



A Sunk Cost

Part 8 of Song of Fates

With the election of a new Watchlord, Thentia's will has been made clear: the infected must be kept from the healthy. Great walls now cut off the Harbor District from the rest of Thentia where the Watchlord promises the ill are being taken care of, but how do they really live?

A Four-Hour Adventure for 5th-10th Level Characters

ARIEL THOMAS
Author

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Development and Editing: Joshua Clark, Blake Jones, Todd Smart, John Sedlack

Organized Play: Chris Lindsay

D&D Adventurers League Wizards Team: Adam Lee, Chris Lindsay, Mike Mearls, Matt Sernett

D&D Adventurers League Administrators: Robert Adducci, Bill Benham, Travis Woodall, Claire Hoffman, Greg Marks, Alan Patrick

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Introduction

Welcome to *A Sunk Cost*, a D&D Adventurers League™ adventure, part of the official D&D Adventurers League™ organized play system.

The City of Thentia faces food shortages, bandits, storms, and yet another threat that very few are aware of. Items of supposedly great power are hidden throughout the city and many quietly strive to acquire them.

This adventure is designed for **three to seven 5th-10th level characters** and is optimized for **five characters with an average party level (APL) of 8**. Characters outside this level range cannot participate in this adventure.

Adjusting This Adventure

This adventure provides suggestions in making adjustments for smaller or larger groups, characters of higher or lower levels, and characters that are otherwise a bit more powerful than the adventure is optimized for. You're not bound to these adjustments; they're here for your convenience.

To figure out whether you should consider adjusting the adventure, add up the total levels of all the characters and divide the total by the number of characters (rounding .5 or greater up; .4 or less down). This is the group's APL. To approximate the **party strength** for the adventure, consult the following table.

Determining Party Strength

Party Composition	Party Strength
3-4 characters, APL less than 5	Very weak
3-4 characters, APL equivalent	Weak
3-4 characters, APL greater than 5	Average
5 characters, APL less than 5	Weak
5 characters, APL equivalent	Average
5 characters, APL greater than 5	Strong
6-7 characters, APL less than 5	Average
6-7 characters, APL equivalent	Strong
6-7 characters, APL greater than 5	Very strong

Some encounters may include a sidebar that offers suggestions for certain party strengths. If a particular recommendation is not offered or appropriate for your group, you don't have to make adjustments.

Before Play at the Table

Before you start play, consider the following:

- Read through the adventure, taking notes of anything you'd like to highlight or remind yourself of while running the adventure, such as a way you'd like to portray an NPC or a tactic you'd like to use in a combat. Familiarize yourself with the adventure's appendices and handouts.
- Gather any resources you'd like to use to aid you in running this adventure--such as notecards, a DM screen, miniatures, and battlemaps.
- Ask the players to provide you with relevant character information, such as name, race, class, and level; passive Wisdom (Perception), and anything specified as notable by the adventure (such as backgrounds, traits, flaws, etc.)

Playing the Dungeon Master

You have the most important role—facilitating the enjoyment of the game for the players. You provide the narrative and bring the words on these pages to life.

To facilitate this, keep in mind the following:

You're Empowered. Make decisions about how the group interacts with the adventure; adjusting or improvising is encouraged, so long as you maintain the adventure's spirit. This doesn't allow you to implement house rules or change those of the Adventurers League, however; they should be consistent in this regard.

Challenge Your Players. Gauge the experience level of your **players** (not the characters), try to feel out (or ask) what they like in a game, and attempt to deliver the experience they're after. Everyone should have the opportunity to shine.

Keep the Adventure Moving. When the game starts to get bogged down, feel free to provide hints and clues to your players so they can attempt to solve puzzles, engage in combat, and roleplay interactions without getting too frustrated over a lack of information. This gives players "little victories" for figuring out good choices from clues. Watch for stalling—play loses momentum when this happens. At the same time, make sure that the players don't finish too early; provide them with a full play experience.

Adventure Primer

Events from a Time Past

Many an adventurer has heard of the Deck of Many Things, a Deck in which you pulled cards and received either great treasure, or terrible ruin. Few scholars have tales of a special Deck. It is said to be a mix of the original Deck and ancient Vistani magic, and called the Tarot Cards of Fate. Each card is unique in nature, and said to be even more powerful than a traditional Deck, it is long thought Fate had decreed the Cards separated, and each lost to antiquity.

With events such as the Spellplague, unleashing arcane chaos and the Blue Fire, loosening the magical shackles and the return of parts of Faerun from the Demiplane of Dread, rumors of Cards promising great power have been emerging throughout the lands.

Currently known to a select few greater powers, who have access to great libraries or performed epic rituals of divination, they have become aware of an ancient Prophecy that tell of great power gained by those who have acquired the most Tarot Cards.

Quickly, they sent mortal agents spread across the Moonsea and Sword Coast searching for any hints and obscure lore or legend that would reveal the hiding places of the Tarot Cards of Fate, intent on acquiring as many as possible. As more knowledge of the Cards leaks out, a mad race to acquire their power will truly commence.

Events in a Time Present

Thentia's Harbor District has been stuck in a state of idleness over the past year. Sea trade has been hazardous thanks to the storms and wreckage in the harbor and no ships means no work. This has taken a hard toll on what has always been the poorest district. Things have only been made worse with the election of Watchlord Aesir Highcastle.

In response to growing concerns about a plague within the city, Aesir has, with the help of the Council of Mages, erected a massive wall around the Harbor District, cutting it off from the rest of Thentia. The Town Guard has been rounding up the infected and quarantining them in the district, which has become known as The Forbidden Zone.

The Tower Card has awoken, bringing great change to society. Its presence within the Forbidden

Zone, combined with the plague, has led to a rapid breakdown of society and a loss of law and order.

However, the card is capable still of good: The Tower Card represents danger, crisis and destruction, but it also can mean positive change and liberation.

Location and NPC Summary

The following characters and locations feature prominently in this adventure.

Widar Patja (VIE-dar PAT-ya). A mover and shaker, Widar is from a long line of movers and shakers in Thentia. He is also (somewhat) secretly a faithful of Waukeen, the Goddess of Trade, which is where the characters come in.

The Forbidden Zone. An area of the city quarantined three months ago by an enormous wall. While there are numerous guards on the wall, they are forbidden from interfering with anything happening within.

Adventure Overview

The adventure is broken down into three parts:

Part 1. Our Lady of Gold Widar enlists the characters to retrieve the offerings to Waukeen he was forced to leave behind when the Forbidden Zone was created.

Part 2. The Lady Who Smiles The characters get a chance to absorb the ambiance of the Forbidden Zone.

