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URBAN DRESSING: PLAGUE TOWN



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URBAN DRESSING: PLAGUE TOWN

Tired of your towns and cities being boring, bland places in which your PCs show little or no interest? Want to bring them alive with cool, interesting minor features of note? Then Urban Dressing is for you! Each instalment in the line focuses on a different kind of town and gives harried GMs the tools to bring such locales to life with interesting and noteworthy features.

This instalment of Urban Dressing presents loads of great details to customise the decadent towns in your campaign. Designed to be used both during preparation or actual play, Urban Dressing: Decadent Town is an invaluable addition to any GM's armoury!

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Thank you for purchasing *Urban Dressing: Plague Town*; we hope you enjoy it and that you check out our other fine print and PDF products.

Published by Raging Swan Press
November 2014

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PLAGUE TOWN: SIGHTS & SOUNDS

Use this table to generate the sights and sounds the PCs experience as they move about the plague town. Some details listed here may not be appropriate for the particular adventure or campaign you are running. Ignore such results and simply re-roll.

D%	
1	A cart trundles by, driven by a man in black robes. The cart is laden with at least twenty bloated and stiff corpses.
2	A group of purple-and-red robed priests stride through the town, calling upon all to worship an obscure goddess of disease.
3	A wooden pyre has numerous bodies stacked upon it. Oil is being poured over the mound while a man stands nearby with a torch.
4	Bodies lie in the street, arms and legs skewed, joints swollen, eyes eaten by the crows.
5	A pack of mangy dogs races by, snapping and snarling at anyone who gets too close.
6	A wailing child sits at a windowsill, apparently abandoned.
7	A woman stumbles down the street, ragged clothing revealing countless open, weeping sores on her skin.
8	Several columns of thick, black smoke writhe above the town, showing where bodies are being burnt.
9	Every hour on the hour, day and night, the temple bells clang, tolling for the dead.
10	Guards hack at an infected citizen trying to scramble over the barricades around the quarantined quarter.
11	Beggars shuffle around you, forming a circle that blocks your path as they reach for food.
12	Soldier use longspears to drive infected people to one of the quarantine warehouses.
13	A pair of dead lovers lie in the street, stiff limbs locked in a final embrace.
14	Through a window, a family are visible slumped around a table, dead to the last.
15	One of the guards on the street corner starts hacking and coughing uncontrollably.
16	A normal-looking person suddenly keels over and begins vomiting copious amounts of blood.
17	Several women wrapped in filthy rags hobble by, making disturbingly squishing noises.
18	All doors and windows here are boarded up; a few are chained shut as well.
19	Screams of the dying soar over the town at all hours, and nothing can drown them out.
20	A surgeon has a patient on a stone slab and is sawing off an infected limb as the subject shrieks in agony.

21	A cart delivering fresh food and water is mobbed by people who fight over the smallest scraps.
22	The water in the well is foul and greasy. A nearby bucketful appears to be full of wriggling worms.
23	Hundreds of crows and ravens perch on the rooftops, eerily silent as they survey the town.
24	Dozens of feral cats roam the streets, gnawing on corpses of people and other animals alike.
25	Every other step splashes into puddles of reeking filth, making the ground slick and treacherous.
26	Patches of bloody mud dot the street.
27	Someone has drawn crude graffiti on numerous walls, proclaiming the end of the world.
28	A priest in a gaudy robe meanders through town, laying pudgy hands on anyone showing signs of illness.
29	Guards huddle around the main gates, inspecting anyone and anything passing by.
30	A young man leans out of a window, froth flecking his lips.
31	A crowd gathers in the town square as a supposed witch is tied to stake to be burned for cursing the land.
32	The criminal chained to the stocks in the centre of town looks like he died several days ago.
33	The death rattle of infected folk sounds through the town.
34	Evil eye wards are painted in bright colours on all available surfaces, and even on some people's skin.
35	Mummified bodies are laid out on stretchers, like strips of leather left to dry in the sun.
36	Dead beggars have been left to rot on the very mats they once huddled on to cry for a few alms.
37	A few prostitutes loiter about, their faces heavily caked with makeup to hide their sores.
38	Dark clouds hang heavy over the town, swirling with odd, almost arcane, patterns no matter which way the wind blows.
39	The stink of rot hangs over the town.
40	Bony cows low from the stockyard pens, their eyes glistening with mucus.
41	The fields of crops surrounding the town are wilting and rotting away.
42	Every torch and lantern lit around town blazes with unnatural green flames.
43	Mad laughter rattles through the air.
44	From a nearby house, cries tear through the air, begging for the release of death.
45	A man kneels in the street, weeping and wailing prayers for mercy and healing.
46	The town temple is packed from wall to wall with the sick and dying.
47	Amidst the muck and mess of the dying, a single clean, smiling person skips along without a care.

