled Limb
Ds	Delusions
Do	Disorientation
Dp	Depression
Dw	Drowsiness
Dz	Dizziness
Em	Excruciating Muscle Pain
Ep	Excessive Perspiration
Es	Excessive Salivation
Eu	Excessive Urination
F	Fever
Fg	Fatigued
Fl	Flushing

Abbreviation	Condition
Fp	Facial Palsy
Fs	Flu-like Symptoms
Ha	Headache
Hf	Hot Flashes
Hl	Hallucinations
Hv	Hives
Ib	Internal Bleeding
Ih	Intense Headache
Is	Incoherent Speech
It	Intense Thirst
J	Jaundice
Jp	Joint Pain
Kf	Kidney Failure
L	Lesions
La	Loss of Appetite
Lb	Labored Breathing
Ld	Liver Dysfunction
Lv	Loss of Voice
Ma	Malaise
Mc	Mood Change
Mi	Mild Intoxication
Ml	Memory Loss
Mn	Mild Nausea
Mp	Muscle Pain
N	Nausea
Nb	Numbness
Nv	Nervous
P	Prostration

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Abbreviation	Condition
Pa	Paralysis
Pp	Partial Paralysis
Pv	Persistent Vomiting
R	Rash
Rc	Respiratory Congestion
Rp	Respiratory Paralysis
Rs	Restless
Sg	Swollen Glands
Sh	Severe Headache
Si	Severe Intoxication
Sk	Shock
Sl	Sensitivity to light
Sn	Severe Nausea
Sp	Slow Pulse
Ss	Spasms
St	Sore Throat
T	Tingling
Td	Tiredness
Th	Thirst
Ti	Temperature Inversion
Tr	Tremors
Ts	Temperature Sensitivity
U	Unconsciousness
V	Vomiting
W	Weakness



## Nature's Wrath

### APPENDIX: DRUG ADDICTION

Some poisons listed in [Chapter 1](#) have addictive qualities (hemp and poppies). Use this rule if someone takes (or is given) an addictive poison.

If the subject fails the initial Fortitude save and begin suffering the effects of the poison, they must also make an addiction check (either Fortitude or Will as specified in the poison description). If this check fails they become dependent and suffer the indicated penalties (conditions from [Chapter 3](#)) for the indicated amount of time (usually several days).

For example, the description of hemp reads: The toxins in hemp are also mildly addictive (Will DC 12). *Dependency*: mood change (1d2 days); *Addiction*: restlessness, depression (1d3 days).

Thus anyone eating or inhaling this plant must make a Fortitude check or suffer the effects of poisoning. If that check fails, the character must make an addiction check (in this case, Will DC 12). If this check fails, the character becomes dependent. In this case, dependency causes the symptom mood change. This symptom persists for 1d2 days.

However, the character also has a nagging desire to take the drug again (in this case, hemp). If he takes it again and fails his Fortitude save against the poison, the symptom of mood change is temporarily removed until the poison wears off (typically 1d4 hours). Unfortunately, every time the character takes an addictive drug he must also make an addiction check. Characters who are dependent on a drug suffer a -2 circumstance penalty to their addiction checks when taking more of the drug they are addicted to. In our example, the character is already dependent on hemp so he suffers a -2 circumstance penalty to the addiction check. If the character takes a drug he is already dependent on and fails the addiction check he becomes addicted.

The penalties for addiction are handled just like the penalties for dependency. They persist for an indicated amount of time (1d3 days in the case of hemp) and can be temporarily removed by taking the poison again. Every time the character takes an addictive poison he must make an addiction check. If he takes a drug he is already addicted to he suffers a -4 penalty on the addiction check and the duration for recovery is reset.

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### **Recovering From Addiction**

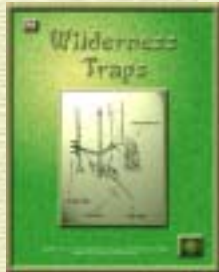
If a dependent character can resist taking the drug for the indicated number of days (1d2 days for hemp), the symptoms subside and the character is free of the dependency.

If an addicted character resists the drug for the indicated number of days (1d3 days for hemp), his addiction status changes to dependent and his symptoms change accordingly. The character is now considered dependent and must continue to resist the drug for the indicated amount of time to be free of the dependency.

# Nature's Wrath

**Nature's Wrath** is one of several titles Bloodstone Press offers for enhanced d20 role playing in any modern, future, or fantasy genre. Other titles with similar broad application include the following.

## WILDERNESS TRAPS



This supplement details twelve wilderness traps that can be constructed from simple materials such as rocks, sticks, grass, and mud. Deadfalls, foot traps, grass scythes, and other simple but deadly traps are presented here with diagrams, descriptions, and d20 statistics. These traps are inexpensive and easy to build, making them ideal for guerrilla fighters, hunters, and bandits. Unlike other traps, a wilderness trap can be constructed in a matter of hours and at a cost of 0 GP! Once built, they are especially difficult to notice, being constructed of logs, rocks and vines, which are quite inconspicuous in the wilds. All it takes to build these traps is a little know-how and some raw materials.

Pick this supplement up today and find out how easy it is to add these inexpensive and effective dangers to your wilderness campaign!

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God Spells also includes many of the divine spells that have appeared in Bloodstone's other titles, all updated to the new 3.5 rules. Classic spells like *convalescence*, *fortify* and *spirit of the lion* have been retooled with the new version of the core rules and are ready to be added to your game! With the God Spells in their hand, your divine heroes will have all the power they need to achieve their spiritual goals!

# Nature's Wrath

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