Part 3. The Plague-crone The characters are beset by followers of Talona before they can emerge from the Forbidden Zone. Once they do they are forced to contend with Selûnite interference.

The Spore Plague

A strange plague has arisen within Thentia, brought from Thar and infesting the dwellings of its poorest citizens.

The Spore Plague has overwhelmed the local infrastructure's capacity to deal with the disease, in part because of disorder within Thentia's largest temple, the temple of Selûne, due to the recent death of the Selûnite's High Priestess, and in part because it is a lifestyle disease which can inhabit dwellings and food stores to reinfect individuals after they are cured.

Deaths from the disease are rare, but that hasn't stopped citizens of Thentia from riling themselves up over the ailment.

It should be unlikely that players become infected by the plague during the course of the adventure, but the use of a *lesser restoration* is sufficient treatment.

Part 1. Our Lady of Gold

Estimated Duration: 45 minutes

The characters have an appointment with Widar Patja in the backroom of the Tattered Griffin, a local tavern within Thentia.

Coin Collectors

Widar Patja is the sort of man who seems to persistently maintain a few day's salt and pepper stubble on his chin as though his beard simply decided to stop at exactly the correct length to make him look rugged. The effect might work if it weren't for his obvious paunch.

He warmly greets you, despite the obvious tiredness on his face, and asks you to sit with him as he unfurls a map of Thentia.

"I need you to go into the Docks District, the so called 'Forbidden Zone' and retrieve something of importance from my old place of business. Hidden away beneath The Golden Balance is a great amount of copper and silver, I need you to bring me every coin. "

Widar Patja is impatient as always, seeking to send the characters as soon as possible to bring back the coin.

- Widar has bribed several guards at the gate to the Forbidden Zone to allow the characters entrance and exit, though it is unfortunately not the closest gate to the Golden Balance.
- The coins are located in the secret basement of The Golden Balance which can be accessed by moving a table in back room. They will need to be brought up and loaded onto one of the Golden Balance's wagons.
- The Harbor District is not the nicest of places these days. Law and order has crumbled despite the Watchlord claiming to send aid to the citizens located there. Widar seems obviously distressed over this fact.
- Widar is willing to pay 2500gp for their service.

Roleplaying Widar Patja

Widar is secretly a Waukeenar but his personal ambition and devotion to Thentia are well-known. The loss of the Golden Balance, a secret temple to Waukeen, has robbed him of some of his fortune, but also set back his personal project: Creating an open temple to Our Lady of Gold.

Widar presents himself and his family as long-time protectors of Thentia. He is genuinely devoted to the belief

that commerce, including growing his family fortune, is the key to Thentia's survival and prosperity.

Quote: "As long as there is a Patja, there will be Thentia."

At this point smart players will likely want to ask around a bit to gather more information. While it isn't essential to completing the adventure, it will provide useful background details.

Deities of Note

The following are deities mentioned in this adventure:

Waukeen (wah-KEEN). Waukeen is not only the goddess of trade, but also of liberation. She has dominion over all aspects of free and fair commerce, including the improvements to civilization that come with it. Her temple was once a dominant force within Thentia but has fallen into obscurity over time. The local followers of Selune would like to keep it that way.

Fortunes of Fate

"Hey! Psst!"

As you turn towards the voice, you see an odd wooden kiosk sitting on the side of the road. It is painted blue with golden and red accents. Within stands a man in mostly tattered clothing, but with a red and blue hat, topped with a feather. He appears to be motionless, easily mistaken for a statue. A helpful sign over a small slot reads "Fortunes told for a gold".

The "statue" in the box is an eccentric fortune teller any of the characters who have played previous modules may recognize. He is currently keeping up an odd farce of being a fortune telling machine and will animate as needed to convince the characters to have their fortune told.

Once the characters are engaged he may drop the act, talking conversationally with the characters. He is cagey as always with details of his name and about just what the heck he is doing.

If a character inserts a coin the fortune teller will go through an elaborate display of coming to life and push a tarot card through a large slot in the front of the machine which he then requires the players to show him so he can actually read it and tell their fortune.

The first card produced is always the Tower.

The fortune teller frowns in response to the card.

"Are you sure that's the way it came out? This is very important."

"Great danger and change will befall you! However, if you make sure to see things through to the end you may still harness this for good. Take no shortcuts or the worst may come to pass!"

Have any other interested player roll two d8 dice. Refer to **Appendix B: Tarot Reading**. The first d8 corresponds to the card pulled. The second d8 will reveal whether the card is Upright (even result on the die) or Inverted (odd result). Use the associated text for each possible card reading or paraphrase as you see fit, keeping within the spirit of each card. Role-play this as needed, but no two players should pull the same result.

Players who have their fortune read receive the **Touched by the Fates** story award if they do not already have it.

Speak with the Factions

When players contact their local faction representatives to learn more about the Forbidden Zone, they will be implored to look into the Spore Plague.

The Thentian government has largely been suppressing information about the disease and disinformation is rampant. Less scrupulous nobles have used this fact to their own profit by inconvenient families of being infected. Thus, the factions need someone to perform an epidemiological study on the symptoms of the disease.

To do so the characters will need to independently complete one of the **Player Handout 3: Symptom Bingo Cards**. When they detect a symptom they should mark the square and record where they saw the disease. It's fine if they pick up on a false symptom, as long as they can justify it. The independent nature of the study is supposed to help weed false symptoms out.

When the player gets 5 symptoms in a row, they have completed the card, just like a standard game of bingo. Check them at the end to determine completion. The module should contain enough symptoms for them to do so successfully.

Gathering Information

By talking to various contacts or investigating city archives, characters may attempt either an **Intelligence (Investigation)** or **Charisma (Persuasion)** check to track down information about the following topics.

When making these checks, if the character rolls high enough, they get all the information up to that DC check. For example, a roll of a 12 would provide the information at DC 10 and 12.

Feel free to let players use backgrounds or alternate skill checks that might be relevant.

Widar Patja

- DC 8: Widar Patja is well known about town as something of a wheeler and dealer and as owner of the Gold Balance before it got stuck in the Forbidden Zone.
- DC 12: Widar seems to have a small beef with the followers of Selûne. He and the now dead High Priestess rarely saw eye to eye on things.
- DC 15: Widar is a follower of Waukeen who has been seeking to restore the old temple in Thentia.

The Golden Balance

- DC 8: The Balance was the biggest trade house in the city before the wall went up.
- DC 12: The City Guard and Selûnites held little sway in the Balance, making it an ideal place to make deals outside of their prying eyes.
- DC 15: The Golden Balance was a secret temple to Waukeen. The owner took the fees for transactions as offerings to Waukeen.

