* **New Rules**
* *Stage*

Stage shows how severe your illness has progressed.

* *Resist*

This tells you the difficulty of the End test made to resist the disease, or resist progression in the disease at the end of a Gestation period.

* *Treat*

This tells you the difficulty of the “Profession (Medicine)” test made to treat the illness. Treating a disease can only be done over a long rest.

* *Treatments*

The following options are available to healers and the afflicted to aid in recovery from the disease.

1: Cure Disease (Spell & Potion)

Using a Cure Disease spell or potion will cure the afflicted of any Common Disease or Magical if the Spell/Potion is strong enough.

2: Natural Recovery

If you successfully resist the disease progression twice in a row, you reduce the Stage by 1. If this drops it to 0, you are cured.

3: Medical Care

If a healer successfully treats the disease, it will reduce the Stage by 1. If this drops it to 0, the afflicted will be cured of a common disease.

* *Hardcore Options*

To add an additional level of difficulty to your game, you can add the following effect, “*Linger*”. This effect will make it so that if the afflicted is cured after they reach stage 3, they must select one of the following characteristics; Str, Agi, Wp, Int, Prs, or Prc. The chosen characteristic is reduced by 2 and their End is increased by 1, showing how their body has become a little more resistant but is left scarred due to the ordeal.

Another hardcore option is “*Reduced Cure Disease Effectiveness*”. Using this makes it so that Cure Disease spells and potions only reduce the Stage by 1, instead of curing it out right.

* **New Conditions**
* *Vomiting*

Your illness has induced vomiting. Whenever you attempt to eat or drink anything (i.e. potions), you must make a -10 End test or Vomit it up. When you vomit, you lose 1 Sp or gain 1 Fatigue. If you are attempting to drink/eat medicine (i.e. a Cure Disease Potion) you make a +10 End test instead.

* *Headache*

Your head feels as if it could split at any moment. All skill tests that use WP, INT, or PRS reduce their DOS by 2 and all Magicka costs are increased by 3.

* *Coughing*

Damn this cough, not a moment of rest. Whenever you attempt to speak out loud (i.e. calling out in combat), attempt to hide using stealth, or chanting an arcane incantation, you must make a successful -10 End test or fail whatever it was you were attempting.

* *Fatal*

At the end of the next Gestation period, your illness will take your life if you fail a Stage 3 resist test. If you pass this test, you will postpone the fatality by another gestation period until you are cured or eventually fail the test and die.

* **Common Diseases**
* ***Ataxia***

*“Ataxia is a mild common disease affecting the victim's strength and dexterity. Symptoms include generalized pain, muscle stiffness and paleness. This can affect the victim's ability to pick locks. It may be contracted from slaughterfish, bears, zombies, skeevers and alit.”*

| ***Stage*** | ***1*** | ***2*** | ***3*** |
| --- | --- | --- | --- |
| ***Resist*** | *---* | *-20* | *-30* |
| ***Treat*** | *+20* | *+10* | *+0* |

*Gestation*: 2 Days

*Effects*

Stage 1: *Lose 5 Str & Agi*

Stage 2: *Lose 10 Str & Agi*

Stage 3: *Lose 15 Atr & Agi*

* ***Chills***

*“Chills is an extremely dangerous common disease affecting the victim's mind and coordination. Symptoms include clumsiness and mental confusion. It may be contracted from the undead.”*

| ***Stage*** | ***1*** | ***2*** | ***3*** |
| --- | --- | --- | --- |
| ***Resist*** | *---* | *-30* | *-40* |
| ***Treat*** | *-0* | *-10* | *-20* |

*Gestation*: 2 Days

*Effects*

Stage 1: *Lose 5 Int & Agi*

Stage 2: *Lose 10 Int & Agi, Headache*

Stage 3: *Lose 15 Int & Agi, Vomiting*

* ***Cholera***

*“Cholera is one of the deadliest diseases in Tamriel, and is always fatal unless a cure is provided very quickly.”*

| ***Stage*** | ***1*** | ***2*** | ***3*** |
| --- | --- | --- | --- |
| ***Resist*** | *-10* | *-20* | *-30* |
| ***Treat*** | *-10* | *-20* | *-30* |

*Gestation*: 3 Days

*Infection*

Consuming spoiled meat and dirty water.

