



Nature's Wrath

A Guide to Poisonous Plants and Infectious Diseases



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Nature's Wrath

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A Guide to Poisonous Plants and Infectious Diseases

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INTRODUCTION

Welcome to the pages of Nature's Wrath. This supplement features rules for poisons, diseases and new conditions that can be applied to any d20 game. Chapter 1 covers many poisons including toadstools and microbial poisons. Chapter 2 covers the diseases and includes encounter tables, optional rules for epidemics, and variant *remove disease* spells. The final chapter covers the many new conditions that are alluded to in the previous chapters, such as hallucinations and vomiting. This revised edition also features an appendix that covers rules for addiction.

DOCUMENT FEATURES

This supplement fully embraces the advantages of electronic publishing. The Table of Contents is completely hyper-linked, as is the list of Bookmarks. There are also several internal hyper-links in this document to assist in navigation. This document also features several external hyper-links connecting to the [hypertext d20 SRD](#). These links appear in [blue text](#) and are often key words such as

[shaken](#). If you are connected to the Internet, you can click on these links to bring up the relevant game information quickly without consulting your books.

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Chapter 1 of Nature's Wrath covers over **fifty toxins** associated with plants, toadstools and shellfish that exist in the real world. It begins with a few toxins that occur in shellfish such as Amnesiac and Paralytic poisons. It then covers the seven basic groups of **toadstools**. Chapter 1 then details dozens of **plant poisons** such as moonseed, skunk cabbage, **hemlock**, nightshade and others. The detailed descriptions of each plant includes notes on the plant's appearance, **habitat** and poisonous part. This chapter also features a table showing the difficulty to **identify** each plant and lists the plant that each is commonly misidentified as.

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CHAPTER 1: POISONS

INTRODUCTION

In our own world, modern understanding of toxicology didn't begin until the 16th century and didn't reach significance until the 19th century. However, in a fantasy realm where magic, druids, scholars, herbalists and others are involved, a more complete understanding of toxins is possible.

Furthermore, accidental poisoning is often a more serious hazard than deliberate poisoning. Therefore, this chapter is primarily intended to increase the dangers associated with eating. Whenever characters eat a prepared meal in a tavern or forage for food in the wilderness they gamble with death.

POISON DESCRIPTIONS

Poisons take several forms: microbial, plant, animal, and derived. Microbial poisons are actually microscopic organisms such as fungi and bacteria. Toadstools and shellfish poisoning are examples of microbial poisons. Microbial poisons usually must be consumed to be effective.

Plant poisons are such things as nightshade and hemlock. Most, but not all, plant poisons must be ingested. Poisonous plants can also be burned, causing a cloud of poisonous smoke. This reduces the onset time to 1d3 rounds.

Animal poisons are usually transmitted through bites and stings and are covered in detail in their monster entries.

Derived poisons are such things as toadstool tea and hemlock juice. A derived poison has the same toxic properties as the source it was derived from but its onset time is reduced to 2d10 minutes and its potency may be increased (DM discretion).

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Onset

The time it takes for the damage and symptoms of a poison to begin.

Initial Damage

The damage sustained after failing the first saving throw. The symptoms (in parentheses) are abbreviations for optional additional penalties from [Chapter 3](#). Unless noted otherwise, these symptoms persist until the ability score damage caused by the poison is completely healed.

Secondary Damage

The damage received after the second failed check. This damage occurs usually, but not always, 1 minute after the initial damage. The symptoms (in parentheses) are abbreviations for optional additional penalties from [Chapter 3](#). Unless noted otherwise, these symptoms persist until the ability score damage caused by the poison is completely healed.

DC

The DC for the saving throw and also for Heal checks to treat a poisoned character.

** Note:* These rules assume the plant in question has been ingested. If the plant is burned and the smoke inhaled, consider the onset time to be 1d3 rounds, ignore gastrointestinal symptoms and add headache, nausea and anything else you deem appropriate.

***A Note on Severe Symptoms:* Several of these poisons cause coma, paralysis, respiratory paralysis, shock, and death. Note that these five symptoms/conditions do not occur unless the subject's ability score has been reduced to 0 by the poison. In the case of "death," this supersedes the standard rules for ability score damage ([SRD](#)).

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SHELLFISH

There are five types of toxins associated with shellfish. Shellfish do not typically produce poison. Instead, they sometimes feed on plankton, which pollutes their bodies with toxins and amino acids. There is no way to identify a polluted shellfish from a safe one without magic. Cooking does not dilute shellfish toxins.

Amnesic: This type of poisoning is most commonly associated with eating mussels. It results in severe memory loss, confusion and disorientation. Vomiting, diarrhea, and abdominal cramps usually occur also. In extreme cases convulsions and even coma are possible.

Diarrheic: This toxin is most often found in oysters, mussels and scallops. It affects the digestive track, causing nausea, vomiting, diarrhea, and abdominal pain accompanied by chills, headache, and fever.

Histamine: This poison is actually associated with finfish such as the mahi mahi, bluefish, sardines, mackerel, amberjack, abalone and tuna. Ingesting this poison causes tingling sensations in the mouth, a rash on the upper body and a slow pulse. Frequently, headaches and itching of the skin are encountered. The symptoms may progress to nausea and vomiting.

Neurotoxin: Although this is a shellfish poison, it is also occasionally found in several species of finfish including the mackerel, grouper, snapper, and triggerfish. Neurotoxins cause both gastrointestinal and neurological symptoms, including tingling and numbness of lips, tongue, and throat, muscle pain, dizziness, temperature inversion, diarrhea, and vomiting.

Paralytic: This type of poison is usually found in clams, mussels and scallops. These toxins affect the nervous system, often causing tingling, burning, numbness, drowsiness, incoherent speech, and respiratory paralysis.

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TABLE 1-1: MICROBIAL POISON

Poison	Onset	Initial Damage (Symptoms)	Secondary Damage (Symptoms)	DC
Shellfish				
Amnesic	4-48 hours	XX	XX	17
Diarrheic	30-120 min.	XX	XX	16
Histamine	1-30 Min	XX	1d3 Con (N., V.)	XX
Neuro-toxic	XX	XX	XX	XX
Paralytic	XX	1d6 XX (XX)	XX	18
Toad Stools				
Death Cap	XX	XX Con (Ac., Pv., It., Lu.)	2d6 Con (W., Ps., Pr.)	20
False Morel	XX	XX Con (XX)	XX	18
Inky Cap	See text	XX	XX	XX
Muscarine	15-30 min.	XX	XX	XX
Psilocybin	10-20 min.	1d2 XX (Mi., Dl., F.)	XX	16
Sickener	XX	XX Con (N., V., D., Ac.)	XX	XX
Webcap	XX	XX Con (It., Eu., Ha., Mp., N., Cl.)	1d6 Str 1d6 Con (Ss., U.)	XX

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TOADSTOOLS

There are seven broad types of poisonous mushrooms, also known as toadstools. Properly identifying a mushroom is a difficult task, even for those who are trained. Misidentifying a poisonous toadstool as edible fungi is a common source of poisoning. Toadstools are highly toxic and are not diluted by cooking. In fact, cooking with toadstools poisons the entire meal. Diners of a mushroom sauté need not eat the fungus itself to be poisoned. There are dozens of poisonous mushrooms in the world, far too many to catalog here. Luckily, all toadstools can be grouped into four basic categories. Below, one toadstool of each type has been identified and the names of the others have been mentioned where possible. Related toadstools usually have similar effects but often look quite different.

Death Cap: The death caps are closely related to several other highly toxic toadstools, including the Fool's Mushroom and the Autumn Skullcap. The Death Cap is a pure white toadstool, easily confused with several species of edible mushrooms. Eating

Death Caps causes a type of poisoning that is characterized by a long onset time during which the subject shows no symptoms. Symptoms suddenly appear at the end of the latent period in the form of severe

abdominal cramps, persistent vomiting and diarrhea, extreme thirst, and kidney failure. If this early phase is survived, the patient may appear to recover for a short time, but this period will usually be followed by a rapid onset of weakness, prostration, and pain-caused restlessness. Death from progressive and irreversible liver, kidney, cardiac, and skeletal muscle damage may follow within 48 hours. Two or three days after the onset of the later phase, jaundice and chills occur. Death usually follows a period of coma and occasionally convulsions. If recovery occurs, it is generally accompanied by permanent liver dysfunction (5 years older, -XX Constitution). There is no treatment besides magic for those poisoned with death caps.