The Forbidden Zone

- DC 8: The Forbidden Zone was created 3 months ago by the mage's guild on edict of the Watchlord. The residents of the Forbidden Zone are being sent food and apprentices of the Council of Mages are seeking a method of curing them.
- DC 12: No one really knows what's happening in the Forbidden Zone except for the guards and the occasional smuggler.
- DC 15: The Forbidden Zone has become a place of chaos and anarchy at an alarming rate. Many blame the shiftlessness of the poor.

The Spore Plague

- DC 8: People who are suspected of having the plague are being transported to the Forbidden Zone and their homes are being burned down.
- DC 12: The poor seem to be suspiciously more affected by the plague than the wealthy. Some people attribute this to personal failings of the underclass.
- DC 15: The plague seeps into the surroundings. Houses and foodstuffs become infected and spread to people through that.

The Election / The City

- DC 8: **If the majority of PCs have Throne Upright:** The election was in peril, but brave adventurers drove off the attacking forces.
Otherwise: The election was a terrible tragedy, but Aesir proved himself by fighting off the attackers, saving one of the electors.
- DC 12: Aesir has been a good Watchlord, answering the city's hour of need and directing the mage's guild to good works.
- DC 15: Some citizens think the attack on the election was a false flag. It varies which political power group in the city they blame as having orchestrated the attack.

Part 2: The Lady Who Smiles

Expected Duration: 1 hour 15 minutes

Despite some trepidation, you were quickly ushered by the waiting guards through the gates and find yourselves within the Forbidden Zone.

The streets seem completely devoid of human life, though you can hear a number of barking dogs in the distance. The buildings seem to have run themselves down at an alarming rate, with many of them in a state of disrepair you would expect from years of neglect. Overall the place feels quite cavernous especially with the night sky above you.

As you pass through the narrow streets before the gate, you note graffiti of a purple triangle with three orange tear drops seems quite common. Occasionally you come across signs of violent struggle, though you have not yet found any corpses.

Characters that check around can discover the following:

- Many of the buildings emanate spore clouds, with patches growing inside.
- Houses are barricaded or empty, sometimes suspiciously so given the signs of struggle evident in them. There are no bodies anywhere.
- Stores are generally either looted or their contents are rotten / infested by fungus.
- A **DC 5 Intelligence (Religion) check** reveals the purple triangle graffiti is the holy symbol of Talona, goddess of disease.
- A **DC 10 Intelligence (History) check** reveals some of the markings are gang signs common to the Docks
- If they think of it, a **DC 20 Intelligence (Arcana) check** reveals many of the symbols are arcane in nature. A few might even be suitable for scrying foci.

Deities of Note

The following are deities are mentioned in this adventure:

Talona (tah-LO-nah). Known as The Mother of All Plagues, Talona is deity of poison and disease. Despite her evil nature, it is common for even good souls to pray and give offerings to her as a means of avoiding disease. Talona has a long standing rivalry with Loviatar, Goddess of Pain.

Get Off My Lawn!

The Golden Balance seems to be in an even more miserable state than the rest of the buildings. Its once proud features seem now dour, which isn't helped much by the numerous barricades that have been erected. The place seems now more like a keep than a trade hall.

There are a number of prominent signs reading "Go away!" and "Trespassers will be shot!"

The Golden Balance is currently occupied by Wibke Huntsilver (**knight**), a retired veteran of the Riders. She has holed up in The Golden Balance and turned it into a fortress replete with numerous traps she learned from years of guerilla combat against the orcs and other humanoids from Thar.

Only the main entrance of the Golden Balance is accessible, the others having been blocked off by intricate barricades made of all manner of scavenged junk. When the characters approach, they see Wibke's shadow as she moves and hear her shout "Damned Government! Come to take my crossbows, haven't you?! Well you can't have 'em!"

Smart characters will try to reason with Wibke (for the others, see **Wibke's Traps** below). Simply trying to argue against her delusions is difficult, facing a **DC 25 Charisma (Persuasion) check**. Playing into her delusions is far easier, whether claiming they're with the government for a **DC 20 Charisma (Intimidation) check** or convincing her they too share her anti-government sentiments as a **DC 15 Charisma (Deception) check**. Feel free to make up wild demands or accusations as you play out the encounter.

Roleplaying Wibke Huntsilver

Wibke was a crazy old maid before this all started, the plague has only worsened things. The early stages of the disease and good sense have made her highly distrustful of the government. Paradoxically, despite her distrust, she still maintains she is a patriotic citizen of Thentia as well. She knows little real information about the Forbidden Zone.

Though she has been mostly a recluse since retiring, she loves to discuss her time in active duty. She has quite the crossbow collection.

Quote: "You know, I have over 500 confirmed kills by trap."

Traps!

Wibke is an expert trap maker and has created a vast array of different perils within The Golden Balance for any group that attempts to force their way in. Characters encounter roughly a trap every 10 feet

and must make their way through 60 feet worth winding barricades to reach Wibke herself.

Clever characters will attempt to use magic to circumvent the traps, but Wibke believes the Council of Mages is her enemy and has planned accordingly. Her barricades restrict sight lines and limit attempts to *fly, wind walk, misty step* or otherwise avoid them. Those cases that seem to be good opportunities are generally feints created to lure the characters into even more traps.

Ideally players should get the hint that this isn't the best method of approach, but if they do stagger through to the end, Wibke is suitably impressed by their grit and they may attempt a **DC 10 Charisma (Persuasion)** check to convince her they aren't enemies. Otherwise, Wibke fights until she is at half hit points, at which point she surrenders.

Wibke's Traps

Wibke has made all manner of traps laid in the Golden Balance. DMs are encouraged to make up their own traps, but the following are common features of them.

Detection. While most of the traps are not too difficult to locate, requiring a **DC 15 Intelligence (Investigation)**, Wibke punishes such attempts by springing another, different trap on the character while they look.

Disabling Trap. Assuming they locate a trap, disabling it is a **DC 20 Dexterity (Thieves Tools)** check. Similar to Detection, Wibke may trigger yet another trap in the character while they attempt to disarm the first one.

Save. All of Wibke's traps are a **DC 15** to save against, but which attributes it targets is down to the trap type and DM discretion, though they should mostly favor **Strength, Dexterity and Constitution** saves.

Effect. The traps deal **22 (4d10)** damage on a failure or half as much on a save. The damage type is once again up to DM discretion, but traps will generally favor **bludgeoning, piercing, slashing, fire or acid**. They may additionally knock targets **prone** or **restrain** them (**DC 16 escape check**).