*Effects*

Stage 1: *1 permanent point of Fatigue, Vomiting*

Stage 2: *2 permanent points of Fatigue*

Stage 3: *3 permanent points of Fatigue, Fatal*

* ***Consumption***

*“The willpower, agility, and strength of a victim of Consumption will slowly leave them, until they are cured or they die.”*

| ***Stage*** | ***1*** | ***2*** | ***3*** |
| --- | --- | --- | --- |
| ***Resist*** | *---* | *-20* | *-30* |
| ***Treat*** | *+10* | *+0* | *-10* |

*Gestation*: 7 Days

*Infection*

Spending more than 1 minute in an area of noxious air, such as poison gas and the like.

*Effects*

Stage 1: *Lose 10 Str, Agi, & Wp, Coughing*

Stage 2: *Lose 15 Str, Agi, & Wp, Vomiting*

Stage 3: *Lose 25 Str, Agi, & Wp, Fatal*

* ***Gangrene***

*“A repulsive disease associated with Namira. Gangrene is a condition that occurs when body tissue dies. It is caused by a loss of blood supply due to an underlying illness, injury, and/or infection. Fingers, toes, and limbs are most often affected, but gangrene can also occur inside the body, damaging organs and muscles.”*

| ***Stage*** | ***1*** | ***2*** | ***3*** |
| --- | --- | --- | --- |
| ***Resist*** | *-10* | *-15* | *-20* |
| ***Treat*** | *-15* | *-20* | *-25* |

*Gestation*: 1 Day

*Infection*

Sleeping or contact with rot or filth with an untreated physical wound.

*Effects*

Stage 1: *Loses 5 Str, - 1 Max SP*

Stage 2: *Loses 10 Str, -5 Max HP*

Stage 3: *Loses 15 Str, Fatal*

* ***Leprosy***

*“A repulsive disease associated with Namira. Victims of Leprosy slowly waste away, unless a cure is provided.”*

| ***Stage*** | ***1*** | ***2*** | ***3*** |
| --- | --- | --- | --- |
| ***Resist*** | *---* | *-10* | *-20* |
| ***Treat*** | *-10* | *-20* | *-30* |

*Gestation*: 3 Days

*Effects*

Stage 1: *Loses 10 Prs, Wp, & Str*

Stage 2: *Loses 15 Prs, Wp, & Str*

Stage 3: *Loses 20 Prs, Wp, & Str*

* ***Rabies***

*“Rabies is a serious disease which leads to madness and eventual death. It can be contracted from rabid wolves and other animals.”*

| ***Stage*** | ***1*** | ***2*** | ***3*** |
| --- | --- | --- | --- |
| ***Resist*** | *---* | *-10* | *-15* |
| ***Treat*** | *-10* | *-20* | *-30* |

*Effects*

Stage 1: *Loses 5 Prs, Int, & Prc*

Stage 2: *Loses 10 Prs, Int, & Prc*

Stage 3: *Loses 15 Prs, Int, & Prc, Fatal*

* ***Rockjoint***

*“Rockjoint is an acute common disease affecting a victim's manual dexterity and ability to use melee weapons. Symptoms include painful swelling and immobility of all joints. It may be contracted from wolves, alit, zombies and domesticated guar.”*

| ***Stage*** | ***1*** | ***2*** | ***3*** |
| --- | --- | --- | --- |
| ***Resist*** | *-5* | *-10* | *-15* |
| ***Treat*** | *-10* | *-15* | *-20* |

*Gestation*: 4 Days

*Effects*

Stage 1: *Loses 5 Agi*

Stage 2: *Loses 10 Agi, -1 Max AP*

Stage 3: *Loses 15 Agi, -2 Max AP*

* ***Rotbone***

*“Contracted from Durzogs, Rotbone causes fatigue.”*

| ***Stage*** | ***1*** | ***2*** | ***3*** |
| --- | --- | --- | --- |
| ***Resist*** | *---* | *-10* | *-15* |
| ***Treat*** | *---* | *-10* | *-15* |

