

# #1 WITH A BULLET POINT

ONE IDEA. ONE PAGE. ONE DOLLAR.

## 5 MAGIC DISEASES



Sometimes rules supplements read like the world-setting bible of frustrated novelists. While solid world-building is a useful skill, you don't always need four paragraphs of flavor text to tell you swords are cool, magic is power, shadows are scary, and orcs are savage. Sometimes a GM doesn't have time to slog through a page of history for every magic weapon. Sometimes all that's needed are a few cool ideas, with just enough information to use them in a game. Sometimes, all you need are bullet points.

#1 With A Bullet Point is a line of very short, cheap PDFs each of which gives the bare bones of a set of related options. It may be five spells,

six feats, eight magic weapon special abilities, or any other short set of related rules we can cram into about a page. Short and simple, these PDFs are for GMs and players who know how to integrate new ideas into their campaigns without any hand-holding, and just need fresh ideas and the rules to support them. No in-character fiction setting the game world. No charts and tables. No sidebars of explanations and optional rules. Just one sentence of explanation for the High Concept of the PDF, then bullet points.



## THE HIGH CONCEPT:

Five new magic diseases, designed to drive plots, spice up encounters, and remind players that they live in a world where the black death is not the worst fate you can suffer (and provide some magic diseases with DCs high enough to threaten characters in the upper levels of the game).

### ASHENBLOOD

**Type:** disease, contact\*, ingested\*, or injury\*; **Save:** Fortitude DC 13  
**Incubation:** 2d12 hours;  
**Frequency:** 1/1d12 hours

**Effect:** 1 Con damage; For every failed saving throw, the subject's fire resistance increases by 5. If the subject's fire resistance exceeds 30, he gains the fire subtype. If the subject's Con reaches 0, he dies and is replaced by a fire elemental with the same number of HD. This process destroys the body. The subject immediately loses any benefits gained from this disease (fire resistance or the fire subtype), if cured.

\*Sources of the disease are normally fire damage dealt by a fire elemental that was created when a subject of ashenblood died. Other sources of infection may also exist, such as drinking tainted elixirs of fire breathing, or touching cursed flaming weapons.

### BARROW PLAGUE

**Type:** disease, injury; **Save:** Fortitude DC 21  
**Incubation:** 1d3 days; **Frequency:** 1/1d6 days

**Effect:** 1d4 Con damage; Subject takes a penalty to saving throws against necromancy, negative energy effects, level drains, and death effects equal to the Con damage he suffers from this disease. A subject reduced to a Con of 0 by this disease dies

and becomes a corporeal undead (randomly determine the type of undead, ensuring the undead has a CR no greater than the subject's HD -2) in 1d4 hours.

### FURY FEVER

**Type:** disease, contact, injury;

**Save:** Fortitude DC 18

**Incubation:** 1d3 minutes;

**Frequency:** 1/hour

**Effect:** 1d4 Int damage; Int cannot reduce to less than 1. As long as the subject has 4 or more points of Int damage from fury fever (or has been reduced to an Int of 1), the subject of fury fever enters a rage. This acts as (and does not stack with) the barbarian rage class feature, with the following differences. First, the rage does not end until the subject sees no creatures bigger than Tiny (other than fury fever victims) or the subject falls unconscious. The target ignores other creatures with fury fever (and thus a pack of infected creatures can move and act together without falling into a rage). If the subject encounters a new creature larger than tiny that is not infected with fury fever, it flies into a new rage.

While in a fury fever rage, the subject gains 2 temporary hit points per hit die. It loses one temporary hit point every 5 minutes while raging. When it runs out of temporary hit points, it falls unconscious for 2d4 hours.

Subjects of fury fever are carriers of the disease, and anyone they damage must make a save against the fever's DC 14 Fort save.

### GREEN GUTS

**Type:** disease, contact, injury;

**Save:** Fortitude DC 25

**Incubation:** 1d3 minutes;

**Frequency:** 1/hour

**Effect:** Nausea—subject is 10% likely to gain the nauseated condition in any given minute if taking nothing

but move, swift, and free actions; and 50% to gain the nauseated condition for 1d10 rounds any time it attempts a standard action. Each time the subject fails a saving throw against the disease after infection, it gains the nauseated condition for 1d6 minutes, during which time it vomits up a green slime. A victim of green guts is NOT immune to the green slime it creates. If a subject fails a number of saving throws equal to its Constitution score, the subject dies and spawns a gelatinous cube, which consumes the remains of the subject's body. (Increase this gelatinous cube's HD to be at least as many HD as the subject that spawned it.)

### SPELLBLAINS

**Type:** disease, inhaled\*; **Save:**

Fortitude DC 16

**Incubation:** 2d4 hours;

**Frequency:** 1/day

**Effect:** For every failed saving throw, the subject treats spells as one level higher when preparing them (for preparation spellcasters, such as clerics, witches, and wizards) or when casting them (for spontaneous spellcasters, such as bards, oracles, and sorcerers) and takes a -1 penalty to saving throws vs spells and spell-like abilities. This also applies to abilities that allow the subject to store or restore spells (for example a magus that has failed two saves against this disease treats 0-level spells as 2nd level spells when preparing them, and when using points from his arcane pool to restore then using his spell recall class feature). Once cured of the disease itself, these effect fade over 1d4 hours.

\*Alternatively a GM may choose a new disease vector, arcane. An arcane disease forces anyone affected by a spell, spell-like ability, or supernatural ability from an infected creature to save against the disease.

# WE ERR ON THE SIDE OF AWESOME

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