Example Traps. An area of the floor coated in the webbing of giant spiders attached to a flask of fire that detonates when characters pull away (Strength save, fire damage, restrained). A length of stinging jellyfish skin stretched imperceptibly between two walls (Constitution save, psychic damage). A pile of bricks on the ceiling that simply fall on the target (Dexterity save, bludgeoning damage, restrained).

Development

Once Wibke has been subdued or talked down the characters can locate the hidden basement and the wagon, which, despite being used as part of the barricades, is quite functional. The basement contains 20 small, heavy chests bearing the profile of a woman within a coin, identifiable as the holy

symbol of Waukeen with a **DC 5 Intelligence (Religion)** check.

Inquisitive characters may rifle through the chests and find they are full of copper pieces. Roughly 5,000 cp occupy each chest, and each weighs 125 lbs. (The entire lot is only worth 1000 gp)

You may allow the PCs to seek methods other than the wagon to transport the coin (most magical means are restricted to 500 lbs at a time). However, this would qualify as a shortcut and lead to an Inverted result.

Wagon and Coin

When fully loaded the wagon weighs 3000 lbs.

Using the wagon characters can pull 5 times their normal carrying capacity, which means a combined strength of 40 is required to move the thing (unfortunately no tack and harness is easily salvageable to allow mounts to pull the wagon).

Wild Dogs

As the PCs turn the corner they hear barking close by, they get a round to prepare. Suddenly 16 wild dogs (**wolf**) round the corner. They bark wildly with blood on their snouts, but seem to hesitate a moment. They will likely be an easy fight for the PCs.

- **DC 10 Intelligence (Nature)** recognizes that the dogs are domestic breeds gone feral and probably just hungry. It's likely they've been feeding on the bodies of the dead.
- **DC 12 Wisdom (Survival)** suggests that wild dogs respond best to remaining still with a firm posture and speaking in a calm, firm voice.
- **DC 15 Charisma (Intimidation)** can intimidate the dogs into leaving the players alone.
- **DC 10 Wisdom (Animal Handling)** lets the PCs calm the canines. Feeding them or talking a calm, firm voice gives advantage.

If the Animal Handling check succeeds the dogs mostly leave but one of them remains behind, a foxhound. The dog lingers and begins to follow the PCs if one of them treats it kindly, it will bond with them and they gain the story award: **Sweet and Stupid**. The dog is kind and friendly to humans (thus why it left the wild pack) but it will sometimes catch scent of something and just follow it while ignoring all sensibility. It gets along well with other pets.

Once the dogs are dead or diffused the PCs can examine the dogs for signs of infection. A **DC 20 Medicine** check rules it out, despite them eating infected bodies.

Aberrant Apprentices

As the PCs roll down the deserted streets, two apprentices, Vigo and Vera, (**images**) hide from the PCs in a nearby building. They are exhausted from living in a state of constant fear over the past month and their heavy, hot suits. A **DC 15 Charisma check (Persuasion, Intimidation, Deception)** convinces them to come out. They are eager to discuss what's happened to their group since they were sent here a month ago.

- The apprentices were originally sent three months ago in a group of five with the quarantine suits to examine the infected and find abnormal localized pockets of spores to attempt to determine how they passed from human to human.
- Surprisingly they had some success. However, the places they found densest with spores were outhouses, so they spent a lot of time looking at defecation.
- About a month after they arrived in the quarantine, they were attacked by townsfolk who wanted to take their quarantine suits for themselves or their children. Two of the apprentices were lost then. (Ironically the suits were torn in the attack) [Increased Criminality]
- For the last month things have been fairly quiet in the Zone. They have not encountered any roving mobs or the like since.
- A third apprentice, Anil, had been acting weirdly ever since the attack. The two had to keep calming him down, but kept talking about how he would be better off dead. [Suicidal Ideation]
- Anil complained about a lot of things, really. Vera remembers he wasn't eating much. Vigo suggests he was actually hoarding it and eating it out of sight [paranoia, false lead: loss of appetite]
- About a week ago he began complaining about how hot the suits were (the are, but you get used to it) and eventually escalated to ripped off his suit screaming about the heat. [Poor Impulse Control]
- Vera thinks he was infected, but Vigo thinks he was just mad with grief and anxiety.
- The two have mostly just been hiding out, avoiding people since then.

If the PCs indicate they have a way out, the apprentices will be happy to come along. They will argue against bringing any additional companions out of the quarantine with them.

Thumping Tavern

PCs hear slow, repetitive thumping from a nearby tavern. It's obvious there were quite a few people here at one time, and signs of revelry abound, except everyone are dead. Flies swarm in the air and bloated bodies rest in their seats. As they approach the door the thumping stops. Opening the door causes an eruption of spores to fall over the PCs, disorienting them and requiring a **DC 15 Constitution save** to not cough for a minute.

Looking inside the room reveals a young boy, no more than 5, sitting next to the door. He has cracked lips, sunken eyes and bruises all over his body. He is incoherent.

- **DC 10 Wisdom (Insight) check** reveals he is delirious. [false lead: deliriousness]
- **DC 15 Wisdom (Insight) check** reveals he seems abnormally docile given his delirious nature. (Typically someone so delirious should be lashing out) [docility]
- **DC 10 Wisdom (Medicine) check** reveals he is dehydrated. [false lead: dehydration]
- **DC 15 Wisdom (Medicine) check** on the bruises reveals the bruises are actually lesions of purple fungus. [fungal lesions]
- **DC 15 Wisdom (Perception) check** notices his eyes are unfocused. [Blindness]
- Testing his sight reveals he is blind, yet he still seems to be aware of things around him. [Enhanced Senses]
- **DC 10 Intelligence (History) check** reveals the child's clothes and haircut suggest he's not from Thentia.
- If the PCs think to check he has defecated in a bucket and the spores seem to largely be coming from there.

Water and time will eventually cure his dehydration, but not his spore infection. PCs will have a hard time taking him out of the quarantined area.

Part 3: The Plague-crone

Expected Duration: 1 hour – 2 hours

Ahead lie the gates out of this miserable place. Your sigh of relief is cut short by a flash of light and a sudden, immense booming above you.

The world becomes a flurry of dust and raining bricks as the two buildings on either side of the road collapse on top of you.

General Features

The area has the following feature:

Debris. Moving the wagon through the building debris is a hassle. Players with sufficient Strength may use their action to move it by 5 feet over the debris strewn ground. Alternatively, a player may spend their action clearing a 5 x 5 foot area.

