

Names: Night splotch, the catching yawn, LaTorra's complaint, purple ring worm, tavern cough, Spanterhook fever, slow sleep, Vancian palsy, Koebel pigmentation, scages, huge face, ghostburn, Harper's amnesia, gnoll mold, Dowler gout, swamp rot, fey bites, dragonscale, Mcdaldno's abnormality.

Ailments & Maladies

A Little Something by Marshall Miller
for Sage LaTorra and Adam Koebel's
Dungeon • World
www.dungeon-world.com

Sources: Vermin, birds, insects, the air, unlabeled vials, fouled food or water, tainted objects, close proximity, sex, corpses, strange ores, necromancy, curses, mutation, traversing portals, monsters, untreated wounds, the gods, blighted plants.

The Common Cold

Description: It's just a cough. It's the weather, you see. It's OK, I'm just getting over it. The common cold, they all have it. It slows them down, makes them weak, and it's quite the bother. If only they would keep it to themselves.

Danger: A sick person with catching virus

Grim Portent: It starts with a snuffle.

Grim Portent: Fatigued and sneezing, you are highly contagious.

Grim Portent: You are death warmed over.

Impending Doom: You wake up feeling fine.

Stakes: Will they spread their germs to others?

Stakes: Will they find a cure?

It's Nothing

When you come into contact with someone who is ill, you may add the temporary bond: _____ got me sick. Tell the GM to note your exposure.

The Plague

Description: The alchemists say the illness takes hold in the fleas, who ride the rats, who infest the towns, that house the people. We know better, don't we. We know it's the gods' punishment for forgetting their ways and glorying in the splendor of our towns and cities. It's our punishment for daring to think we no longer need them. That's why only the temples are able to heal the disease. That's how they remind us.

Danger: Exposure to rodents, of usual size or not

Grim Portent: It starts with a fever and chills. +Sick

Grim Portent: Buboos develop around your neck, arm pits, and groin. +Weak

Grim Portent: Confusion sets in as you succumb. +Stunned

Impending Doom: Death comes to claim you, personally.

Stakes: Can they reach the temple in time?

Stakes: How will they be treated when they can no longer hide their illness?

The Uncommon Cold

Description: The uncommon cold is an insidious disease thought to originate among the scant mammalian populations of the plane of ice, which dwell among the elementals' spawning pools. Starting with a chill the disease progresses until ice encrusts the body and the entirety of the creature is absorbed into a body of ice.

Danger: An animal, frozen in the ice

Grim Portent: A slight chill that lingers even around the hottest campfire.

Grim Portent: Frost forms around your chest and then spreads to your limbs.

Grim Portent: Ice begins to form on your body despite attempts to melt it.

Impending Doom: Become one with the ice.

Stakes: Will they merge with the ice?

Stakes: What will the ice reveal?

Merge with the Ice

When you merge with the ice, your body is taken into the ice and you can move, slowly, through it. Only an ice elemental can release you from the tundra, glacier, iceberg, or lake.

Disease: Heroes roll the dice with their health all the time but some blows they never see coming. Illness, like its sister justice, is blind. It overtakes the rich and the poor, the lawful and the chaotic, heroes and villains alike. In Dungeon World, diseases can be represented as fronts. Like other fronts, they describe what will come to pass if the players do not intervene and their progression is determined by the GM and advanced when players miss rolls or present golden opportunities. Unlike other fronts, diseases are pinned to specific characters. While horrible for the character, diseases present an opportunity for the player – giving them a shtick, making them a focus of play, giving them nothing left to lose, or freeing them to walk among the sick.

The Surgeon

When you cut on someone for their own good, you may take this move the next time you level. (If you choose not to, you must fulfill the conditions again before having this option.)

Amputate

When you carefully sever a useless limb, you may undo all Damage from your patient's last wound but your patient takes the weak debility.

Once you've taken "Amputate," the following moves count as class moves for you. In addition to your normal list of moves, you may choose from this list when you gain a level.

Triage

When you Discern Realities, you may also ask:

- Who here can I save?
- Who here needs care most urgently?

Narcotics

When you take away their pain, roll+Int. On a 10+, they hold 3. On a 7-9, they hold 2. Their holds must be spent, one for one, on their next rolls, to ignore any damage they sustain. Ask the GM to roll their damage in secret and, after the last hold is spent, the damage applies all at once.

Scalpel! Scalpel.

When you use your tools to treat them, roll+Attendants present. On a 10+, choose 1. On a 7-9, both:

- You deal 2 damage
- You remove 1 debility

Break the News

When you tell them just how bad off someone is or isn't, you can use your composure as leverage to Parley.

Making a Hospital

By default, a hospital is Poor, Steady, Patron, and has a Personage (Doctor).

If a hospital is a operating, choose one:

- The hospital is well supplied. +Resource
- The hospital is well defended. +Defense
- The hospital is mobile. +Field
- The hospital is remote. +Safe

Choose one problem:

- The hospital is home to spirits of the dead. +Haunted
- The hospital is has been commandeered. +Occupied
- The hospital is running low on supplies. +Need
- The hospital has been disavowed. -Patron
- Not everyone is welcome at the hospital. +Enmity

Hospital Names: Fairmont, Redwood, River's Bend, Greenvale, South Valley, White Camp, East Bend, Lily Glade, Marblehold, Templegrounds, Bellmount.

Pestilence

When a steading is beset by sickness, magical or mundane, the steading takes -Population

Looters

When looters are drawn to a steading's easy pickings, due to disease or disaster, the steading takes -Prosperity.

Plague Doctors

When charlatans arrive at a steading with the promise of a cure, it may exchange -Prosperity for +Religion (science).

Hospital Tags

Capacity

Empty: Not a bed unmade, no whimpers of the sick.

Operational: Patients come and patients go, business as usual.

Full to the bed: There is no more room for new patients and many await attention.

Overflowing: The sick and wounded fill every space, some are turned away and more loiter nearby with nowhere to go.

Infected: The patients and caretakers alike have all become infected. For now, the able comfort the dying.

Field: Field hospitals are small tent cities, erected near battlefields or other disasters, to care for the sick and wounded.

Occupied: The hospital has been taken over to better meet the needs of a specific group.

Patron: The hospital is supported by an army, a lord, or a faith.

Haunted: The spirits of those who have died here come and go as they please.