48	A mob has gathered in front of the town hall, shouting for the mayor to come and face them.
49	Wardens stride by, going door-to-door as they take a town census.
50	A pair of foreign-looking folk wanders around town, taking cryptic notes on all they observe.
51	As night falls, a shadowy person tips a vial of unknown contents into a well.
52	The evening shadows appear to writhe in a way that has nothing to do with the setting sun.
53	A handful of humanoid figures shamble around the graveyard.
54	A tent camp stands without the gates; ill people are transported there on a daily basis.
55	A painted wagon sits in the middle of a square, fully ablaze as its owner looks on mournfully.
56	A woman sits on a stoop, rocking back and forth as she tries to nurse her dead child.
57	Beggars clamber over pile of rotting food, grabbing fistfuls of mouldy onions, black potatoes and crumbling gourds.
58	The temple priest staggers by, his robes torn to shreds and his gaze distant, unfocused.
59	The body slumped in the street looks like the flesh has literally melted from its bones.
60	A child runs by, looking perfectly healthy except for one blackened, withered hand.
61	Bloody footprints chart a clear path from one side of the town to the other before vanishing.
62	A stream of giant squirming maggots roils across the path, devouring all dead flesh in their path.
63	A body swollen beyond recognition and covered in red pustules lies in the street.
64	A group of drunks stagger down the street, calling for others to join them in a last revel.
65	A band of men in yellow masks skulk around town, silently watching everything.
66	A row of bodies has been dipped in tar to stop the disease that claimed them from spreading.
67	Every other person is weeping bloody tears, which track crimson down their cheeks.
68	The houses here have been broken into and looted, leaving not a scrap behind.
69	Enormous clouds of black, buzzing flies swarm the area, trying to crawl into any open orifice.
70	The town mayor pauses in his speech and begins retching and clutching his stomach.
71	Bloated bodies hang from the gallows, guts spilling to the ground beneath.
72	Those showing plague symptoms have their foreheads branded with a hot iron.
73	A group of chained slaves rush by, chased by their master who has boils all over his body.
74	A slick merchant has set up a cart where he sells bottles of supposed cures and preventatives.
75	White-robed nuns move quietly through the town, saying prayers and comforting the sick.

76	Several people sit together, singing, their voices growing weaker.
77	A line for food and water distribution winds down the block and around the corner.
78	Those residents who've fallen too ill to move are dragged into a series of large tents on the edge of town and never seen again.
79	Soldiers march down the street, calling out a decree that condemns the town to destruction.
80	An army sits outside the town, killing anyone who attempts to escape the plague boundaries.
81	Vividly coloured serpents slither throughout the town, emerging from every crack and cranny.
82	Strange. It seems when a person contracts the disease their shadow suddenly starts pointing in the wrong direction.
83	Green-and-blue blobs of animate slime glop their way through town and onto random people.
84	A row of skulls sits in a window, teeth chattering as if they're talking to each other.
85	Rows of charred bodies are laid out and stacked like corded wood.
86	A woman thrashes in the middle of the street, writhing in the grip of a ferocious fever.
87	Despite the crowded streets and homes, a haunting silence lies over the town.
88	A beggar raises a hand, and countless tiny insects skitter across his skin like black grains of rice.
89	Starving citizens have gathered up mounds of dead rats, which they now roast.
90	Piles of dead birds lie clumped along the ground, frail bodies smashed and rotting.
91	A pack of rabid wolves lope along, howling as they attack anyone who reacts in fear.
92	People scamper away as a sickly herd of sheep moseys through the town, bleating pathetically.
93	A healthy citizen races by, pursued by several diseased people wielding swords and axes.
94	A person lifts their head, revealing they've chewed their lips off.
95	A dozen sickly folks have cast off their clothes and now dance naked in the street.
96	Practically every wall and post has a set of royal orders nailed to it, commanding everyone to remain indoors until further notice.
97	Everywhere, painful moans and whimpers assault the PCs' ears.
98	Echoes of rattling chains come from the barred windows of the nearby prison
99	The baker opens his door and flings rolls of mouldy bread into the street.
100	A particularly tall, thin figure makes its way down the street, clothed in a thick black robe and carrying a massive scythe.