Buildings. The buildings here are 30ft tall and somewhat unstable. Players can pass through the dense buildings as though they were difficult terrain by traversing alleyways and passing through doors/windows. (The thugs move at full speed due to familiarity)

Rooftops. The rooftops are 30ft high and may be climbed to from any building square. Creatures on the rooftops have three-fourths cover from creatures on the ground.

Air Superiority. Characters flying this close to the wall make the local mages standing guard quite nervous. Should they fly higher than 40 feet off the ground, the guild mages will attempt to ground them with *fireball*, *magic missile* (3rd level) or failing that *earthbind*.

The Wall. The wall is well defended and lit, filling the area with bright light. There are numerous wards and protections which allow the guild mages to detect illusions, invisibility and the like for anyone trying to pass over or under it.

The Ambush

Suddenly, glyphs on buildings on either side of the road begin to glow brightly. The nearby buildings explode, raining stone and wood debris over the cart and into the surrounding area. Characters in the area need to make **DC 15 Constitution saves** or spend their turn coughing and disoriented. A 25' dust cloud centered on the cart surrounds the area. The enemies use this time to get into position. **Thugs** and **archers** will fire on any characters that exit the dust cloud early or those that have been remaining separate from the group

Six **thugs** work in pairs to take advantage of their pack tactics. They are largely concerned with keeping PCs from their archer companions. The four **archers** work to pick off characters that separate

from the pack, particularly fliers. Anyone shot by an arrow from the archers needs to make a **DC 10 Constitution save** or become poisoned until the end of their next turn, so they will mostly attempt to pepper the characters to apply the effect as many times as possible.

The Malagent (**knight**) does not engage in combat, she simply sits atop her ebony fly, hovering 10 feet off the ground, and taunts the characters each round while using her Leadership ability. If she is targeted by ranged attacks she moves to hide on top of a nearby building, though she continues to taunt them.

Three cultist **mag**es sit on individual rooftops. On initiative 20 of on each round after the first they begin concentrating their contagion ritual. If any of the mages are still concentrating on the ritual at the start of initiative 20, characters within 600' must make a **Constitution save of DC 8 + 4 for each mage after the first still concentrating**. If they fail, they are affected by the Mindfire disease from the *contagion* spell. They may save at the end of each round against the current DC to shake the disease. The mages take no other actions.

Adjusting this Encounter

Note: These adjustments are not cumulative

- **Very Weak:** Remove a **mage**, two of the **archers** and two of the **thugs**.
- **Weak:** Remove an **archer**.
- **Strong:** Add an additional two **thugs** and an **archer**.
- **Very Strong:** Add an additional **mage**, four additional **thugs** and two additional **archers**.

The characters will need to decide to either try to defeat all the enemies or press on to get the wagon to the gates. They may pass through the gates as long as the wagon is adjacent and all party members are adjacent to it.

Roleplaying The Malagent

Chaotic Evil Female, Chondathan human, knight.

The Malagent fancies herself an emissary of Talona, but possesses no divine power and lacks any real knowledge of the goddess. Still, that hasn't stopped her from arraying a number of cultists in Talona's name to terrorize the people of the Forbidden Zone.

Quote: "YOU WILL ALL SUBMIT TO THE MOTHER OF ALL DISEASES!"

"GIVE IN, LET THE POISON TAKE YOU!"

Mindfire

The creature's mind becomes feverish. The creature has disadvantage on Intelligence Checks and Intelligence Saving Throws, and the creature behaves as if under the effects of the *confusion* spell during Combat.

An affected target can't take reactions and must roll a d10 at the start of each of its turns to determine its behavior for that turn.

1: The creature uses all its Movement to move in a random direction. To determine the direction, roll a d8 and assign a direction to each die face. The creature doesn't take an action this turn.

2-6: The creature doesn't move or take actions this turn.

7-8: The creature uses its action to make a melee Attack against a randomly determined creature within its reach. If there is no creature within its reach, the creature does nothing this turn.

9-10: The creature can act and move normally.

Tricks of the Trade

This fight obviously has a lot going on and there are a lot of levers you can use to make it more or less difficult as you go.

Debris and Wagon Placement. If you have a physically weak party that will struggle to push the wagon with significant help, consider having there be a smaller debris field or have the wagon start closer to the gate. If you have a party where moving the wagon is trivial, increase the size of the debris field.

Mindfire. Players that fail to take any action to stop the mages in their first round will be faced with a high DC to overcome. Consider having some of the thugs be effected to keep things from becoming too much of a slog.

Mages. Though the text claims the mages do nothing, you can have them *counterspell* or stop concentrating on the ritual if the players are steamrolling their opposition.

Archers. The extra damage from the Archer's Eye can be more significant than you might expect. If the party is struggling consider not using it for a round or two.

Development

If they have defeated the Malagent, the gate guards give the party a bit of a cheer, having grown tired of watching people die to the cult over the past months.

The gate guards let the PCs by, but they are not safe, yet. A retinue of Selûnites awaits them.

Treasure

Searching the enemies turns up very little in the way of treasure. However, the PCs can claim the **Ebony Fly** the Malagent was riding on.

Deities of Note

Talona (SIGH-a-morf). Talona is the goddess of poison and disease. She is an odd deity. Sages have described her as having the personality of a petulant, greedy child trapped in the body of a once-beautiful woman now scarred by horrific disease and ravaged by age: She is alternately desirous of attention at any cost like a small child and aloof like a wounded paramour who has been discarded by her love.

The Selûnites

As you emerge from the gates you get nary a moment's pause before a phalanx of soldiers in shining silver armor surround you and your wagon. The armor and holy symbols mark them as Selûnite temple guards. The group's commander addresses you from a safe distance.

"Hold there! We cannot allow you to transport that wagon of plague through this city!"

The Selûnites are actually attempting to force the players into a bargain here. They want to start from a position of strength by denying them any access and then convince them that the compromise point is having the characters and wagon teleported by the mages to their destination.

If the players attempt Charisma rolls, let them, and have the Selûnites be talked down to the teleportation. They will not verbally agree to allow the players to leave with the wagon.

If the players attack the Selûnites, they are capable of killing a few before the other Selûnites and the city guard captures them and the wagon is seized.

Players who think to can attempt the following rolls (but don't go out of your way to suggest them):

- **A DC 15 Wisdom (Insight)** check reveals the commander is not acting in good faith, though no specifics.
- **A DC 15 Intelligence (History)** check reveals the Selûnites technically have no power here.
- **A DC 10 Intelligence (Religion)** check by a player aware the coin is an offering to Waukeen suggests the wagon must be delivered via the city streets if it is to be properly sanctified.
- **A DC 10 Wisdom (Medicine)** check reveals the wagon is indeed likely somewhat dangerous.

the coin while taking the hard road, they receive **Tarot of Fate (The Tower): Upright.**

Development

If the party decides to push their way through with the wagon, the Selûnites begin to become anxious. Most will part for the characters, but a few will move to block the way. Just as things seem about to escalate to violence, an NPC appears.

