

No Panacea

A One-Page Adventure by Quickphix

The deadly disease Pestis has spread over the harbour city of Fontaine. Its victims are driven insane by the pain and start inflicting violence on anything which threatens to get near them. The city's chief medical officer, Marten Hoyt thinks he can create a vaccine, but to this end he must figure out how the disease spread in the first place. He sends your party out into the city with a rudimentary antidote to find the pandemic's source.

The stages of Pestis

As the party ventures into Fontaine, they'll be infected with Pestis sickness. Its stages are as follows:

1. Mild dizziness - you feel sluggish and are easier to hit
2. Strained nerves - your nerves are constantly tingling, and you receive double damage
3. Pierced nerves - you feel bruised all over and you receive triple damage
4. Burning nerves - every small touch feels like a punch and you receive quadruple damage
5. Agony - even a breeze feels like you are being cut by a thousand knives. 8x damage.
6. Your mind is lost forever - making you effectively a dead walking husk.

Progression of Pestis

The following things cause Pestis to progress:

- Time: a fixed amount of time (e.g. measured by the number of spaces travelled).
- Pain: receiving a lot of physical damage
- Being too cold: Getting wet or being exposed to a lot of cold
- Being too hot: Excessive sweating due to high exercise or being near a fire
- Exposed to the pathogen: eating or drinking the source of Pestis.

The Pestis Pathogen (For the GM's eyes only)

Pestis was spread deliberately by a foreign nation to gain access to the wealthy city of Fontaine. The Pathogen was spread by contaminating the city's yeast-production. Therefore, Pestis spread first from the richer bakeries and later from the breweries across the city.

Hoyt's Antidote

The party has twice as many doses of the antidote as members. Drinking one dose reduces the stage of Pestis by one. However, the antidote is toxic - meaning a body can only take so much of it before it dies. These are the side-effects:

1. Distracted - your mind isn't as sharp as usual, and you have trouble with mental tasks
2. Weary - you have trouble with mental tasks & can't concentrate
3. Stressed - you have trouble with all tasks & can't concentrate
4. Paranoid - you have trouble with all tasks, can't concentrate and your speed is halved
5. Breaking down - trouble with all tasks, attacking, defending, concentrating. Speed halved.
6. Mental wreck - apart from walking, you only manage to follow commands. Badly.

Wandering Enemies (1d6 for movement)

- ⚠ Infected Animals - attack unpredictably and move in large packs without infighting.
- ⚠ Pain Husks - people in the last stage of Pestis. Lone attackers who'll attack until killed.
- ⚠ Looters - organized, masked and killing for fun.
- ⚠ Foreign Spies - here to stealthily sow chaos
- ⚠ Guards - trying to keep Pestis from spreading using increasingly desperate means.
- ⚠ Doomslayers - willingly infecting themselves and others. Might know what the Pathogen is.
- ⚠ Husk Mob - a huge brawl between Pestis Husks
- ⚠ ??? - huge monster born from a mutated Pestis strain. Drinks up water, does not move far.

Fighting... do not lose hope. It will...
The Plan:
 If one of the players manages to reach Marten Hoyt (in the fort) with a yeast sample containing the unmutated Pestis Pathogen, he'll be able to create a cure. Now all the players have to do is spread it throughout the city using the city's waterways (located at the X).

Kill the Thing, end Pestis, save Fontaine:
 Hoyt's cure spreads through all commercial water sources, healing the citizens of Fontaine. Gradually, the guardsmen will manage to regain some semblance of control over the city. Of course Hoyt's cure will not cure those already driven mad, remove the wild animals, looters and monsters or restore lost property. After all - it is no Panacea.