*Gestation*: 2 Days

*Effects*

Stage 1: *1 permanent point of Fatigue*

Stage 2: *2 permanent points of Fatigue*

Stage 3: *3 permanent points of Fatigue*

* ***Shakes***

*“Contracted from rats, victims of Shakes suffer from loss of agility.”*

| ***Stage*** | ***1*** | ***2*** | ***3*** |
| --- | --- | --- | --- |
| ***Resist*** | *---* | *-10* | *-15* |
| ***Treat*** | *---* | *-5* | *-10* |

*Gestation*: 2 Days

*Effects*

Stage 1: *Loses 5 Agi*

Stage 2: *Loses 10 Agi*

Stage 3: *Loses 15 Agi, Vomiting*

* ***Troll Thirst***

*“Victims of Troll Thirst are blinded by rage. They must continuously kill to stay alive. The ailment is mercifully short-lived, and the victim will return to normal if they manage to survive. The disease can be contracted in the wilds around Dawnstar.”*

| ***Stage*** | ***1*** | ***2*** | ***3*** |
| --- | --- | --- | --- |
| ***Resist*** | *---* | *-10* | *---* |
| ***Treat*** | *-10* | *-20* | *---* |

*Gestation*: 6 Hours

*Effects*

Stage 1: *Loses 10 Wp*

Stage 2: *Gain the Frenzied Condition*

Stage 3: *Ends the Disease*

* ***Wound Rot***

*“Wound Rot very slowly erodes the victim's strength, endurance, and health until cured.”*

| ***Stage*** | ***1*** | ***2*** | ***3*** |
| --- | --- | --- | --- |
| ***Resist*** | *-10* | *-15* | *-20* |
| ***Treat*** | *-10* | *-15* | *-20* |

*Gestation*: 3 Days

*Infection*

Sleeping with an Untreated Wound

*Effects*

Stage 1: *Loses 5 Str, -3 Max HP*

Stage 2: *Loses 10 Str, -7 Max HP*

Stage 3: *Loses 15 Str, -15 Max HP*

* ***Yellow Fever***

*“The endurance, willpower, and health of a victim of Yellow Fever will decline each day, until they find a cure or die.”*

| ***Stage*** | ***1*** | ***2*** | ***3*** |
| --- | --- | --- | --- |
| ***Resist*** | *---* | *-10* | *-20* |
| ***Treat*** | *-10* | *-15* | *-20* |

*Gestation*: 5 Days

*Effects*

Stage 1: *Loses 5 Wp -3 Max HP*

Stage 2: *Loses 10 Wp, -7 Max HP*

Stage 3: *Loses 15 Wp, -10 Max HP, Fatal*

* **Blight Diseases**
* ***Ash Woe Blight***

*“Ash Woe Blight is an acute blight disease affecting the victim's will and thought processes. It may be contracted from corprus beasts or other blighted creatures.”*

| ***Stage*** | ***1*** | ***2*** | ***3*** |
| --- | --- | --- | --- |
| ***Resist*** | *-5* | *-10* | *-15* |
| ***Treat*** | *-10* | *-15* | *-20* |

*Gestation*: 4 Days

*Effects*

Stage 1: *Loses 10 Wp & Int*

Stage 2: *Loses 15 Wp & Int*

Stage 3: *Loses 20 Wp & Int*

* ***Ash-Chancre***

*“Ash-Chancre is an acute blight disease affecting the victim's behavior. It may be contracted from corprus beasts or other blighted creatures.”*

| ***Stage*** | ***1*** | ***2*** | ***3*** |
| --- | --- | --- | --- |
| ***Resist*** | *-10* | *-15* | *-20* |
| ***Treat*** | *-15* | *-15* | *-20* |