If the majority of PCs have Moon Inverted:

Vasyli Berislav limps down the street in ancient armor that is obviously too heavy for him. He berates the Selûnites for their hostility towards residents of the city. The soldiers back down, thoroughly reproached and obviously ashamed. The characters are then allowed to pass.

Roleplaying Vasyli Berislav

Vasyli is a grandfatherly human male who obviously was once quite fit and strong that stands with a military bearing. Just as obviously, it's been decades

Quote: "I want to speak to your commander! This behavior is unbecoming of a Sword of the Lady!"

If the majority of PCs have Moon Upright: Isen

Shadowcloak arrives on the scene, confident and dour, as befitting a Paladin of Tyr. He demands the Selûnites stand down as they are committing judicial overreach. While some of the soldiers begin to argue, the commander cuts them off and orders them to stand down. The characters are then allowed to pass.

Roleplaying Vasyli Berislav

Isen, as a paladin of Tyr, seeks to live his life by his god's moral code. To this end, he has joined Thentia's military force where he currently serves as a sergeant.

Quote: "How dare you attempt to arrest someone. By article 3, section 11 of the Thentia judicial code, the Swords of the Lady only have the right to detain someone on Selûnite temple grounds."

Conclusion

Traveling the rest of the way back or being teleported, they arrive at the warehouse Widar wanted them to drop off the wagon at.

He is quite pleased with the party as long as they show up with the coin and promises them additional work in the future.

Story Awards

If players took any shortcuts along the way (such as being teleported) or didn't transport the offerings via the wage, they receive **Tarot of Fate (The Tower): Inverted**. Should they successfully deliver

Treasure

Widar pays the PCs 2500gp for their services whatever the outcome.

Rewards

Make sure players note their rewards on their adventure log sheets. Give your name and DCI number (if applicable) so players can record who ran the session.

Experience

Total up all combat experience earned for defeated foes, and divide by the number of characters present in the combat. For non-combat experience, the rewards are listed per character.

Combat Awards

Name of Foe	XP Per Foe
Wolf	50
Mage	2300
Thug	100
Archer	700
Knight	700

Non-Combat Awards

Task or Accomplishment	XP Per Character
Complete the Symptom Card	1500

The **minimum** total award for each character participating in this adventure is 4500 **experience points**.

The **maximum** total award for each character participating in this adventure is 6000 **experience points**.

Treasure

The characters receive the following treasure, divided up amongst the party. Treasure is divided as evenly as possible. Gold piece values listed for sellable gear are calculated at their selling price, not their purchase price.

Treasure Awards

Item Name	GP Value
Widar Patja's payment	2500gp

Consumable magic items should be divided up however the group sees fit. If more than one character is interested in a specific consumable magic item, the DM can determine who gets it randomly should the group be unable to decide.

Permanent magic items are divided according to a system detailed in the *D&D Adventurers League Dungeon Master's Guide*.

The Plague Fly

Wondrous Item, rare

This *figurine of wondrous power (ebony fly)* is an ebony statuette carved into the likeness of a horsefly with the holy symbol of Talona etched into its forehead with three small pieces of inset amber. When it becomes a creature the marking becomes vivid purple and the pieces of amber seem to have an inner glow.

Story Awards

During the course of this adventure, the characters may earn the following story award.

Sweet and Stupid. This foxhound has taken a liking to you and follows you around. She has a few obvious signs of her time on the streets, but otherwise looks to be of good breeding.

Tarot of Fate (The Tower): Upright / Inverted. Please indicate which orientation you received.

Upright: You delivered the wagon of coin to Widar Patja in the proscribed manner. In the coming months the city will see significant changes at his hand.

Inverted: You either failed to deliver the wagon of coin to Widar Patja or took shortcuts along the way. Widar's dreams will not be fulfilled, for good or ill.

