**Mild Illnesses**

**Botanist Rashes**

Symptoms: Skin irritation, itching, redness, minor discomfort.

Severity: Mild; can be relieved with topical ointments or creams.

Transmission: Contact with irritants like plants or certain fabrics.

**Dusty Cough**

Symptoms: Persistent dry cough, mild chest discomfort.

Severity: Mild; may require hydration and rest.

Transmission: Inhalation of dusty or polluted air.

**Heat Exhaustion**

Symptoms: Heavy sweating, weakness, dizziness, mild confusion.

Severity: Mild to moderate; requires rest, hydration, and shade.

Transmission: Exposure to hot weather without proper precautions.

**Pollen Allergy**

Symptoms: Sneezing, runny nose, itchy eyes, minor fatigue.

Severity: Mild; symptoms improve with rest or anti-allergy remedies.

Transmission: Airborne, triggered by exposure to pollen.

**Summer Fever**

Symptoms: Low-grade fever, fatigue, mild headache.

Severity: Mild; typically resolves on its own.

Transmission: Contact with contaminated mosquitos.

**Traveler's Diarrhea**

Symptoms: Frequent loose stools, abdominal cramps, minor dehydration.

Severity: Mild to moderate; typically resolves with hydration and rest.

Transmission: Ingestion of contaminated water or food.

**Uncommon Cold**:

Symptoms: Runny or stuffy nose, sneezing, coughing, mild fatigue.

Severity: Mild; can be managed with rest and fluids.

Transmission: Respiratory; spreads through contact with airborne droplets from sneezing or coughing.

**Moderate Illnesses**

**Avarian Fever**:

Symptoms: Elevated body temperature, chills, headache, muscle aches.

Severity: Moderate; may require rest and fever-reducing remedies.

Transmission: Various causes; can result from infections, inflammation, or other medical conditions.

**Gastrointestinal Distress**:

Symptoms: Nausea, vomiting, diarrhea, stomach cramps.

Severity: Moderate; requires hydration and avoiding certain foods.

Transmission: Consuming contaminated food or water.

**Moon Madness**:

Symptoms: Insomnia, hallucinations, increased aggression.

Severity: Moderate to Severe; can lead to dangerous behavior if not managed.

Transmission: Lunar exposure, exacerbated during full moons.

**Shadow Cough**:

Symptoms: Persistent cough, blackened phlegm, weakened immune system.

Severity: Moderate; may progress to more severe respiratory issues.

Transmission: Spreaads through coughing and sneezing, as well as sharing contaminated items.

**Spectral Ailment**:

Symptoms: Unexplained pain, fainting spells, eerie visions.

Severity: Moderate; can affect sanity and may require magical intervention.

Transmission: Exposure to cursed objects, haunted areas, or dark spirits.

**Wandering Plague**:

Symptoms: Fatigue, fever, body aches, confusion, wandering behavior.

Severity: Moderate; spreads rapidly and may lead to dangerous situations.

Transmission: Close contact with infected individuals, especially in crowded places, through airborne droplets.

**Severe**

**Abyssal Corruption**:

Symptoms: Nightmares, unnatural cravings, physical mutations.

Severity: Severe; dark magic taints the body and mind, requires divine intervention.

Transmission: Dark Magic; exposure to powerful dark magic users or places infused with malevolent energy leads to contamination.

**Crimson Fever**:

Symptoms: High fever, red rash, extreme thirst, delirium, bleeding gums.

Severity: Severe; often fatal if not treated promptly with magical healing.

Transmission: Bloodborne; primarily spreads through open wounds or contaminated blood.

**Dragon's Breath**:

Symptoms: Hoarse voice, coughing up embers, difficulty breathing.

Severity: Severe; fire damage to respiratory system, requires magical healing.

Transmission: Inhalation; exposure to dragon's fiery breath or fire-laden environments can cause infection.

**Envenomation**:

Symptoms: Swelling, redness, pain, dizziness, difficulty breathing.

Severity: Severe; requires immediate treatment for snake or insect bites.

Transmission: Injection of venom through bites or stings from venomous creatures.

**Farm Plague**:

Symptoms: High fever, chills, swollen lymph nodes, fatigue, delirium, red face.

Severity: Severe; highly contagious and requires quarantine and treatment.

Transmission: Flea bites or exposure to bodily fluids of infected animals or humans.

**Laughing Flu**:

Symptoms: High fever, uncontrollable laughing, headaches.

Severity: Severe; may require rest and medical treatment.

Transmission: Respiratory; spreads through contact with airborne droplets from sneezing or coughing.

**Mist Sickness**:

Symptoms: Disorientation, memory loss, confusion, blurred vision.

Severity: Severe; requires magical or herbal remedies for recovery.

Transmission: Environmental; exposure to areas with dense mists or fog carries a risk of contagion.

**Pneumonia**:

Symptoms: Persistent fever, severe cough, shortness of breath, chest pain.

Severity: Severe; requires medical attention, rest, and antibiotics.

Transmission: Respiratory; often a complication of another respiratory infection.

**Poisoning**:

Symptoms: Nausea, vomiting, weakness, confusion, abdominal pain.

Severity: Severe; requires immediate medical attention and detoxification.

Transmission: Ingestion, inhalation, or contact with toxic substances.

**Tainted Wound**:

Symptoms: Redness, swelling, warmth, pus, fever, extreme pain.

Severity: Severe; can lead to infection and requires wound care and antibiotics.

Transmission: Open wound or abrasion that becomes infected.

**Soul Drain**:

Symptoms: Extreme fatigue, loss of magical abilities, weakened spirit.

Severity: Severe; affects spellcasting and requires magical healing.

Transmission: Magical; often occurs after exposure to soul-draining spells or cursed artifacts.

**Extremely Severe**

**Terminal**