*Gestation*: 4 Days

*Effects*

Stage 1: *Loses 10 Prs*

Stage 2: *Loses 15 Prs*

Stage 3: *Loses 20 Prs, Gain the Frenzied Condition*

* ***Black-Heart Blight***

*“Black-Heart Blight is an acute blight disease affecting the victim's strength and endurance. It may be contracted from corprus beasts or other blighted monsters. The disease has also spread to zombies, allowing it to live on despite the ending of the Blight in 3E 427.”*

| ***Stage*** | ***1*** | ***2*** | ***3*** |
| --- | --- | --- | --- |
| ***Resist*** | *-10* | *-15* | *-20* |
| ***Treat*** | *-15* | *-15* | *-20* |

*Gestation*: 3 Days

*Effects*

Stage 1: *Loses 10 Str, -1 Max SP*

Stage 2: *Loses 15 Str, -3 Max HP*

Stage 3: *Loses 20 Str, -5 Max HP*

* ***Chanthrax Blight***

*“Chanthrax is an acute blight disease affecting the victim's dexterity and mobility. It may be contracted from corprus beasts or other blighted monsters. The disease has also spread to boars and zombies, allowing it to live on despite the ending of the Blight in 3E 427.”*

| ***Stage*** | ***1*** | ***2*** | ***3*** |
| --- | --- | --- | --- |
| ***Resist*** | *-10* | *-15* | *-20* |
| ***Treat*** | *-15* | *-15* | *-20* |

*Gestation*: 3 Days

*Effects*

Stage 1: *Loses 10 Agi, -1 Max SP*

Stage 2: *Loses 15 Agi, -3 Max Speed*

Stage 3: *Loses 20 Agi, -5 Max Speed*

**Magical Diseases**

* ***Astral Vapors***

*“A magical disease which circumvents resistance. Symptoms include stunted and damaged magicka reserves. It may be caught from Dread Zombies.”*

| ***Stage*** | ***1*** | ***2*** | ***3*** |
| --- | --- | --- | --- |
| ***Resist*** | *-15* | *-20* | *-30* |
| ***Treat*** | *-15* | *-20* | *-25* |

*Gestation*: 2 Days

*Effects*

Stage 1: *Loses 10 Max Magicka, Headache*

Stage 2: *Loses 15 Max Magicka*

Stage 3: *Loses 20 Max Magicka*

* ***Caliron’s Curse***

*“Some people have recovered from Caliron's Curse by themselves in a week or two, but their strength, speed, and agility remain stunted. It is best to cure the disease quickly.”*

| ***Stage*** | ***1*** | ***2*** | ***3*** |
| --- | --- | --- | --- |
| ***Resist*** | *-15* | *-20* | *---* |
| ***Treat*** | *-10* | *-15* | *---* |

*Gestation*: 1 Week

*Effects*

Stage 1: *Loses 5 Str & Agi*

Stage 2: *Loses 10 Str & Agi*

Stage 3: *Disease ends, if it ends in this manner the Attributes lost are permanent*

* ***Cannibal’s Prion***

*“Cannibal's Prion affects the victim's agility and intelligence. It can be contracted from partaking in cannibalism.”*

| ***Stage*** | ***1*** | ***2*** | ***3*** |
| --- | --- | --- | --- |
| ***Resist*** | *-15* | *-20* | *-30* |
| ***Treat*** | *-10* | *-15* | *-25* |

*Gestation*: 2 Days

*Infection*

Consuming the flesh of a creature with a Black Soul (Bosmer and Namira worshippers are immune)

*Effects*

Stage 1: *Loses 5 Int & Agi*

Stage 2: *Loses 10 Int & Agi*

Stage 3: *Loses 15 Int & Agi*

* ***Chrondiasis***

*“Chrondiasis is a magical disease which consumes the victim's intelligence and innate magicka day by day. Unless cured, this will eventually result in death.”*

| ***Stage*** | ***1*** | ***2*** | ***3*** |
| --- | --- | --- | --- |
| ***Resist*** | *-15* | *-20* | *-25* |
| ***Treat*** | *-10* | *-15* | *-20* |

*Gestation*: 4 Days

*Effects*

Stage 1: *Loses 10 Max Magicka, Headache*

Stage 2: *Loses 12 Max Magicka, Vomiting*

Stage 3: *Loses 15 Max Magicka, Fatal*