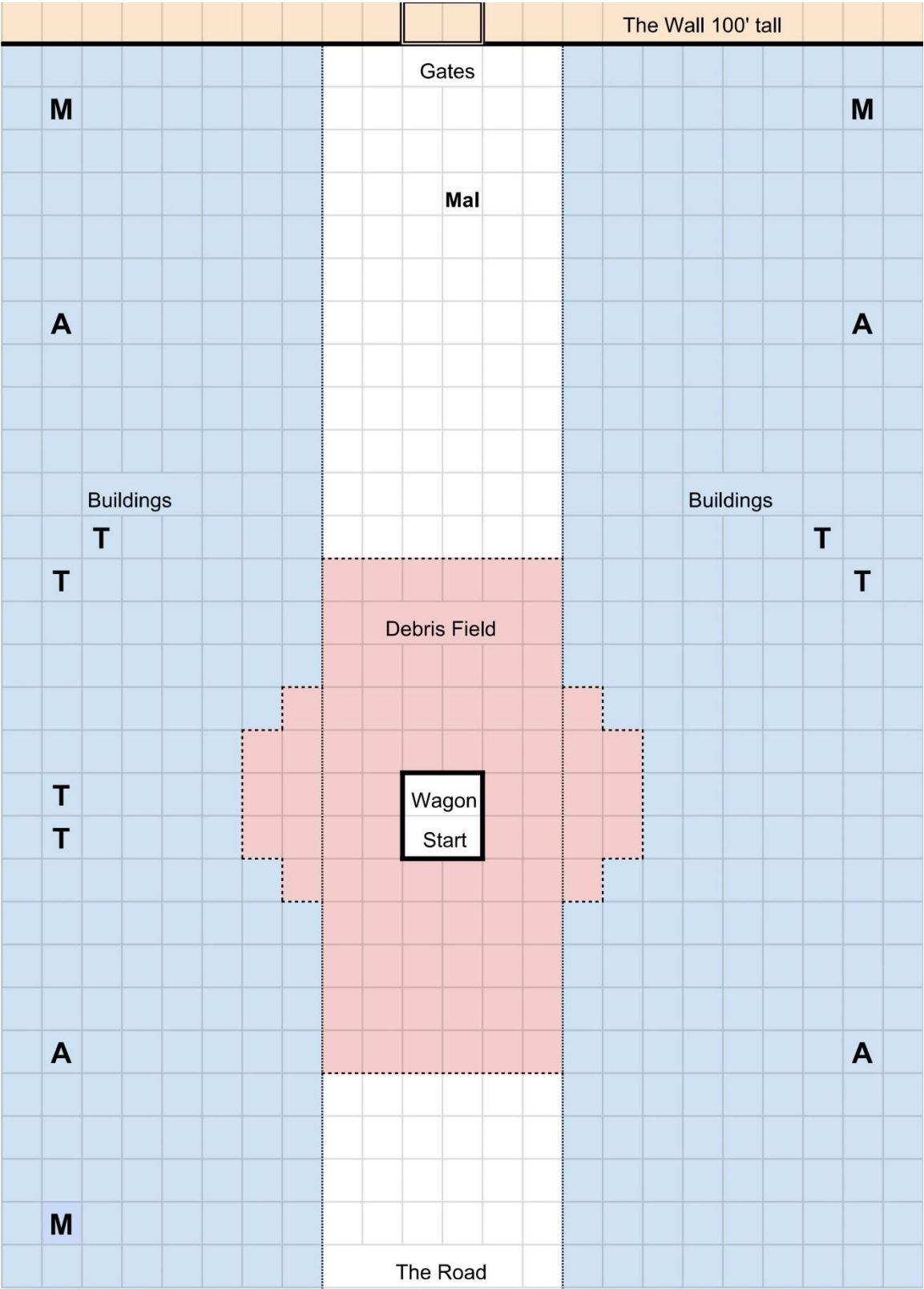
Renown

Each character receives **one renown** at the conclusion of this adventure. If they completed the symptom bingo card, they gain **an additional point of renown**.

DM Reward

In exchange for running this adventure, you earn DM Rewards as described in the *D&D Adventurers League Dungeon Master's Guide* (ALDMG).

Map 1. Road to the Gate



Appendix A. Monster/NPC Statistics

Wolf

Medium beast, unaligned

Armor Class 13

Hit Points 11(2d8+ 2)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	12 (+1)	3 (-4)	12 (+1)	6 (-2)

Skills Perception +3, Stealth +4

Senses passive Perception 13

Challenge 1/4 (50 XP)

Keen Hearing and Smell. The wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The wolf has advantage on attack rolls against a creature if at least one of the wolf's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 7 (2d4 + 2) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

Mage

Medium humanoid, any alignment

Armor Class 12 (15 with mage armor)

Hit Points 40 (9d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	11 (+0)	17 (+3)	12 (+1)	11 (+0)

Saving Throws Int +6, Wis +4

Skills History +6, Arcana +6

Senses passive Perception 11

Languages any four languages

Challenge 6 (2300 XP)

Spellcasting. The mage is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The mage has the following wizard spells prepared:

Cantrips (at will): fire bolt, light, mage hand, prestidigitation

1st level (4 slots): detect magic, mage armor*, magic missile, shield

2nd level (3 slots): misty step, suggestion

3rd level (3 slots): counterspell, fireball, fly

4th level (3 slots): greater invisibility, ice storm

5th level (1 slot): cone of cold.

Actions

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 4 (1d4 + 2) piercing damage.

Thug

Medium humanoid (any race), any non-good alignment

Armor Class 11

Hit Points 32 (5d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	14 (+2)	10 (0)	10 (0)	11 (0)

Skills Intimidation +2

Senses passive Perception 10

Languages Common

Challenge 1/2 (100XP)

Pack Tactics. The thug has advantage on attack rolls against a creature if at least one of the thug's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Multiattack. The thug makes two melee attacks

Mace. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. Hit: 5 (1d6 + 2) bludgeoning damage.

Heavy Crossbow. *Ranged Weapon Attack.* +2 to hit, range 100/400 ft., one target. Hit: 5 (1d10) piercing damage.

Archer

Medium humanoid (any race), any alignment

Armor Class 16 (studded leather armor)

Hit Points 75 (10d8+30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	16 (+3)	11 (0)	13 (+1)	10 (0)

Skills Acrobatics +6, Perception +5

Senses passive Perception 15

Languages Common

Challenge 3 (700XP)

Archer's Eye. As a bonus action, the archer can add 1d10 to its next attack or damage roll with a longbow or shortbow.

Actions

Multiattack. The archer makes attacks with its longbow

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5' ft. one target. Hit: 7 (1d6+4) slashing damage

Longbow. *Ranged Weapon Attack:* +6 to hit, range 150/600 ft., one target. Hit: 8 (1d8+4) piercing damage.

Knight

Medium humanoid (any race), any alignment

Armor Class 18 (plate)

Hit Points 52 (8d8+16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	14 (+2)	11 (+0)	11 (+0)	15 (+2)

Saving Throw Con +4, Wis +2

Senses passive Perception 10

Languages Common

Challenge 3 (700XP)

Brave. The knight has advantage on saving throws against being frightened

Actions

Multiattack. The knight makes two melee attacks.

Greatsword. *Melee Weapon Attack:* +5 to hit, reach 5' ft. one target. Hit: 10 (2d6+3) slashing damage.

Heavy Crossbow. *Ranged Weapon Attack* +2 to hit, range 100/400 ft., one target. Hit: 5 (1d10) piercing damage.

Leadership (Recharges on short rest). For 1 minute, the knight can utter a special command or warning whenever a nonhostile creature that it can see within 30 ft. of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the knight. A creature can benefit from only one Leadership die at a time. This effect ends if the knight is incapacitated.

Reactions

Parry. The knight adds 2 to its AC against one melee attack that would hit it. To do so, the knight must see the attacker and be wielding a melee weapon.

Appendix B. Tarot Reading

To perform a tarot reading, have a player roll a d8 twice. The first result will correspond with a specific tarot card according to the chart. The second roll will determine if the result was upright (for an even number) or inverted (for an odd number).

