

Deep Delving Diseases

Disease Name & likely sources	Severity GM's choice, or per creature type	Onset Time Time between each Fortitude save, and until the first when contracted	Effect Generally per "stage", i.e. per failed Fortitude Save. Effects are cumulative unless otherwise noted.	Cure
Infectious Rot Mummies & Undead Festering bites Gangrene	Mild	Daily	Roll D6; [1-3] Arm (choose randomly), [4] Leg (choose randomly), [5] Torso, [6] Head.	<i>Cure Disease</i> spell removes effect instantly at any Stage. <i>Heal</i> skill check before Stage two halts progress and grants one more save to recover. <i>Amputation</i> before Stage three removes infection.
	Severe	12 hours	Stage one: -4/-1* to area actions Stage two: Area unusable Stage three: Incapacitated Stage four: Death	
	Deadly	Hourly	<i>Area Actions subject to GM guidance. Battle uses all areas, unusable leg means half move, unusable head/torso incapacitates.</i>	
Lung Sickness Inhaled filth Sealed Tombs Extreme exposure	Mild	Weekly	Optional: Infectious at all stages.	<i>Cure Disease</i> spell removes effect instantly at any Stage. <i>Heal</i> skill check at any Stage provides +2 bonus to next Saving Throw. <i>A successful Saving Throw before Stage three</i> reverses the disease's progress.
	Severe	Daily	Stage one: -2 to all actions, may not sprint Stage two: -4 to all actions, may only walk Stage three: Incapacitated Stage four: Death	
	Deadly	12 hours	<i>Exertion of any kind while being diseased applies a -4 modifier to the next Saving Throw.</i>	
Pustulent Plague Curses Epidemics Cause Disease spell	Mild	Daily	Stage one: -2 to all actions Stage two: Boils. -4 to all actions, -2 to Reaction, infectious Stage three: Incapacitated, optional:infectious Stage four: Death	<i>Cure Disease</i> spell removes effect instantly at any Stage. <i>Heal</i> skill check at any Stage provides +2 bonus to next Saving Throw (check for infection). <u>A total of 12 successful saves will reverse the disease's progress.</u>
	Severe	12 Hours	<i>Anyone infected with this disease cannot recover HP, even by magical means. A Cause Disease spell inflicts the disease at Stage one.</i>	
	Deadly	3 Hours		
Raging Disease Animal bites	Deadly	Daily	Stage one: -2 to Reaction, irritable Stage two: -4 to all actions, Will Save or go berserk at any provocation Stage three: Incapacitated Stage four: Death	<i>Cure Disease</i> spell removes effect instantly at any Stage.