PLAGUE TOWN: BUSINESSES

Use this table to provide the basic details of businesses the PCs come across as they explore the plague town. Some may be inappropriate based on the locale's set up; ignore such results and simply re-roll.

D%	
01-02	Grubs (gravedigger) has hired several strapping young assistants to keep up with the demand for deep holes in the ground. Mass graves are his specialty.
03-04	Tender Meat (healer) provides healing spells and surgery, though the occasional patient has been known to go missing while receiving care.
05-06	Slivers (ice merchant) delivers blocks of ice straight to the doorstep weekly. Good for preserving food and keeping bodies from rotting too quickly.
07-08	The Boneyard (necromancer) is run by a quiet sorcerer who works hard to ensure those who die of the plague stay dead.
09-10	Madame Ostophly's Home of Misfortune (orphanage) keeps two dozen urchins sheltered and fed...and trained as quite talented pickpockets.
11-12	Clean Beddings (hospice) gives the ill a comfortable place to die, but no one is quite sure what the caretakers do with the bodies.
13-14	Mother Silifina's (sick house) is run by a generous nun who miraculously appeared in town just days before the first deaths.
15-16	The Pens (quarantine) are a death sentence comprising several barricaded streets where the most severely ill are left to languish.
17-18	Vince's Vials (alchemist) is currently sold out of anything resembling a healing tincture. However, swiftly lethal poisons are still available.
19-20	Wear Their Skins (tanner) is run by a taxidermist who likes to work while wearing a bear's full hide...fur, head, claws and all. He never takes it off in public.
21-22	Bloody Aprons (butcher) has expanded its abattoir services to sell a line of dubiously ground and seasoned meat pies on the cheap.
23-24	Snippets (barber) lays claim to local fame by being able to shave even the shaggiest person bald in less than a minute.
25-26	Sodden (bathhouse) offers townsfolk and travellers access to hot water and bronze tubs. Scrub brushes and soap cost extra.
27-28	The Blocks (guard shacks) are where the guards train, cluster and plan on how to keep the plague contained to the town limits.
29-30	Upcomings (screyer) belongs to a middle-aged oracle who has been in hiding since she failed to foresee the coming deaths.