d8	Tarot Card	Upright (Even)	Inverted (Odd)
1	<i>The Tower</i>	A great change is coming into your life, and with it, destruction. However, in the wake of that destruction can come creation. You must make sure to see things through to the end so that creation can happen.	This card reveals you have been holding back. You seek to change yourself for the better but are too frightened to take the necessary steps. You must take some risks if you do not wish to stagnate!
2	<i>The Hanged Man</i>	The Hanged Man. He represents a pause or suspension of what you are doing. You should look for spiritual wisdom and surrender to the purification of the self.	An Inverted Hanged Man. Interesting indeed. Your future is full of those absorbed by their ego and material wealth. Those unwilling to sacrifice or followers of false prophecies should be avoided at all costs.
3	<i>The Magician</i>	The Magician suggests your particular talents or resources will be needed in the near future. You should seek to tap into your full potential.	You have come to overestimate your own ability. Someone will no doubt seek to use your ignorance to manipulate you into foul ends in the near future. You must not be deceived!
4	<i>The Star</i>	The Star is a card of renewal. This card is the call of destiny that motivates you or compels you to go on. Your desire is not in vain as you will ultimately find what you are yearning for.	This card reveals you are becoming disengaged or uninspired with your life. You will encounter a test of faith in the future. Overcome it and it will strengthen you.
5	<i>The High Priestess</i>	The High Priestess. She represents enlightenment and divine wisdom. Hidden truths will be revealed to you soon. Use them wisely.	Beware! Hidden machinations work against you. Seek out the truth, demand it if you must, to avoid being blindsided.
6	<i>Temperance</i>	Ah, excellent! You have clear purpose and are doing what is necessary to reach it. Be careful not to become impatient, timing and precision will be important.	An Inverted Temperance. This reveals you are lacking purpose in life. You should take time to reflect on what is necessary in your life to create purpose.
7	<i>The Fool</i>	The Fool is a card of potential and new beginnings. It is also a card of difficult decisions. You should believe in yourself and follow your heart no matter how crazy it may seem.	You are acting recklessly, failing to show proper regard for others. If you are not careful and do not become more mindful of others you may be taken advantage of.
8	<i>The Emperor</i>	The Emperor suggests status, success and recognition will come in your future. You must focus your attention completely on your goal and show no weakness.	Great, negative authority has fallen upon you. Defying this authority will be fraught with peril. Now is not the time to rebel, now is the time to prepare.

Player Handout 1. Story Award

During the course of this adventure, the characters may earn the following story award. If you are printing these out for your characters, print as many as you may need to ensure that any eligible character receives a copy:

Sweet and Stupid

This foxhound has taken a liking to you and follows you around. She has a few obvious signs of her time on the streets, but otherwise looks to be of good breeding.

Tarot of Fate (The Tower): Upright / Inverted

Please indicate which orientation you received.

Upright: You delivered the wagon of coin to Widar Patja in the proscribed manner. In the coming months the city will see significant changes at his hand.

Inverted: You either failed to deliver the wagon of coin to Widar Patja or took shortcuts along the way. Widar's dreams will not be fulfilled, for good or ill.

Player Handout 2. Magic Item

During the course of this adventure, the characters may find the following permanent magic item:

The Plague Fly

Wondrous Item, rare

This *figurine of wondrous power (ebony fly)* is an ebony statuette carved into the likeness of a horsefly with the holy symbol of Talona etched into its forehead with three small pieces of inset amber. When it becomes a creature the marking becomes vivid purple and the pieces of amber seem to have an inner glow.

This item can be found in the *Dungeon Masters Guide*.

Player Handout 3. Symptom Bingo Card 1

Docility	Blindness	Paranoia	Vector: Bodily Fluid	Suicidal Ideation
Loss of Appetite	Increased Criminality	Chills	Fungal Lesions	Depression
Bruising	Sneezing	Vector: Spores (FREE SPACE)	Vector: Bite	Shortness of Breath
Vector: Wildlife	Poor Impulse Control	Muscle Aches	Enhanced Senses	Fever
Pale Skin	Dehydration	Headache	Coughing	Distrust of Authority

Symptom

Where did you see it?

Player Handout 3. Symptom Bingo Card 2

Pale Skin	Bruising	Paranoia	Vector: Bodily Fluid	Suicidal Ideation
Loss of Appetite	Increased Criminality	Chills	Fungal Lesions	Depression
Blindness	Sneezing	Vector: Spores (FREE SPACE)	Vector: Bite	Shortness of Breath
Vector: Wildlife	Poor Impulse Control	Muscle Aches	Enhanced Senses	Fever
Docility	Dehydration	Headache	Coughing	Distrust of Authority

Symptom

Where did you see it?

Player Handout 3. Symptom Bingo Card 3

Pale Skin	Fever	Paranoia	Vector: Bodily Fluid	Suicidal Ideation
Loss of Appetite	Muscle Aches	Fungal Lesions	Chills	Depression
Bruising	Sneezing	Vector: Spores (FREE SPACE)	Vector: Bite	Shortness of Breath
Docility	Poor Impulse Control	Increased Criminality	Enhanced Senses	Distrust of Authority
Vector: Wildlife	Pale Skin	Dehydration	Headache	Coughing

Symptom

Where did you see it?

Player Handout 3. Symptom Bingo Card 4

Vector: Bodily Fluid	Bruising	Paranoia	Pale Skin	Suicidal Ideation
Loss of Appetite	Increased Criminality	Chills	Fungal Lesions	Depression
Blindness	Sneezing	Vector: Spores (FREE SPACE)	Vector: Bite	Shortness of Breath
Vector: Wildlife	Poor Impulse Control	Muscle Aches	Enhanced Senses	Fever
Docility	Dehydration	Headache	Coughing	Distrust of Authority

Symptom

Where did you see it?

Player Handout 3. Symptom Bingo Card 5

Pale Skin	Fever	Paranoia	Dehydration	Suicidal Ideation
Loss of Appetite	Muscle Aches	Fungal Lesions	Chills	Depression
Bruising	Sneezing	Vector: Spores (FREE SPACE)	Vector: Bite	Shortness of Breath
Vector: Wildlife	Vector: Bodily Fluid	Blindness	Coughing	Fever
Docility	Poor Impulse Control	Increased Criminality	Enhanced Senses	Distrust of Authority

Symptom

Where did you see it?

Player Handout 3. Symptom Bingo Card 6

Pale Skin	Paranoia	Aggression	Vector: Bodily Fluid	Suicidal Ideation
Loss of Appetite	Poor Impulse Control	Muscle Aches	Chills	Depression
Bruising	Increased Criminality	Vector: Spores (FREE SPACE)	Vector: Bite	Shortness of Breath
Docility	Poor Impulse Control	Sneezing	Enhanced Senses	Distrust of Authority
Vector: Wildlife	Blindness	Dehydration	Coughing	Fever

Symptom

Where did you see it?

Player Handout 3. Symptom Bingo Card 7

Pale Skin	Distrust of Authority	Aggression	Vector: Bodily Fluid	Paranoia
Loss of Appetite	Depression	Muscle Aches	Chills	Poor Impulse Control
Bruising	Shortness of Breath	Vector: Spores (FREE SPACE)	Vector: Bite	Increased Criminality
Docility	Suicidal Ideation	Sneezing	Enhanced Senses	Poor Impulse Control
Vector: Wildlife	Fever	Dehydration	Coughing	Blindness

Symptom

Where did you see it?