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False Morel: These toadstools contain a volatile hydrazine derivative. The symptoms have a sudden onset that occurs 6 - 10 hours after ingestion. Symptoms include abdominal cramps, severe headache, vomiting, and sometimes diarrhea.

Inky Cap: The Inky Cap mushroom and a few related species produce coprine, which is changed to cyclopropanone hydrate in the body. This compound interferes with the breakdown of alcohol. Consumption of alcoholic beverages within XX hours before or after eating Inky Caps will cause headache, nausea, vomiting, flushing, and cardiovascular disturbances that last for 2 - 3 hours. A complicating factor in this type of poisoning is that this species is generally considered edible as long as they are not consumed in association with alcoholic beverages.

Muscarine: Muscarine is a neural toxin found in several types of toadstools. Ingestion of any of these fungi results in an illness characterized primarily

by profuse sweating. Increased salivation is also typical. With large doses, these symptoms may be followed by abdominal pain, severe nausea, diarrhea, blurred vision, and labored breathing. Recovery from this poison is rapid. Intoxication generally subsides within 2 hours.

Psilocybin: Several types of mushrooms, when ingested, produce a syndrome similar to alcohol intoxication, sometimes accompanied by hallucinations. These mushrooms are sometimes eaten for their psychotropic effects in religious ceremonies of certain tribes. The onset of symptoms is usually rapid and the effects generally subside within hours (characters regain 1 point of Wisdom per hour after poisoning rather than 1 per day). Large doses may cause mild or severe intoxication, delusions, hallucinations, fever, convulsions, coma, and death. These mushrooms are generally small, brown, nondescript, and not particularly fleshy.

Sickener: The Sickener is just one of numerous mushrooms containing toxins that cause

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gastrointestinal distress. The list of similar mushrooms includes the Green Gill, Gray Pinkgill, Tigertop, Jack O'Lantern, Naked Brimcap, Horse Mushroom and Pepper Bolete. Symptoms caused by eating these mushrooms include, but are not limited to, nausea, vomiting, diarrhea, and abdominal cramps. Some of these toadstools may also cause vomiting and/or diarrhea which lasts for several days. Dehydration becomes an added symptom in these cases.



Webcap: The Webcap and some of its relatives produce orellanine, which poisons with an extremely long onset period of 3 to XX days. Intense, burning thirst and excessive urination are the first symptoms. Nausea, headache, muscle pain, spasms, chills, and loss of consciousness often follow.

Poisonous Plants

There are dozens of toxic plants covered in this section. The toxic agent in a poisonous plant is always an acid, a sugar, a resin, or an alkaloid. Sugar-based poisons are the most common among the toxic plants. Sugar-based poisons can be found in nightshades, hemlock, and many other toxic plants. Acid-based poisons are fairly rare and not likely to be eaten in large quantities. They inflict severe burning in the mouth and throat if eaten, thus alerting most creatures to their dangerous qualities. However, most poisons (sugars, alkaloids, and resins) do not inflict immediate suffering and might be consumed in large quantities before any adverse reaction begins. Nearly all the plants in this section are toxic to humanoids. Many are also poisonous to animals. A few poisonous plants in this section are especially toxic to certain animals, such as hellebore, which is very dangerous to sheep. See each poison description for details regarding any special effects on certain species.

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TABLE 1-2: PLANT POISONS

Poison	Onset	Initial Damage (Symptoms)	Secondary Damage (Symptoms)	DC
Angel's Trumpet	XX	XX Wis (XX)	2d6 Wis (B., Hl., N., Cd., Co.)	XX
Arrow Grass	XX	XX	XX	XX
Baneberry	2-8 min	1d4 Con (V., Ac., D., Ha., Dz., Cd.)	XX	XX
Beans	1-3 hrs	1d2 Con (N., V.)	XX	XX
Bitterweed	XX	1d4 Con (Rc., Cg., V., D., W., Tr.)	1d6 Con (Pa.)	15
Black Locust	XX	1d4 Con (Dp., La., Pa., Ac., D., V.)	2d4 Con (Mn. Ch.)	16
Bleeding Heart	5-60 min	1d4 Wis (La., Do., Sk., Mc.)	2d4 Wis (Co., Rp.)	XX
Bracken Fern	1-4 hr	XX	XX	XX
Buckeye	XX	XX	XX	XX
Castor Beans	XX	1d3 Con (Ac., Dp., D., La.)	2d6 Con (D., W., Sk.)	16
Creeping Oxalis	1 rnd	1d4 Str (W., Tr.)	XX	XX
Crown Vetch	1-20 min	1d3 Dex (La., Cl.)	XX	XX
Daphne	XX	XX	2d6 Con (Co.)	15
Death Camas	XX	XX	1d2 Wis, 1d6 Str (Cv., P.)	XX
Dock Sorrel *	1-2 hrs	XX	2d6 Str (Co., Kf.)	XX
Dumbcane	1-2 Min	XX	1d3 Con (D., Lv., see text)	XX

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TABLE 1-3: PLANT POISONS (CONTINUED)

Poison	Onset	Initial Damage (Symptoms)	Secondary Damage (Symptoms)	DC
Fireweed	XX	1d6 Wis, (Lb., Cl., Kf.)	XX	16
Foxglove	XX	1d6 Con (Nv.)	XX	17
Hellebore	1-20 min	XX	1d6 Con (Cd., Cv.)	XX
Hemlock	XX	XX	XX	XX
Hemp	XX	1d2 Wis (Mc.)	XX	14
Jimsonweed	5-30 min	1d6 Con (Ch., Is., It, Bv., Dw.)	XX	18
Larkspur	1-4 hrs	XX	1d6 Dex (Dp., Cd., Pa., Cv.)	XX
Laurel	XX	XX	XX	XX
Lilly-of-the-Valley	XX	(Nv)	XX	14
Lupine	1-20 hrs	1d6 Dex (Lb., Dp., Nv., Cl.)	XX	16
Mayapple	5-60 min	XX	XX	XX
Mistletoe	XX	XX	1d2 Con (Cd.)	XX
Monkshood	XX	1d6 Dex (Cl., W.)	1d6 Dex (P., Pa.)	18
Moonseed	5-60 min	XX	(Cv)	XX
Nightshade	5-60 min	XX	XX	XX
Oleander	2-8 min	1d8 Con (Cd., V., Ac., D., Mn.)	XX	21

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TABLE 1-4: PLANT POISONS (CONTINUED)

Poison	Onset	Initial Damage (Symptoms)	Secondary Damage (Symptoms)	DC
Peyote	XX	1d6 Wis (Hl., Nv., Tr., V., D., Ac., Bv., Dz., Rs., Do.)	XX	19
Pokeweed	XX	1d6 Con (Ac., Es., Ep., V., D., Cv.)	XX	17
Poppy	5-60 min	XX	1d2 Wis (Co., Rp.)	XX
Rhododendrons	1-6 hrs	XX	1d4 Wis (N., Pa., Sk., Co. Cv. Cd., W.)	XX
Rhubarb	XX	1d6 Dex (Cl., Tr., Lb., W., D., It., Eu.)	XX	14
Rosary Pea	XX	1d6 Con (Ac., D., La., V.)	XX	19
Skunk Cabbage	1 rnd	XX	(Kf, Co)	XX
Water Hemlock	5-60 min	XX	2d8 Con (P., Rp., Cv.)	XX
White Snakeroot	XX	(Tr, Dp, or N,V*)	XX	16
Yew	XX	2d4 Con (Tr., Cl., Lb., Cd.)	XX	22

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PLANTS

Angel's Trumpet: This ornamental plant grows about fifteen feet tall and has large white or peach colored flowers, the very aroma of which can be intoxicating. Breathing heavily and repeatedly of the flower's fragrance can cause mild, temporary symptoms such as disorientation and headache. All parts of the angel's trumpet are toxic including the flowers, seeds, bark, leaves and roots. Eating this plant causes blurred vision, disorientation, headache, mild nausea, fever, intense thirst, hallucinations, cardiovascular disturbance, burning, and possibly coma.

This plant is sometimes brewed into a tea and used as an intoxicant.

Arrow Grass: Arrow grass contains cyanide and can kill most creatures. Cattle and sheep are most commonly affected. Arrow grass has distinctive triangular-shaped leaves that most intelligent creatures can recognize. The entire plant is poisonous; there is no "safe" part to eat. Those poisoned by arrow grass usually suffer from chills,

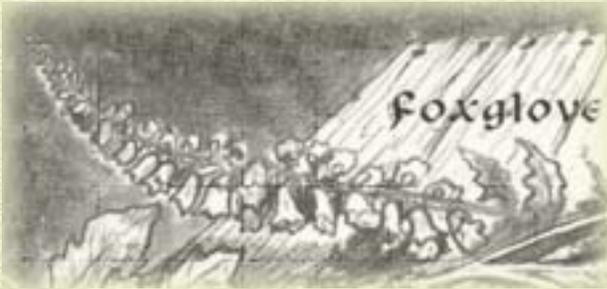
cardiovascular disturbance, kidney failure, intense thirst, incoherent speech, disorientation, hallucinations, blurred vision, and drowsiness.

