

3.3 DANGERS

3.3.1 Diseases of Vinya

Dots

Symptoms: Characterized by red Crown-shaped spots covered by a yellowish crust (–3 APP). This disease is so contagious there is a 50% chance to infect anyone coming in close contact (i.e., same hex).

Treatment: Most cases yield in 3d4 days if the afflicted dissolves the crust away every 3 to 6 hours with soap and water and an ointment containing mercury salts (available for 80 Crowns).

Ear Block

Symptoms: Fungoid infections occurring along the ear canal and ear drum. Ear fungus presents a blackish membrane that recurs rapidly despite frequent removal, penalizing Hearing by –1/2.

Treatment: Hearing loss can be countered if the ear canal is cleansed with a solution of 50% alcohol twice daily for up to 2d4 weeks, otherwise symptoms persist for 4d4 weeks.

Fire Fever

Symptoms: This disease is characterized by a sudden onset of convulsions and high fever. A Healer's First Aid roll will reveal no clues as to the cause of the fever. The fever stays high for 1d2+2 days then fluctuates and subsides. During periods of high fever, the afflicted will suffer a –1/4 reduction to all physical skills. Subsequently, a rash develops on the back and spreads to the arms, neck and, on occasion, the face. The rash fades in 1d2 days.

Treatment: No known cure other than time.

Flakes

Symptoms: Excessively scaling and redness of the scalp (–1 APP for the Duration of the disease) that lasts about 1d4 weeks.

Treatment: Frequent washing or brushing of hair (70% chance of effectiveness). Apply a sulfur-based ointment (available in most towns for 30 Crowns) for a 95% chance to cure the Flakes.

Floater

Symptoms: Floaters are small pin-like dots that move about the surface of the eye. They are benign and do nothing more than distract the victim when trying to concentrate on a particular object. During normal viewing, the afflicted creature notices a minute black blur following the direction of his vision. The distraction caused by the disease will penalize the Vision skill by –1/4.

Treatment: None. The infection disappears in 1d4 months.

Gastritis

Symptoms: Can be associated with many infectious diseases and food poisoning but is most commonly a side effect of excessive alcoholic consumption. Common indications include inflammation of the stomach, pain, nausea, and loss of appetite. Treat as Fatigue (p.93) with negative modifiers of –1/2.

Treatment: None. The infection disappears in 1d4+2 days.

Lung Spores

Symptoms: Alien spores transmitted through the Gate are inhaled by the victim, take root in the moist lung tissue and begin to grow. Night sweats and low-grade fever along with shortness of breath and hoarseness, dry coughing, and pains in the chest are frequent symptoms of spore infection. The illness causes the character to suffer from Fatigue (p. 93) in half the normal time and mild insomnia (75% chance for normal sleep each hour).

Treatment: Inhaling the vapors of boiling Dole-net bush leaves will cure the afflicted in 1d4+1 days or the symptoms will become permanent!

Mip Bumps

Symptoms: The affected Area is dotted with several solid white growths of various sizes. The intensity of the affliction varies according to the number of locations that are affected as follows:

MIP BUMP INFESTATION SEVERITY			
(1d100)	Severity	Area of effect	Growths per Location
01–50	Slight	1 location (–1 APP)	1d4
51–90	Mild	2 locations (–2 APP)	1d6
91–00	Severe	3 locations (–4 APP)	2d4

Treatment: Incision of the growth by knife, Poke Bird, or destruction by heat. One hit point of damage will remove a growth, but this is counted against the hit points in that location.

Mip Suckers

Symptoms: A few weeks after exposure to the disease, the victim will begin to notice strange sensations. First they will become so cold that they shiver and shake uncontrollably, then sweat and fatigue.

The disease is transmitted by the bite of an affected blood sucker; proof can commonly be found by the discovery of a skin rash at the point of penetration. A month later tiny, intermittent pains begin to flash through the muscles of the infected individual followed by an irregular heartbeat, sleeplessness, chronic intestinal gas, and weight loss. For the next 1d4 months the ailments will continue to intensify until the victim becomes bedridden. At this time there is a 25% chance the victim will die from heart failure unless a Cormack's Pulse Restore spell is initiated immediately. If the victim survives, full recovery generally occurs within 1d2 months.

The Mip Suckers grow through several stages in their 2 year life span (larvae, nymph, and adult) before they are able to reproduce. The larvae tend to feed mostly on small fur-bearing rodents, nymphs expand this diet to include birds and humanoids. The adults usually feed on Mips, though any warm-blooded creature will suffice. If the host already has the infection, the nymphs and adults will pass it on to their next victim. Interestingly, the Mips and small fur-bearing rodents appear to be unaffected by these microorganisms. Why humanoids suffer from them is still a mystery; differences in the humanoid immune system may play a pivotal role.

