

# Eye Discharge

July 20, 2022



A substance leaks out of your eyes. Roll on the table below for the nature and effects of the substance.

d20	Discharge
1	Acid
2–6	Blood
7	Ink
8–9	Oil
10–15	Pus
16–19	Tears
20	Venom

**Acid.** Acid leaks out of your eyes at a rate of (IE) ounces per day. Your eye socket is immune to this acid, but your skin is not, so you have scars around your eyes and need a way to constantly flush it out or collect it to keep it off your skin. If collected, a flask of 32 ounces equals one use as a weapon.

**Blood.** Blood drains out of your eyes at a rate of  $(IE)^2$  ounces per day. Because of this blood loss, you need to eat more to compensate, consuming an additional (IE) days' worth of food per week to avoid exhaustion.

**Ink.** Ink leaks out of your eyes at a rate of (IE) ounces per day. Your face is stained, and if you're not careful, so are your clothes and other items. The ink can be collected for

writing, but it has stained your lenses; consequently, you're resistant to the blinding effects of bright light (not to radiant damage), but in low light or darkness, your vision is reduced by 20 feet, even if you have Darkvision.

**Oil.** An oil similar to lamp oil drains out of your eyes at a rate of  $(IE)^2$  ounces per day. If collected, it can be used for lanterns and other practical uses, but if not collected or washed away consistently, it gets on your hands, clothes, and items, making it difficult to hang onto anything. Consequently, anytime you're handling an object during a tense situation (e.g., a weapon in combat), you must succeed on a DC 10 Dexterity saving throw to avoid dropping the object.

**Pus.** A foul-smelling ochre pus flows from your eyes at a rate of  $(IE)^2$  ounces per day. The smell gives you a  $-(IE)$  penalty on Dexterity (Stealth) and Charisma (Persuasion) checks. If collected, 32 ounces of the pus can be thrown at a target and cause the same effects to that target as a [Stinking Cloud](#) spell.

**Tears.** Tears drain out of your eyes at a rate of  $(IE)^2 \times 8$  ounces per day. Because of this fluid loss, you need to drink additional water to assist with the loss to avoid Dehydration and exhaustion.

**Venom.** A toxic substance leaks from your eyes at a rate of  $(IE)$  ounces per day. You are not immune to this substance, so if not contained somehow, in any situation where you take damage that is not psychic or bludgeoning, you need to succeed on a DC 10 Dexterity saving throw with a  $-(IE)$  penalty to avoid getting it in a wound. A creature subjected to this poison must succeed on a DC 11 Constitution saving throw, taking 7 (2d6) poison damage on a failed saving throw, or half as much damage on a successful one.

While referred to here colloquially as venom, this reflects real life examples, where an irritant or contagious liquid is expelled.

## **Real-world Examples**

Conjunctivitis, Keratitis, Blepharitis, Corneal ulcer, Dacryocystitis, Subconjunctival Hemorrhage, Haemolacria

## **Assistive Options**

While no specific assistance normally exists for this condition, you will at least need an absorbent cloth to wipe discharge from the eyes. Collecting it will require a creative solution.

## **Magical Assistance**

Characters with eye discharges benefit from eye gnats, but they come at a price. The [Prestidigitation](#) spell can clean the affected area but does not stop the discharge.