Baneberry: This is a large group of plants containing many types, including several that produce edible or even medicinal fruit. Many of these plants are cultivated for ornamental purposes. Baneberry is found in moist, rich woods. All parts, especially the roots and berries, are toxic. As few as XX berries have been reported to kill a Medium-size creature. Symptoms include vomiting, headache, abdominal cramps, diarrhea, dizziness, cardiovascular disturbance, confusion, and possibly circulatory failure. ¹⁶

Unlike other poisons, the symptoms of baneberry poisoning subside in a matter of hours rather than days. Ability damage is recovered at a rate of one point per hour.

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Foxgloves: The bright flowers and sweet nectar of this plant both contain a high concentration of a rare poison that affects the heart. Primary symptoms consist only of a fast pulse and nervousness. Secondary symptoms include abdominal cramps, disorientation, and convulsions. Circulatory failure may also occur.

Hellebore: This short perennial herb grows in woodlands or on hillsides and bluffs. All parts of the hellebore are poisonous, especially the roots. Eating hellebore causes abdominal cramps, excessive salivating, clumsiness, weakness, trembling, labored breathing, cardiovascular disturbance, and convulsions. Death may also occur.

If a pregnant creature eats hellebore the offspring may die or have severe developmental problems (XX% chance). The problems usually affect the

brain and skull and can cause it to be born with a distorted face or without a head at all.

Sheep suffer a -XX racial penalty to saves made against hellebore.

Hemlock: Sometimes mistaken for parsley, anise or parsnip, hemlock is an herb which bears ripened (poisonous) fruit in the fall and grows from two to six feet tall. Hemlock is very deadly and causes several symptoms including nervousness, clumsiness and depression. Cardiovascular disturbance and chills may also occur. If the subject's Dexterity is reduced to zero they suffer respiratory paralysis and may die.

If a pregnant creature is poisoned with hemlock and survives, there is a XX% chance that the offspring will have severe birth defects including club limbs, curvature of the spine, cleft pallet and other deformations.



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Hemp: This tall, leafy weed contains toxic resins that cause mild intoxication. Symptoms typically include hallucinations, confusion, blurred vision, tiredness, disorientation, dizziness and coma. Luckily, the symptoms of hemp poisoning generally subside within hours. (Characters regain one point of Wisdom per hour after poisoning rather than one per day.)

The toxins in hemp are also mildly addictive (Will DC XX). *Dependency:* mood change (XX days); *Addiction:* restlessness, depression (XX days). See the [Appendix](#) for rules on addiction.

Jimsonweed: Also known as green dragon, loco weed, thorn apple, and devil's trumpet, jimsonweed is a large, annual herb, three to five feet high. It is a member of the nightshade family. The entire plant is toxic, especially the seeds and leaves. Symptoms include chills, cardiovascular disturbance, kidney failure, intense thirst, incoherent speech, disorientation, hallucinations, blurred vision, and drowsiness. Some tribesmen use jimsonweed in their coming plant is palatable, which increases the risk of poisoning.

Some tribesmen use jimsonweed in their coming-of-age ceremonies, feeding it to boys. Those who survive the poison become men; those who don't will die.

Larkspur: This short herb grows up to four feet tall and is most frequently found along roadsides, along riverbanks, and in old fields. The toxicity of larkspur varies, with the highest periods of toxicity occurring during early growth and when the plant goes to seed. Symptoms include depression, clumsiness, mild nausea, nervousness, vomiting, excessive salivating, cardiovascular disturbance, and labored breathing. If the subject's Dexterity is reduced to 0, paralysis, convulsions, and death will occur.

Cattle are especially susceptible to larkspur and suffer a -XX racial penalty to their saving throw.

Besides magic, there is no antidote or treatment for larkspur poisoning.

Laurel: There are several types of laurels including cherry and mountain, many of which are poisonous. These shrubs usually have purple leaves

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and bright red seeds that are contained in woody pods. The seeds are the only poisonous part. Laurel seeds contain cyanide. Eating them causes headache, excessive perspiration, mild nausea and diarrhea.

Lily-of-the-Valley: This plant produces berries that sometimes attract hungry creatures. Unfortunately, this plant also contains toxic chemicals. People eating the bright berries of this plant are most commonly affected. Primary symptoms consist only of fast pulse and nervousness. Secondary symptoms include abdominal cramps, disorientation, and convulsions. Circulatory failure may also occur.

Lupine: This short herbaceous plant grows along roadsides, in open fields and in the wilderness. Eating any part of the lupine plant causes labored breathing, depression, nervousness and clumsiness. Those who fail their second saving throw also suffer convulsions. Coma and death from respiratory paralysis also occur if the subject's Dexterity is

reduced below 0. There is no antidote besides magic for lupine poisoning.

If a pregnant creature is poisoned with lupine, there is a XX% chance offspring will have skeletal birth defects.

Mayapple: Also known as mandrake, this plant flowers in mid-spring. Mayapple can be found in open clearings, in moist woods, along roadsides and in venerable wood lots. It is also encountered in damp meadows and open fields. The herbage, rootstock, and seeds are the most poisonous parts of the mayapple. Eating this plant causes a variety of symptoms that typically include severe abdominal cramps, diarrhea, vomiting, and violent mood changes.

Mistletoe: This evergreen parasite often grows on apple trees, poplar, sycamore, fir, and oak. Eating the small white poisonous berries causes chills, fever, headache, and cardiovascular disorders.

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Herbalists can derive an extract from mistletoe (DC XX) that can be used in several medications to treat such things as cardiac disturbance, disorientation, and confusion. It is also an important ingredient in sedatives.

Monkshood: Also known as wolfsbane or acataine, this flowering plant thrives in cool, temperate regions and grows to a height between one and six feet tall. It is often found in the same vicinity as larkspur. The purple, blue or white flowers bloom in the spring and summer. The roots, seeds and leaves are the most poisonous parts of this plant. Eating any part of the monkshood causes excessive salivation, weakness, labored breathing, clumsiness, and eventual prostration with inability to stand due to paralysis.

Characters with Profession (herbalist) may attempt a Profession (herbalist) check to extract a pain-killing substance from monkshood (DC XX). It also regulates respiration, alleviating the labored breathing condition.

Moonseed: The berries of this vine resemble wild grapes, but they are highly toxic. The moonseed pre-

fers temperate, wooded areas. Eating any part of the moonseed causes spasms and convulsions.

Nightshade: There are about 2000 varieties of nightshade plants, including several that are not poisonous, such as potatoes, tomatoes, and eggplants. Among the poisonous nightshades are such killers as belladonna, jimsonweed, bittersweet, cutleaf and enchanter's nightshade. Most of these plants prefer warm climates but can thrive in cooler climates as well. Nightshades range in size from herbs to trees. Usually, cooking a nightshade will dilute the poison. Eating any part of a nightshade will cause excessive salivation, mood change, diarrhea, mild nausea, persistent vomiting, tremors, slow pulse, shock, labored breathing, depression, drowsiness, clumsiness, and perhaps coma, kidney failure, and death.

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Oleander: Also known as rose bay, this domesticated flowering shrub can grow as high as twenty-five feet tall. It has lance-shaped leaves and rose-like flowers that are often red and white. The oleander grows best in warm climates and in moist, rich soil. All parts of the oleander are highly poisonous. Symptoms include cardiovascular disturbance, vomiting, abdominal cramps, diarrhea, mild nausea, and shock.

Peyote: This small round cactus has a carrot-shaped root and no needles. It produces pink berries with black seeds. Eating this plant causes hallucinations, nervousness, tremors, vomiting, diarrhea, abdominal cramps, blurred vision, headache, dizziness, restlessness, disorientation, memory loss, confusion, and slow pulse.

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Pokeweed: This 10-foot-tall herb has succulent, purple stems and a fleshy taproot. It also yields small, dark purple berries. It is found in rich, disturbed soils such as barnyards, lowlands, fields, fencerows and moist woodlands. All parts of this plant are toxic, but the roots and stems are the most dangerous of all. Small quantities (more than ten) of raw berries can result in serious poisoning. The more common symptoms are abdominal cramps, excessive perspiration, vomiting, diarrhea, and labored breathing. In severe cases, prostration, convulsions, slow pulse, blurred vision, and excessive salivation may also occur. Death may result. Pokeweed causes an immediate burning sensation in the mouth upon consumption.