Treatment: Common Geffren herbal medicine has proven highly effective in causing the initial rash to vanish and making the victim feel much better; however, this merely masks the discomfort while the disease runs its course.

Currently, sages and other researchers have been unable to develop a cure. It would be impractical if not impossible to rid Vinya of all small fur-bearing rodents, so Mips seem obvious targets. In theory, if all the Mips were destroyed, some of the adult Mip Suckers would find other mammals to feed on; however, most would eventually die without reproducing, and the number of cases would plummet. Many sages are cautious about recommending Mip genocide, not just because they lack the data to support their theory; it is contrary to all the Vinyans are fighting to protect. Until a cure can be found, prevention is the best way to reduce the chance of being infected and spreading the disease. Handling of Mips or traveling in areas that are known to be infested should prompt extra caution. If bitten by a Mip, a disease check should be made at double normal percentages.

Pressure Eye

Symptoms: The eyeball is subjected to an increase in pressure that can spread to an adjacent eye (40% chance). The severity and effect varies as follows:

PRESSURE EYE SEVERITY		
(1d100)	Severity	Effects
01-40	Slight	Headaches and nausea for 1d4 weeks. Vision-related skills reduced 1/4 for 1d4 days.
41-95	Mild	Constant sensation of a foreign body pressing on the eye. Vision and all vision related skills are reduced by 1/4 for 2d4 weeks.
96-00	Severe	Effects as per a mild case until pressure builds to the point of hemorrhaging blood vessels, causing blindness in 3d4 weeks.

Treatment: No known cure.

Scale Face

Symptoms: Area around the nose and scalp becomes red and covered by greasy scales. In addition to being unsightly (-2 APP), this condition itches or pains. The afflicted also experiences minor insomnia, with only an 80% chance of normal sleep each hour resting.

Treatment: Sulfur preparations and ointments are the most effective remedies and are available in most towns for 50 Crowns. Treated, the infliction will dissipate in 1d4 days, in 3d4 days otherwise.

TS Mark

Symptoms: This infection, "Traveler's Scourge," has become a regular occurrence among less clean travelers. Fungus grows on the soles of the feet, backs of knees, groin, chest, underarm, inside of the elbow, neck, and behind the ears, causing severe itching from rashes and minute bumps. Roll for body location and subtract 1 point of APP if location is visible.

Treatment: Daily washing with soap and water. The infection will abate within 1d4 days with this treatment.

Twitching Lids

Symptoms: Continuous spastic condition of the eyelids produced by unknown local irritation of the eye. All vision-related skills will be penalized by -1/4.

Treatment: This disease is currently under study, however, there is no cure as yet. The twitching usually dissipates in 1d4 +1 days.

Vocal Spasm

Symptoms: The victim of this dread disease feels as if he is being choked whenever he tries to speak. This choking subsides after 1d4 hours, but will relapse after another 1d4 hours. The afflicted character must communicate through other methods.

Treatment: None needed except silence. The character will recover in 1d4 days. A player whose character has been inflicted should not be allowed to speak (this is a role-playing game).

Worms

An exceedingly fascinating subject, worms and other parasites have been investigated by more sages on Vinya than any other bodily affliction. When a character contracts a worm, roll on the following table to determine what type of worm actually exists within the character.

WORM INFESTATION TYPE	
(1d100)	Type
01-95	Sick Worm
96-00	Death Worm

Death Worm

This worm travels a circuitous route in its life cycle. Initially, contaminated plants are eaten by animals that in turn are eaten by humanoids. The worm has a 75% chance to invade the brain, nervous system, eyes, or heart, causing insanity and death within 2d4+4 weeks unless properly diagnosed with a Healer roll at -1/2 normal. If the worm does not affect the above mentioned systems, it will be limited to muscle tissue destruction in a random location. The infected location will become functionally incapacitated in 3d4 weeks (treat as "Severe" condition as explained in Damage Conditions, p. 88)

Treatment: A stringent and hideously uncomfortable series of herbal ingestions and exploratory surgery have a 25% chance of removing the worms once diagnosed. If this fails, an afflicted limb must be removed or the afflicted dies.

Sick Worm

The eggs of this parasite are passed in the soil and penetrate the skin as larvae, which enter the blood, reach the lung, creep up to the throat and are passed down into the intestine through swallowing. There is often a reddish rash where the parasite has entered the body. The worm usually attaches itself to the intestinal walls where it feeds off its contents. The affected creature must eat an extra 1% of their weight per day in food and water.

Treatment: Infected creature must quaff an elixir made from Armor polish (10 Crowns in any town). The affected creature will then be ill for 2d4 days with all physical skills at -1/4 normal.