31-32	The Pyre (torch) is the town's newest business, charging a copper per corpse incinerated.
33-34	The Grimstones (quarry) is owned by a local noble and draws in a steady stream of questionable characters looking for work.
35-36	Bobber's (fisher) somehow brings in large, daily hauls of mountain fish from the tiny stream a few miles from town.
37-38	Downed (hunter) tends to be closed every other month as the hunting parties trot off into the woods to catch game.
39-40	Sawduster (carpenter) has been churning out coffins by the cartload rather than its usual orders of tables, chairs and shelves.
41-42	Scattered Ashes (forge) is currently run by the blacksmith's crippled son after the blacksmith died from a metal spike through the skull.
43-44	The Reeds (market) boasts the finest vendors of dried meats, dried fruits, dried vegetables, dried leather and dried herbs.
45-46	Whitesheets (inn) has forever failed to live up to its name. The best a guest can hope for are faded yellow linens with the occasional bloodstain.
47-48	Drink Before You Die (tavern) has a surprising variety of ales and liquors, reasonably priced and sickeningly potent.
49-50	The Scamper (pest handler) is run by the town's best rat and rodent catcher.
51-52	Dollum's Doles (granary) has been locked up tight ever since the first deaths, and not even the biggest bribe is convincing the owner to hand out grain.
53-54	The Rickets (stables) holds a handful of the most scrawny, wobbly horses you've ever seen. The hay is full of weevils.
55-56	The Tinkers (caravan) swing through town every other month, offering trinkets, toys and treats for cheap.
57-58	Elebeth's Heights (church) is overseen by an elderly priestess who lost several children to a war several decades ago.
59-60	The Mudyard (graveyard) is a private graveyard for the town's wealthiest residents. Everyone else gets an unmarked grave in the woods.
61-62	Racketsong (stage) is overseen by a retired bard who claims he was once a king's jester in a royal court across the sea.
63-64	Litterman's (kennels) breeds and sells some of the finest hounds in the region, ensuring there's never a quiet moment within a half-mile.
65-66	Stolen Stones (monastery) sits on the hill above the town and only open its gates to those bringing gifts of food or clothing to the monks within.

67-68	Rags fer Sel (ragsmith) is a beggar-run business, exchanging semi-clean rags for coppers and other seemingly worthless junk.
69-70	The Stripline (leather worker) works in conjunction with local hunters, turning hides into supple leather jackets, breeches and boots.
71-72	Leaky's (thatcher) has built and patched almost every roof in town. Don't mention the owner's name unless you want it to be a self-fulfilling prophecy.
73-74	Luminous Paths (torchlighter) is run by a set of triplets who patrol the town every night, ensuring all lamps and torches remain lit.
75-76	The Boils (infected camp) was setup downwind from the town itself and holds nearly a hundred infected souls in its tents and cots.
77-78	The Mound (dump) is home to the town's poor who carve out hollows in the piles of trash and refuse.
79-80	Woolly Wilds (shearer) sells wool clothes spun from the local sheep herds, though business has been slower since a few lambs went rabid.
81-82	Black Threads (tailor) keeps the town clothed in more than rags and sometimes offers minor stitching for flesh wounds.
83-84	Meanderings (scholar) holds endless shelves of books and scrolls, none of which are available for actual purchase. Access comes at a premium.

85-86	Wards and Wishes (charms) is making brisk business, with the proprietor whittling up wooden charms from every possible religion just in case one actually works.
87-88	Slashed Ink (lawyer) deals mainly in wills and estate management...that is assuming any family members survive to receive their inheritance.
89-90	Fetid Fundament (cult) believes rot and filth are the inevitable culmination of life and have claimed the town's sewers as their primary place of worship.
91-92	Slickers (bookie) is now taking bets on how long any particular townspeople survives the plague.
93-94	Plotts Plots (landowner) sits on the edge of town, the office of a team of surveyors who have a healthy investment in most town properties.
95-96	The Chips (mercenaries) have an unofficial office in the local tavern and are happy to do business when not slobbering drunk or recovering from a bar brawl.
97-98	Easy Sighs (drug den) offers cushioned seats and quiet corners where desperate clients can soothe their final hours in a fog of pleasure.
99-100	Buy-Your-Bones (artist) is marked by numerous sculptures composed entirely of bones from deceased townsfolk. Commissions accepted.