If a pregnant creature becomes poisoned with pokeweed and survives, there is a 30% chance the offspring will be deformed or mutated.

Pokeweed can be made edible by boiling it at least XX times in fresh water.

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IDENTIFYING POISONS

Probably the most dangerous facet of poisonous plants is the chance of accidental consumption. Characters that have Knowledge (nature) are at a significant advantage over those who don't in the wilds. The rules presented below address the difficulties of identifying poisons and the terrain where they are most commonly found.

DC

The Knowledge (nature) check to properly identify the plant.

Misidentified As

This column indicates the result of a failed check to identify the plant. Entries marked with an asterisk are still recognized as inedible despite being misidentified.

Terrain

Most poisonous plants are predominately found in one particular terrain.

Poisonous Part

Some plants are entirely poisonous; others only have poisonous leaves, berries, roots, or something else.

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TABLE 1-5: POISON IDENTIFICATION

Poison	DC	Misidentified as:	Terrain	Poisonous Part
Toad Stools				
Death Cap	XX	XX	Any	All
False Morel	XX	Various	Any	All
Sorrel Webcap	14	Various	XX	XX
Muscarine	XX	XX	XX	XX
Psilocybin	XX	XX	XX	XX
Sickener	18	Various	XX	All
Inky Cap	17	Various	XX	All
Plants				
Angel's Trumpet	XX	XX	Any plains and domestic	All parts
Arrow Grass	XX	XX	Any plains	All parts
Baneberry	17	XX	Any forest marsh	Berries
Bitterweed	16	XX	Temperate forest and coast	XX
Black Locust	XX	Honey locust	Temperate forest	XX
Bleeding Heart	XX	XX	Temperate forest and domestic	XX
Braken Fern	14	XX	XX	All parts
Buckeye	12	Chestnut or beechnut	XX	All parts
Castor Bean	XX	Various	XX	Seeds and fruit
Creeping Oxalis	XX	Other oxalis	Any warm	XX
Crown Vetch	12	Various	Any warm and temperate	XX
Daphne	XX	cherries	Any temperate	XX
Dock Sorrel	XX	Various	Any plains	All parts
Death Camas	16	XX	XX	Leaves and bulbs
Dumbcane	XX	XX	XX	All parts
Foxglove	XX	Various*	XX	Flowers and nectar
Hellebore	14	Cabbage	Any temperate	All parts

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TABLE 1-6: POISON IDENTIFICATION (CONTINUED)

Poison	DC	Misidentified as:	Terrain	Poisonous Part
Hemlock	XX	Parsley or parsnip	Any warm and temperate	XX
Hemp	XX	XX	Any warm and temperate	XX
Jimsonweed	13	Other nightshade*	Any warm and temperate	XX
Larkspur	16	Lupine*	XX	Seeds, sprouts
Laurels	XX	Various	XX	Seeds
Lilly-of-the-Valley	XX	XX	XX	Leaves and flowers
Lupine	17	Larkspur*	Any temperate	All parts
Mayapple	12	XX	Any forest	Leaves, roots, seeds
Mistletoe	XX	XX	Any forest	XX
Monkshood	XX	XX	Any forest	XX
Moonseed	14	Grapes	Any temperate forest	XX
Nightshade	16	Ground cherry*	XX	All parts
Oleander	XX	XX	XX	All parts
Peyote	XX	Various	XX	Leaves
Pokeweed	16	XX	Any warm and temperate	XX
Poppy	12	XX	Any temperate	XX
Rhododendron	XX	Various*	Any temperate and domestic	XX
Rhubarb	XX	Burdock*	XX	Leaves
Rosary Pea	16	XX	XX	Large shrub
Skunk Cabbage	13	Cabbage	XX	Leaves
Water Hemlock	XX	Parsnip or yampa	XX	XX
White Snakeroot	XX	XX	Any temperate forest	XX
Yew	10	Various	Any temperate and domestic	XX

* If this plant is misidentified, it is still recognized as inedible.

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Chapter 2 introduces **forty-six** horrendous diseases from our own world. Typhoid fever, meningitis, kuru, hemorrhagic fever and many others are explained with detailed descriptions of their **transmission method** and **symptoms**. An encounter table listing the frequency and **avored terrain** of all diseases is also included in this chapter. Chapter 2 also features several variant rules for using disease in your game.

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CHAPTER 2: DISEASE

INTRODUCTION

Diseases are the scourge of nations, striking fear into the hearts of everyone. They creep unseen, like an assassin. They can invade the most impregnable fortresses and they can decimate armies. They can not be fought with traditional weapons and they often inflict a merciless death.

This chapter presents several new options for diseases, including a heavy focus on real diseases like anthrax and cholera. Like the poisons in Chapter 1, the diseases are also detailed with optional conditions from Chapter 3. Unless noted otherwise, these diseases function in the same manner as outlined in the core rules.

Healing a Disease

Use of the Heal skill can help a diseased character. Every time a diseased character makes a saving throw against disease effects, the healer makes a check. The diseased character can use the healer's result in place of his saving throw if the Heal check

result is higher. The diseased character must be in the healer's care and must have spent the previous 8 hours resting.

Characters recover points lost to ability score damage at a rate of 1 per day per ability damaged, and this rule applies even while a disease is in progress. That means that a character with a minor disease might be able to withstand it without accumulating any damage.

Natural Resistance

Characters and creatures who live in an area that is prone to a particular disease receive a +XX circumstance bonus to their saving throw, reflecting the tolerance their bodies have built up against the disease.

Epidemics

Epidemics occur when circumstances raise the DC of the disease by XX or more. These circumstances include closer-than-usual living quarters, an abundance of sewage, stronger strains of the disease and so on. An epidemic disease has its encounter frequency increase to very common (see below)

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FIGHTING DISEASE

The Core Rules make diseases almost impotent against any party of 5th level or higher. Easily accessible *remove disease* spells and occasional immunity to disease can take a useful tool out of the Game Master's hands. To increase the threat of disease in your campaign, consider the following variant rules.

Variant I

Remove Disease: This spell is the arch-nemesis of the Game Master seeking to add a little disease to his game. There are a number of ways to deal with this situation, one is to change the text of the *remove disease* spell to read:

Remove disease allows the recipient to make a Fortitude save with a +XX enchantment bonus on the saving throw. The recipient may make one check for each disease he is currently afflicted with. If the check meets or exceeds the disease's DC, then that disease is cured. If the check fails, the disease

remains. This spell also kills parasites, including green slime, rot grubs, and others.

Note: Since the spell is instantaneous, it does not prevent future infections.

Divine Health: Game Masters might also consider changing any immunity to disease certain characters might have to resistance to disease (Fortitude bonus equal to XX + class level against diseases).

Variant II

Remove Disease: Change the text of the *remove disease* spell to read:

Remove disease allows the recipient to make a Fortitude save with an enchantment bonus on the saving throw equal to XX. The recipient may make one check for each spell that is cast upon him. If he is afflicted with multiple diseases, he will need multiple *remove disease* spells. If the check meets or exceeds the disease's DC, then that disease is cured. If the check fails, the disease remains. This

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spell also kills parasites, including green slime, rot grubs, and others.

Note: Since the spell is instantaneous, it does not prevent future infections

Divine Health: Change any immunity to disease certain characters might have to resistance to disease (Fortitude bonus equal to XX against diseases).



THE CORE RULE

When a character is injured by a contaminated attack, touches an item smeared with diseased matter, or consumes disease-tainted food or drink, he must make an immediate Fortitude saving throw. If he succeeds, the disease has no effect—his immune system fought off the infection. If he fails, he takes damage after an incubation period. Once per day afterward, he must make a successful Fortitude saving throw to avoid repeated damage. Two successful saving throws in a row indicate that he has fought off the disease and recovers, taking no more damage.

These Fortitude saving throws can be rolled secretly so that the player doesn't know whether the disease has taken hold.

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Table 2-1: Disease Effects

Disease	Symptoms	Incubation	Damage	DC
Anthrax I ¹	XX	1-6 days	XX	18
Anthrax II ¹	XX	1-6 days	XX	20
Botulism	W., Lb., Rp.	XX	1d8 Str	XX
Buruli Ulcer ¹	L	XX	1d2 Con	XX
Cholera	XX	6 -120 hours	XX	18
Cryptosporidiosis	XX	1-12 days	XX	16
Dengue Fever I	lh.,Jp., Mp., R.	XX	1d4 Con	XX
Dengue Fever II	La., V., F., Ha., Ac., Sk.	XX	1d6 Con	XX
Diphtheria	XX	2-4 days	XX	15
Dracunculiasis ¹	XX	2-24 months*	XX	16
Dysentery I	D, Ld., L.	XX	1d4 Con	XX
Dysentery II	Ac., D., F., La.	XX	1d3 Con	XX
Epidemic Typhus	XX	7 days	XX	17
Hemorrhagic Fever ¹	XX	*	XX	17
Hepatitis A	Fg, La., F., V., J.	XX	1d3 Str	XX
Hepatitis B	Fg., La., F., V., Jp., Hv., R., J.	XX	1d2 Con	XX
Hepatitis C ¹	XX	2-24 weeks	XX	21
Herpes*	XX	2-12 days	XX	20
Histoplasmosis	F., Rc., Cg., Ha., Ch.	XX	1d3 Con	XX
Influenza	Ha, F., Ch., Cg., Rc., Ml.	XX	1d2 Con	XX
Kuru ¹	XX	2-24 months	XX	20
Legionnaire's Disease	XX	2-10 days	XX	16
Leprosy I ¹	Rc., C., Lb., see text	XX	1d2 Con	XX
Leprosy II ¹	XX	XX	1d2 Cha	XX
Lepto-Spirosis	XX	XX	1d4 Con	16
Lyme Disease	Ha., F., Mp., Jp., Fg., Pp., Cd.*	XX	1d4 Str	14

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Table 2-2: Disease Effects (continued)

Disease	Symptoms	Incubation	Damage	DC
Lymphatic Filariasis ¹	XX	1d6+1 years	XX	12
Malaria	XX	12-30 days	XX	18
Meningitis I	Ha., F., R., St., Ac., *	XX	1d2 Con	XX
Meningitis II	Sh., Mn., V., F., Ss.	XX	1d3 Con	XX
Mononucleosis	XX	1-6 weeks	XX	14
Norwalk Virus	XX	12 days	XX	13
Plague(Bubonic)	F., Ch., Ha., Ml, Sg., L., *	XX	1d4 Con	XX
Plague (Pnunomic)	Rc., Ch., Ha., W., Sg., F., *	XX	1d4 Con	XX
Pneumonia I	XX	2-8 days	XX	15
Pneumonia II	XX	1-4 days	XX	18
Polio	F., Ha., N., V., Ma., Em., Pp.	XX	1d4 Str	XX
Rabies ¹	Mc., Pa.*	XX	1d6 Wis	XX
Spotted Fever	XX	3-18 days	XX	19
Syphilis ¹	XX	10-90 days	XX	23
Tetanus	Dp., Ha., Sp., *	XX	1d3 Dex	XX
Trichinosis	F., Mp., Th., Es., Cl., W., Td.	XX	1d4 Str	XX
Tuberculosis ¹	XX	2-24 months	XX	12
Tularemia, Ingested	XX	2-10 days	XX	16
Tularemia, Inhaled	Rc., Lb., F., Ha., Ch.	XX	1d4 Con	XX
Tularemia, Contact	XX	XX	1d4 Con	XX
Typhoid Fever	XX	7-17 days	XX	17
Whooping Cough	Cg., Rc., F.	XX	XX	XX
Yellow Fever	F., Ha., V., Mp. Sp., J.	XX	1d8 Con	XX

¹There is no medicinal cure for this disease and infected creatures cannot recover on their own with Fortitude saves. Only magic can save a character infected with this disease

* See this disease's description for special rules.

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DISEASES

Diseases are defined in the following terms.

Symptoms

These entries are intended to aid in role playing by providing descriptors of the disease's affliction. At the game master's discretion, the symptoms may be cross-referenced with the conditions in [Chapter 3](#) to apply additional penalties associated with the disease, such as weakness, blurred vision, or confusion.

Incubation

The time between exposure and the onset of symptoms.

Damage

The damage a character takes after incubation and each day afterward. Ability score damage is temporary unless otherwise noted.

DC

The DC for the saving throw and also the DC for the character to prevent damage and attempt recovery. This is also the DC check for someone with healing

skills who tries to administer treatment to an infected character. Note that some diseases can not be treated without magic. The DC listed is for a typical exposure of an average strain of a disease. Exposure to large doses or stronger strains can increase the DC by +4 or more.

**A Note on Severe Symptoms:* Several of these diseases cause coma, paralysis, respiratory paralysis, shock, and death. Note that these five symptoms/conditions do not occur unless the subject's ability score has been reduced to 0 by the disease. In the case of "death," this supersedes the standard rules for ability score damage ([SRD](#)).

DISEASE DESCRIPTIONS

Anthrax I (Contact): Anthrax is a dreaded, lethal disease that affects cattle, sheep and persons. Handling infected carcasses and their products such as hair and wool is the primary method of contraction. Butchers, farmers, herders and wool handlers are the most commonly infected people. Symptoms include chills, fever, dysentery, convulsions and sudden death. These symptoms

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appear XX days after exposure. There is no medicinal cure for anthrax and infected creatures can not recover on their own with Fortitude checks. Only magic can save a character infected with anthrax. Anthrax is not transmittable from one person to another.

Anthrax II (Inhaled): When a creature dies of anthrax, the ground on which it rests becomes infected with the bacteria as well. The anthrax bacteria can live in the dust in a dormant state for a long time. Anything that stirs up the dust (combat, camping, digging, etc.) creates a thirty-foot cloud of deadly, microscopic anthrax spores. When contracted through inhalation, anthrax causes lesions on the lungs, which result in respiratory congestion leading to suffocation (respiratory failure) and death. Anthrax is not transmittable from one person to another. These symptoms appear XX days after exposure. There is no medicinal cure for anthrax and infected creatures can not recover on their own with Fortitude saves. Only magic can save a character infected with anthrax.

Burning the carcass and the ground it rests upon will kill the disease and make the area safe.

Botulism: Botulism can occur in nearly any food including most vegetables, seafood and farm animal products. The infecting bacteria are highly lethal, requiring only a few microscopic organisms to result in death. Symptoms are limited to weakness and labored breathing. If the subject's Strength is reduced to zero by botulism, they suffer respiratory paralysis and might die.

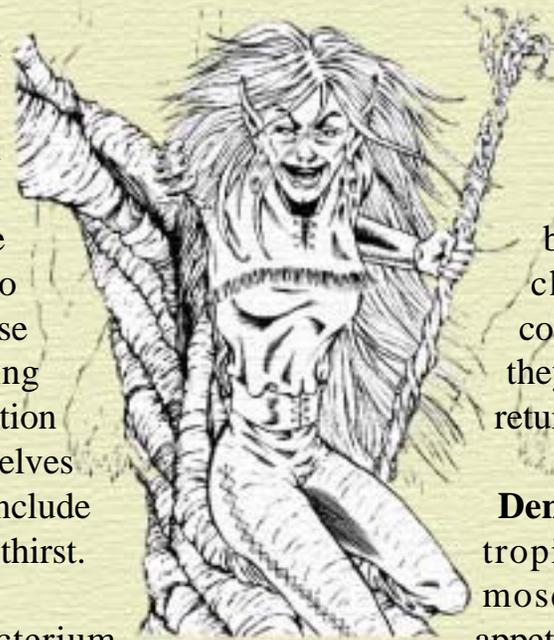
Buruli Ulcer: This disease is caused by microbes that live in stagnant water. Even small puddles can become breeding grounds for this disease. Any character that gets the microbes in an open wound must make a saving throw. Those who fail suffer from a nearly painless, but often enormous, disfiguring ulcer at the point of infection. The microbes emit enzymes that suppress the immune system and destroy tissue. The ulcer begins small but can grow to cover the character's entire limb before killing him. There is no medicinal cure for a Buruli Ulcer, and an infected creature cannot recover on its own. Only magic can cure a Buruli Ulcer. However, surgery that completely cuts the

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ulcer away will allow the character to make a new saving throw to avoid reinfection. This sort of surgery often leads to severe scars and disfigurement.

Cholera: Cholera is a highly contagious and very deadly bacterial infection that is spread in contaminated food and water. Flies often carry the disease from one food or water source to another. Note that this may cause characters to continue drinking infected water to avoid dehydration and inadvertently expose themselves to more bacteria. Symptoms include diarrhea, vomiting and intense thirst.