PLAGUE TOWN: FOLK OF INTEREST

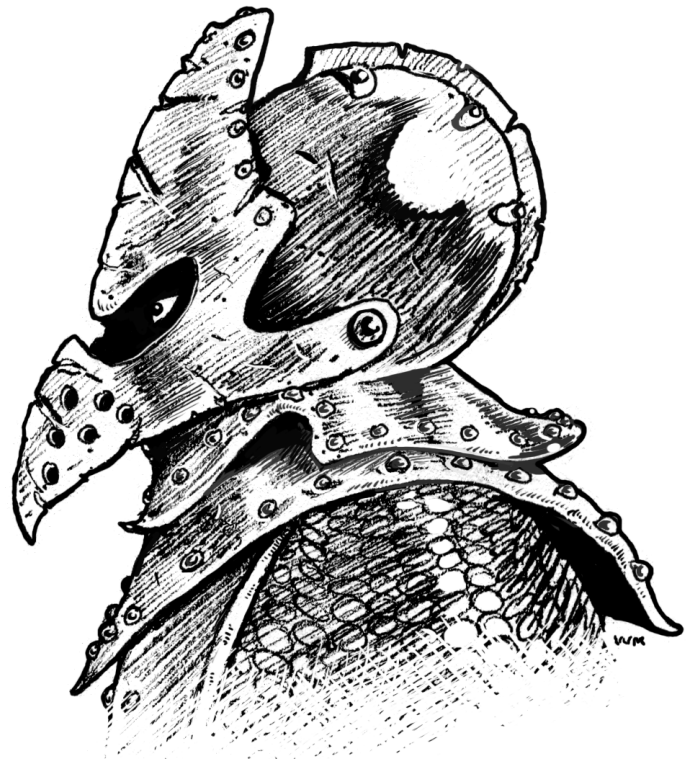
Use this table to generate the basic details of folk the PCs encounter as they explore the plague town. Use these details as a base from which to portray the NPC.

D%	
01-02	Erda Atlin (CG female gnome aristocrat 2) has been ousted from her estate by a lunatic mob, and traipses around town in a mud-stained dress.
03-04	Boloft Flon (NG male human commoner 1) is a beggar who claims he knows how the plague got started and will tell for a copper.
05-06	Kirkel Thomar (LE male dwarf commoner 1) has been selling "plague protection" contracts with a subtle clause clearing him of all liability if it fails.
07-08	Dalburn Spuruk (CE male human adept 3) has railed at the townsfolk for years about an unknown slight, promising to launch a thousand curses on their heads.
09-10	Cydra Seredel (N female elf warrior 3) keeps the town gates secure even as she's developed a wicked cough that wracks her slim frame.
11-12	Pinya Brock (NE female dwarf commoner 1) is a stout thug with stony eyes who has turned to robbing the ill since they make such easy prey.
13-14	Spunt Tollop (NG, male dwarf warrior 2) is stationed as a guard outside the temple, making sure no one causes trouble for the priestess.
15-16	Karmor Dakanon (CE male half-orc warrior 1) prowls around town, grey eyes and skin blending him in with dusky shadows as he lashes out with random violence at passers-by.
17-18	Cariet Feturn (LE female halfling commoner 2) has been picking over the corpse piles, keen green eyes searching for any valuables left on the bodies.
19-20	Fronar Ramgut (N male dwarf aristocrat 2) is quite fat for a dwarf, and has been holed up in his home, gorging on his extensive food stores and wine cellars.
21-22	Riro Gai (LG male half-orc adept 1) uses his massive strength to keep the main gates secure against anyone trying to go in or out.
23-24	Herra Irelist (NG female dwarf commoner 2) runs the most popular tavern, keeping the taps flowing until the very end. She's always got a smile ready, if a bit gap-toothed.
25-26	Ieli Jibya (CN female half-elf expert 2) keeps to the walls with her crossbow, under orders to shoot anyone who attempts to flee the town. She is merciless.
27-28	Sidorna Gillup (CN female dwarf commoner 2) belongs to a band of tinkers. She's missing one eye, while the other has a glass lens strapped over it.