Cryptosporidiosis: This bacterium infects characters that eat in unsanitary conditions. Symptoms include abdominal cramps, mild nausea, vomiting, headache and loss of appetite.



Dengue Fever I: Pronounced “DEHNG-gay,” this disease is most common in the tropics and is transmitted through mosquito bites. Symptoms include intense headache, joint pain, muscle pain and rash. Succeeding at the standard two Fortitude saving throws to recover from a disease causes dengue fever to subside, but it does not leave the character’s body. To be free of infection characters must pass a third consecutive Fortitude saving throw. If they fail the third check, the disease returns as a new infection.

Dengue Fever II: This hemorrhagic tropical disease is transmitted by mosquito bites and causes loss of appetite, vomiting, high fever, headache, abdominal cramps shock, and perhaps circulatory failure. Each time a person is infected with this disease, they gain a cumulative +XX circumstance bonus to resist the next infection.

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Tuberculosis: Although tuberculosis is not exceptionally contagious, it also has no cure other than magic. It is permanent and fatal. Tuberculosis is transmitted through person-to-person contact. Characters who encounter tuberculosis receive two Fortitude saving throws to resist infection. Those who succeed at their initial saving throw suffer no ill effects, as do those who fail the first save but pass the second. Only those who fail both saving throws begin to suffer symptoms. Unfortunately the primary symptoms are deep, mucus-filled, bloody coughing. These symptoms cause the character to make a special Fortitude check once every month against the DC of their infection (typically XX) or suffer a permanent -XX penalty to Constitution. These lost points return if the disease is ever cured.

Tularemia: Tularemia is a disease that originates in game animals like rabbits and deer. Handling, eating or even smelling the entrails of an infected animal can cause a severe infection. Hunters are the most commonly infected persons.

Tularemia I (Ingested): Eating infected game animals is a common way to acquire this disease. Luckily, proper cooking of game meat can kill the disease before it is eaten. If infection occurs, characters suffer from sore throat, abdominal pain, vomiting and diarrhea.

Tularemia II (Inhaled): Anyone who cleans an animal infected with tularemia (prepares it for eating) cannot avoid being exposed to the disease. Those who fail their save suffer from respiratory congestion, XX, headache, chills, and fever.

Tularemia III (Contact): Touching or handling an animal infected with tularemia can cause serious skin lesions and swollen glands.

Lastly, it is not unreasonable for someone to accidentally hunt and kill an infected animal, clean it, carry it home, cook it (improperly) and eat it, only to find themselves suffering from all three types of infection simultaneously a few days later.

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Typhoid Fever: This bacterium lives and grows in waste and is spread by eating and drinking in unsanitary conditions. Symptoms include fever, headache, diarrhea, liver dysfunction, internal bleeding, mild nausea, and loss of appetite.

Whooping Cough: This disease is characterized by respiratory congestion and fevers accompanied by prolonged bouts of coughing, which are very severe at night. A final deep-throated cough or “whoop” usually follows a bout of coughing. The disease is transmitted through person-to-person contact.

Yellow Fever: Yellow fever is spread through mosquito bites in tropical regions. Symptoms include fever, headache, muscle pain, slow pulse, bleeding gums, jaundice, and vomiting. Anyone who survives an infection of yellow fever becomes immune to future infections.

ENCOUNTERING DISEASES

Knowing where and when to place diseases in a campaign helps add a sense of realism and balance to the scenario. The rules below are intended to help game masters plan for encounters with various diseases.

Frequency

This column indicates how frequently characters encounter any particular disease. Some diseases are more common in certain climate regions or conditions. Any area experiencing an outbreak or epidemic will have the frequency rate increased to very common. The frequency entries below indicate percentile rates for players who use random encounters and also include a chronological method of assigning frequency (i.e. once a week, once a day etc.) Game masters should use one method or the other, not both at the same time.

Very common (XX%) only diseases that have reached epidemic proportions have a very common frequency. Characters encounter this disease at least once a day.

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Common (XX%) This disease is encountered at least once a week by the characters.

Uncommon (XX%) This disease is encountered at least once a month.

Rare (XX%) This disease is encountered at least once a season.

Very rare (XX%) This disease is encountered at least once a year.

Transmission Method

The disease's method of delivery—inhaled, ingested, injury or contact. This entry also lists the infecting agent such as “dead animals” or “mosquito bite.” Although most infection methods are self-explanatory, two methods, person to person and unsanitary conditions, warrant brief descriptors.

Person-to-person: This indicates any interpersonal contact of less than XX feet. Any coughing, sneezing or heavy breathing by the infected individual exposes anyone within range. In confined spaces such as wagons, small rooms and crowded chambers the DC may be increased by 2 or more.

Unsanitary Conditions: This indicates environments where there is little or no proper sanitation or sanitary food preparation. Most diseases contracted this way require only a few microbes to enter the body.



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TABLE 2-3: DISEASE ENCOUNTER

Disease	Frequency	Transmission Method
Anthrax I	XX	Contact/dead infected animals
Anthrax II	XX	Inhaled /dead infected animal
Botulism	Uncommon	XX
Buruli Ulcer	Rare	XX
Cholera	XX	Ingested/unsanitary conditions
Cryptosporidiosis	XX	Ingested/unsanitary conditions
Dengue Fever I	Common in tropics	XX
Dengue Fever II	Uncommon in tropics, very rare elsewhere	XX
Diphtheria	XX	Person-to-person
Dracunculiasis	XX	Injury/assassin bug bite
Dysentery I	Uncommon in crowded tropics, rare elsewhere	XX
Dysentery II	Uncommon in summer, rare otherwise	XX
Epidemic Typhus	XX	Injury/lice
Hemorrhagic Fever	XX	Contact/tick bite*
Hepatitis A	Uncommon	XX
Hepatitis B	Common	XX
Hepatitis C	XX	Contact/body fluids
Herpes*	XX	Contact/sexual

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TABLE 2-4: DISEASE ENCOUNTER (CONTINUED)

Disease	Frequency	Transmission Method
Histoplasmosis	XX	Inhaled/birds and bats, moist soil
Influenza	Common	XX
Legionnaire's Disease	XX	Inhaled/soil and water
Leprosy I	Very rare	XX
Leprosy II	XX	Close contact
Leptospirosis	Rare	XX
Lyme Disease	XX	Injury/tick bite
Malaria	Common in tropics/uncommon elsewhere	XX
Meningitis I	XX	Inhaled/person-to-person, injury/insect bites, ingested/contaminated food
Meningitis II	Rare	XX
Mononucleosis	XX	Contact/body fluid (mainly saliva)
Norwalk Virus	Uncommon	XX
Plague I	XX	Injury/flea
Plague II	Rare	XX
Pneumonia I	XX	Inhaled/person-to-person
Pneumonia II	Rare	XX
Polio	XX	Ingested/unsanitary conditions
Rabies*	Uncommon	XX

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TABLE 2-5: DISEASE ENCOUNTER (CONTINUED)

Disease	Frequency	Transmission Method
Spotted Fever	XX	Injury/tick bite
Syphilis*	Uncommon	XX
Tetanus	XX	Injury/unsanitary conditions
Trichinosis	Uncommon	XX
Tuberculosis	XX	Inhaled/person-to-person
Tularemia, Ingested	Rare	XX
Tularemia, Inhaled	XX	Inhaled/infected carcass
Tularemia, Contact	Rare	XX
Typhoid Fever	XX	Unsanitary conditions
Whooping Cough	Uncommon	XX
Yellow Fever	XX	Mosquito bite

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Chapter 3 presents nearly **sixty** new conditions that can be added to your game. Rules for **headaches**, vomiting, **incoherent speech**, hallucinations and dozens of other distressing circumstances are presented in clear, game-related terms. These conditions are also referenced in the previous two chapters, so players may enhance the **suffering** of characters that have been diseased or **poisoned**. Note also that many of these conditions can be caused by plenty of other things including magic, insanity, and bad genetics.

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CHAPTER 3: CONDITIONS

INTRODUCTION

This chapter introduces several new conditions that may afflict characters. Disease and poison cause most of these conditions, but some are caused by magic as well. If more than one condition affects a character, apply them all. If certain effects can't be combined, apply the most severe effect.

CONDITION SUMMARY

Abdominal Cramps (Ac): Painful abdominal cramps impede combat and spell casting. Those experiencing cramps suffer $-XX$ to hit and damage. Spell casters must make a Concentration check (DC $XX +$ spell level) to cast a spell. Cramping individuals cannot run at $x4$ or more.

Anemia (An): Low oxygen content in a creature's blood causes feebleness and lethargy. Anemic individuals suffer $-XX$ Strength and $-XX$ Dexterity. Daily overland movement is also reduced by $XX\%$.

Bleeding Gums (Bg): Characters with this condition suffer from small, open wounds in their mouth. These wounds increase the character's susceptibility to ingested diseases, imposing a $-XX$ on the Fortitude check.

Blurred Vision (Bv): Creatures with blurred vision suffer a $XX\%$ miss chance on all melee attacks and a $XX\%$ miss chance on all ranged attacks.

Burning (B): Creatures with the burning condition are afflicted with constant sensations of intense heat. This causes them to suffer $+XX$ per die of damage from fire and heat and to feel as though the temperature is 30 degrees warmer than it actually is.

Cardiovascular Disturbance (Cd): Creatures experiencing cardiovascular disturbance suffer from a tremulous pulse. This condition causes chest

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pain (XX nonlethal damage) and forces the subject to make a Fortitude save (DC 10 +1 per previous check) each round that they engage in strenuous activity. Failure indicates **shock** has occurred and will persist until the character rests for XX hours.

Chills (Ch): Characters with chills take +XX damage per die from cold attacks, and feel as though the temperature is 30 degrees colder than it actually is.

Clumsy (Cl): Characters with this condition suffer a -XX penalty to Dexterity.

Coma (Co): Creatures in a coma are in a state similar to death. They do not respond to noise or pain. They breathe slightly. This condition can last for an extremely long time, depending on the cause. If the coma outlasts the character's ability to go without food or water they begin to die, as per the **starvation and dehydration rules**.

Liver Dysfunction (Ld): Unless noted otherwise, this symptom ages the character by 2 years and causes a permanent -XX Constitution penalty.

Loss of Appetite (La): Characters with this condition lose all interest in food. If they try to eat they find food makes them mildly nauseous, as though they are overeating. Continuing to eat will make the character nauseous, then severely nauseous. These symptoms fade 10-60 minutes after the last attempt to eat. Not being hungry does not mean that the character may go without food. Characters who do not eat are still in danger of **starvation**.

Loss of Voice (Lv): Characters with this condition cannot utter words or noises. They may wheeze quietly but not effectively enough to communicate. Verbal components to spells cannot be uttered, nor can command words for magical devices.

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Malaise (Ma): This general feeling of illness and ailment imposes a $-XX$ on all of the character's saving throws.

Memory Loss (MI): This condition impedes the subject's ability to remember facts and information. Recalling simple information requires a Concentration check (DC XX). Complex or difficult information can only be remembered with a Concentration check (DC XX). Spell casters must make a Concentration check (DC XX + spell level) to cast a spell.

Mild Intoxication (Mi): Mildly intoxicated individuals suffer from a slight case of clumsiness (-2 Dex) and gain a +1 moral bonus to Strength and a +2 moral bonus to saving throws against fear-like effects.

The further steps of progressive intoxication are severe intoxication, unconsciousness, shock, coma, and death.

Mild Nausea (Mn): Characters with mild nausea suffer $-XX$ on all attack and damage rolls, $-XX$ on all Dexterity and Strength related skills, and cannot run or charge. Spell casting requires a Concentration check (DC 15 + spell level).

Mood Change (Mc): This condition indicates the character is subject to sudden, severe mood changes. The character moves quickly from one mood-state to another, oftentimes without reason.

Muscle Pain (Mp): Those with muscle pain suffer $-XX$ Strength, -1 Dexterity and cannot run or charge.

Nausea (N): Creatures experiencing nausea are unable to attack, cast spells, concentrate on spells or do anything requiring attention. The only action such a character may take is a single move per turn.

Nervous (Nv): The character is on proverbial pins and needles. Every sound startles him and every stranger seems suspicious. This condition grants a

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+1 bonus to all Spot, Listen and Sense Motive checks, but causes concentration to become more difficult. Simple activities require a Concentration check (DC XX), complex activities require checks at DC 15 and spell casting requires Concentration checks equal to 10 + spell level. Nervousness also causes loss of appetite and tremors.

Numbness (Nb): Characters with this condition experience a profound lack of tactile sensation, usually in their extremities. This causes tactile tasks to become very difficult. Handling spell components properly requires a Reflex check (DC XX). Slight of Hand, Opening Locks and other tactile related skills suffer a -XX circumstance penalty. Numbness is a more severe form of tingling.

Paralysis (Pa): This condition disables the character's voluntary muscles, causing their effective Strength and Dexterity to become 0, but they may still make purely mental actions.

Partial Paralysis (Pp): Sometimes only a character's legs become paralyzed. Such characters must use their arms, friends, machines, or magic to move about. Spell casting is still possible with partial paralysis. Dexterity modifiers to AC are lost and the character may only use light and one-handed weapons without penalty. Using larger weapons causes a -XX attack penalty.

Persistent Vomiting (Pv): Characters afflicted with persistent vomiting must make a Fortitude save every XX minutes or be overcome with vomiting for 1d4 rounds. In the event that there is no material to regurgitate, the character heaves and might expel blood (20% chance). If this occurs the vomiting character also suffers XX points of nonlethal damage. All persistently vomiting characters must drink XX% more water or face dehydration.

Prostration (P): Characters who are prostrated cannot move. They are bed ridden with sickness and are helpless to care for themselves.

Nature's Wrath

Rash (R): Red, itchy splotches cover a region of the character's body (or whole body). Characters with a rash frequently scratch the irritated area and suffer XX points of nonlethal damage.

Respiratory Congestion (Rc): The character's lungs are congested with fluids and/or phlegm. This condition causes coughing and labored breathing.

Respiratory Paralysis (Rp): As the muscles of the upper body become paralyzed, breathing becomes increasingly difficult. Characters with this condition are in serious danger of dying. Any character with this condition begins **suffocating** and will die if they do not receive some sort of respiratory assistance.

Restless (Rs): Characters with this condition cannot get meaningful sleep. Their nights are spent writhing for long, lonely hours in the darkness. They sleep sporadically and awake frequently. They

cannot recover from fatigue and wizards with this condition cannot memorize spells upon waking.

Sensitivity to Light (Sl): Creatures with this condition suffer a XX% miss chance and 1 point of nonlethal damage while in brightly-lit areas.

Severe Headache (Sh): Characters with severe headaches suffer 1d2 points of nonlethal damage from very loud noises. They also cannot run or charge. Spell casters with severe headaches must make a Concentration check (DC XX+ spell level) to cast or memorize a spell. Severe headache is a more extreme form of headache, but less severe than intense headache.

Severe Intoxication (Si): Alcohol and some other poisons induce this condition. Intoxicated creatures experience a strong sense of euphoria and clumsiness. Severe intoxication also causes a -4 Dexterity penalty and a -2 Wisdom penalty but adds a +XX moral bonus to Strength and a +XX moral bonus against fear-like effects.

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The further steps of progressive intoxication are unconsciousness, shock, coma and death.

Severe Nausea (Sn): Creatures experiencing severe nausea are bed ridden. They may not take any action or any meaningful movement due to their extreme condition. At the DM's discretion, those experiencing severe nausea may crawl up to 5 ft. per turn. Characters who move while severely nauseous must make a Fortitude save (DC XX) or begin vomiting.

Shock (Sk): Characters in shock suffer from depressed vital signs including slow pulse and potential unconsciousness. Those suffering from shock become apathetic, and emotionless. They also suffer from weakness (-XX Strength), chills (+XX damage per die from cold attacks) and diminished alertness (-XX Spot and Listen). Characters in shock who have lost more than 50% of their hit points or 50% of any one ability score become unconscious until the damage is restored.

Slow Pulse (Sp): Creatures with this condition suffer from a combination of slight weakness (-XX Strength) and disorientation.

Sore Throat (St): Eating causes XX point of nonlethal damage per meal. Talking causes XX point of nonlethal damage per minute. 10% of individuals with a sore throat lose their voice for XX days.

Spasms (Ss): Characters afflicted with spasms are not in complete control of their bodies. Nerve damage causes their limbs to flail randomly and their face and hands to twitch uncontrollably. This condition causes even the simplest tasks to become very difficult. Casting spells with material or somatic components requires a Reflex save (DC XX). Characters with spasms also suffer a -XX on attack rolls and a -XX on all skill checks that depend on eye-hand coordination (Balance, Climb, Craft, Disable Device, Escape Artist, Forgery, Handle Animal, Move silently, Open Locks, Perform, Profession, Ride, Slight of Hand, Swim, Tumble, and Use Rope).

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Swollen Glands (Sg): Although anytime a character acquires a disease or infection they will experience swollen lymph glands, characters specifically afflicted with this symptom experience severe swelling, usually under their chin near the throat. This swelling is obvious to others and is somewhat painful, causing XX points of nonlethal damage.

Temperature Inversion (Ti): Creatures experiencing temperature inversion feel cold in warm weather and hot in cold weather. Regardless of how they feel, the actual effect of the environment on their bodies is unchanged.

Temperature Sensitivity (Ts): Temperatures above 60 degrees feel 20 degrees hotter and temperatures below 60 degrees feel 20 degrees colder for characters with this condition.

Thirst (Th): Characters suffering from thirst must drink twice as much water a day as they otherwise would or face [dehydration](#).

Tingling (T): Characters experience a slight prickling sensation, usually in their extremities. This causes delicate tactile tasks to become more difficult. Handling spell components properly requires a Reflex save (DC XX). Slight of Hand, Opening Locks and other tactile related Skills have their DC increased by XX.

Tiredness (Td): Those who suffer from tiredness experience slow reaction time, receiving a -XX Dexterity penalty and -XX on attack rolls.

Tremors (Tr): Tremors cause characters to shake and tremble constantly. This condition adds a +2 to the DC of any delicate tactile skill the character attempts including Balance, Climb, Craft, Disable Device, Escape Artist, Forgery, Handle Animal, Move silently, Open Locks, Perform, Profession, Ride, Slight of Hand, Swim, Tumble, and Use Rope. Tremors are generally less severe than spasms but last much longer.

Nature's Wrath

Unconsciousness (U): Knocked out and helpless. Unconsciousness can result from shock, blood loss or major infection.

Vomiting (V): Creatures suffering from vomiting must make a Fortitude save (DC XX) each hour, and anytime they eat. Failure indicates a bout of vomiting. While vomiting, the creature is overcome with regurgitation which last XX rounds. During this time the vomiting creature is helpless and may only take a 5-foot step. Each day characters vomit they must drink XX% more water or face [dehydration](#).

Weakness (W): Creatures suffering from weakness have their Strength reduced by XX points.

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Nature's Wrath

Abbreviation	Condition
Ac	Abdominal Cramps
An	Anemia
B	Burning
Bd	Blind
Bg	Bleeding Gums
Bl	Broken Limb
Bv	Blurred Vision
C	Confusion
Cd	Cardiovascular Disturbance
Cg	Coughing
Ch	Chills
Cl	Clumsy
Co	Coma
Cv	Convulsions
D	Diarrhea
DI	Disabled Limb
Ds	Delusions
Do	Disorientation
Dp	Depression
Dw	Drowsiness
Dz	Dizziness
Em	Excruciating Muscle Pain
Ep	Excessive Perspiration
Es	Excessive Salivation
Eu	Excessive Urination
F	Fever
Fg	Fatigued
Fl	Flushing

Abbreviation	Condition
Fp	Facial Palsy
Fs	Flu-like Symptoms
Ha	Headache
Hf	Hot Flashes
Hl	Hallucinations
Hv	Hives
Ib	Internal Bleeding
Ih	Intense Headache
Is	Incoherent Speech
It	Intense Thirst
J	Jaundice
Jp	Joint Pain
Kf	Kidney Failure
L	Lesions
La	Loss of Appetite
Lb	Labored Breathing
Ld	Liver Dysfunction
Lv	Loss of Voice
Ma	Malaise
Mc	Mood Change
Mi	Mild Intoxication
Ml	Memory Loss
Mn	Mild Nausea
Mp	Muscle Pain
N	Nausea
Nb	Numbness
Nv	Nervous
P	Prostration

Nature's Wrath

Abbreviation	Condition
Pa	Paralysis
Pp	Partial Paralysis
Pv	Persistent Vomiting
R	Rash
Rc	Respiratory Congestion
Rp	Respiratory Paralysis
Rs	Restless
Sg	Swollen Glands
Sh	Severe Headache
Si	Severe Intoxication
Sk	Shock
Sl	Sensitivity to light
Sn	Severe Nausea
Sp	Slow Pulse
Ss	Spasms
St	Sore Throat
T	Tingling
Td	Tiredness
Th	Thirst
Ti	Temperature Inversion
Tr	Tremors
Ts	Temperature Sensitivity
U	Unconsciousness
V	Vomiting
W	Weakness



Nature's Wrath

APPENDIX: DRUG ADDICTION

Some poisons listed in [Chapter 1](#) have addictive qualities (hemp, peyote and poppies). Use this rule if someone takes (or is given) an addictive poison.

If the subject fails the initial Fortitude save and begin suffering the effects of the poison, they must also make an addiction check (either Fortitude or Will as specified in the poison description). If this check fails they become dependent and suffer the indicated penalties (conditions from [Chapter 3](#)) for the indicated amount of time (usually several days).

For example, the description of hemp reads: The toxins in hemp are also mildly addictive (Will DC XX). *Dependency*: mood change (XX days); *Addiction*: restlessness, depression (XX days).

Thus anyone eating or inhaling this plant must make a Fortitude check or suffer the effects of poisoning. If that check fails, the character must make an addiction check (in this case, Will DC XX). If this check fails, the character becomes dependent. In this case, dependency causes the symptom mood change. This symptom persists for XX days.

However, the character also has a nagging desire to take the drug again (in this case, hemp). If he takes it again and fails his Fortitude save against the poison, the symptom of mood change is temporarily removed until the poison wears off (typically XX hours). Unfortunately, every time the character takes an addictive drug he must also make an addiction check. Characters who are dependent on a drug suffer a -XX circumstance penalty to their addiction checks when taking more of the drug they are addicted to. In our example, the character is already dependent on hemp so he suffers a -XX circumstance penalty to the addiction check. If the character takes a drug he is already dependent on and fails the addiction check he becomes addicted.

The penalties for addiction are handled just like the penalties for dependency. They persist for an indicated amount of time (XX days in the case of hemp) and can be temporarily removed by taking the poison again. Every time the character takes an addictive poison he must make an addiction check. If he takes a drug he is already addicted to he suffers a -XX penalty on the addiction check and the duration for recovery is reset.

Nature's Wrath

Recovering From Addiction

If a dependent character can resist taking the drug for the indicated number of days (XX days for hemp), the symptoms subside and the character is free of the dependency.

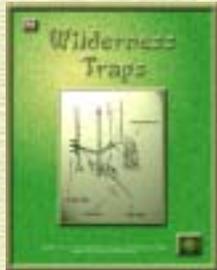
If an addicted character resists the drug for the indicated number of days (XX days for hemp), his addiction status changes to dependent and his symptoms change accordingly. The character is now considered dependent and must continue to resist the drug for the indicated amount of time to be free of the dependency.

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Nature's Wrath is one of several titles Bloodstone Press offers for enhanced d20 role playing in any modern, future, or fantasy genre. Other titles with similar broad application include the following.

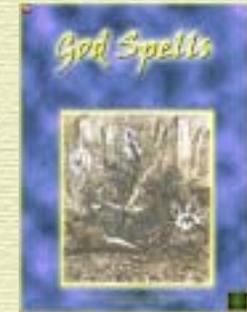
WILDERNESS TRAPS



This supplement details twelve wilderness traps that can be constructed from simple materials such as rocks, sticks, grass, and mud. Deadfalls, foot traps, grass scythes, and other simple but deadly traps are presented here with diagrams, descriptions, and d20 statistics. These traps are inexpensive and easy to build, making them ideal for guerrilla fighters, hunters, and bandits. Unlike other traps, a wilderness trap can be constructed in a matter of hours and at a cost of 0 GP! Once built, they are especially difficult to notice, being constructed of logs, rocks and vines, which are quite inconspicuous in the wilds. All it takes to build these traps is a little know-how and some raw materials.

Pick this supplement up today and find out how easy it is to add these inexpensive and effective dangers to your wilderness campaign!

GOD SPELLS



God Spells contains 50 spells for divine casters. Druids, clerics, paladins and rangers can all find useful ideas in this assortment of miracles. Stunning new magic such as *pollen cloud*, *armor of stone*, *excommunication*, and *sorghum's wrath* can be found among these pages. *Mass resurrection* is always a crowd-pleaser and the deadly *tongue of swords* is sure to get any enemy's attention!

God Spells also includes many of the divine spells that have appeared in Bloodstone's other titles, all updated to the new 3.5 rules. Classic spells like *convalescence*, *fortify* and *spirit of the lion* have been retooled with the new version of the core rules and are ready to be added to your game! With the God Spells in their hand, your divine heroes will have all the power they need to achieve their spiritual goals!

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