29-30	Hecter Jespar (NE male human commoner 1) has racked up a massive tab at the tavern, hoping the plague will kill him before he has to pay.
31-32	Leita Lox (NE female human commoner 2) is a self-proclaimed "master pickpocket" despite ended up in the stocks a dozen times in the past year. Missing a thumb probably doesn't help.
33-34	Medin Didon (CG male human adept 2) has exhausted himself attempting to summon a thunderstorm to wash away the corruption consuming the town.
35-36	Edgil Gatrees (CG male gnome adept 1) has a shock of violet hair and has been spending most of the last week by the town well, trying to purify the water.
37-38	"Mugs" (LN male dwarf warrior 1) uses a pair of tankards as his weapons, so long as they're actually empty. His red beard is usually drenched in beer.
39-40	Willican Frit (LE male human expert 1) lumbers around the marketplace, haggling any remaining vendors down to desperately low prices before buying up all their wares.
41-42	Vilfala Silinven (CE male elf aristocrat 1) is a dapper elf who is charging rent for the nuns who've set up a charity healing house in town.
43-44	Mitanya Sutili (CG female gnome commoner 1) has been carrying fresh loaves of bread around town, giving them freely so folks can enjoy a "last meal."
45-46	Jalta Kesad (LG female half-orc warrior 3) is the mayor's bodyguard. With her purple eyes and bright green skin, she's the only thing standing between him and angry townsfolk.
47-48	Macon Modiar (N male human adept 3) wanders town in a muddy robe, acting as a funeral priest and giving people last rites.
49-50	Sukkot Quont (NG female half-orc adept 2) blubbers enormous tears as she casts mind-numbing spells on the afflicted, letting them slip away in a semblance of peace.
51-52	Ryssa Migorn (NG female human expert 2) is a slight, white-haired woman who has turned her artistic skills to engraving headstones. She's currently working on her own.
53-54	Drinsol Uloth (CE male elf commoner 1) has mutilated himself with a rusty dagger and now runs around trying to bleed on people, wanting to infect as many as possible so they "die with him."
55-56	"Tongs" (LE male dwarf expert 2) doesn't care about the plague. He expects people to keep paying taxes and will collect them by force, if necessary, employing his namesake as an instrument of torture.

57-58	Vooda Raske (CG male half-orc commoner 1) carries around a dolly that looks like himself – broad-shouldered with black dreads – claiming so long as the toy remains healthy, so will he.
59-60	Rulti Nukks (N female gnome warrior 3) wears patchwork leather and iron armour as she challenges random strangers to duels to ward off the boredom of quarantine.
61-62	Tain Phraede (CE male half-elf adept 1) uses his reputation as a seer to tell false fortunes of health and recovery (for a price, of course).
63-64	Halma Divelst (NE female human warrior 1) has been taking bribes to sneak infected townsfolk beyond the walls...but just kills them and stashes the bodies in abandoned homes.
65-66	Itmar Scrull (NG male human warrior 1) is a burly, shaggy-haired man. Recently inducted into the watch, he remains healthy while his colleagues die off at an alarming rate.
67-68	Victon Usdar (LN male human expert 2) has a sad look in his grey eyes as he inspects the town in the king's name, determining whether it, and all its residents, should be incinerated.
69-70	Rample Krolin (CN male dwarf expert 2) tugs at his braided beard and bemoans his demolitions skills do little good combating rampant disease.
71-72	Nalfa Ardmas (LN female half-elf aristocrat 3) has enchanted many a man over the years with her flowing hair and gleaming blue eyes, but most of her suitors are now dead of the plague.
73-74	Liryal Odros (CG female elf commoner 1) is oddly stout for an elf, and has donated all his previous wealth to the local alchemist to pay for healing potions to be spread around town.
75-76	Wesilt Yabin (N male dwarf commoner 1) is a heavily muscled labourer from the nearby quarry, now stuck in the quarantine.
77-78	"Toddles" (LG female halfling commoner 2) is the town courier who claims she's so fast, the plague will never catch her. Her bald head sets her apart from most other halflings.
79-80	Grimil Dasek (CE male gnome adept 1) has wide-set bronze eyes and enjoys threatening people with being "cursed" unless he's paid off.
81-82	Kirda Lahone (LG female half-elf expert 2) has been using her calm demeanour and animal skills to drive corpse carts around without the horses being spooked.
83-84	Taly Contip (LG female dwarf warrior 1) oversees the quarantine section, and can be heard bellowing across town for people to remain calm and stay inside.
85-86	Adikt Porgul (NG female half-orc warrior 2) is a member of the local mercenary band and has a surprisingly warm singing voice.
87-88	Sesma Tibbers (CN female human adept 3) enjoys summoning flames with a waggle of her slim fingers, mostly using them to roast rats.

89-90	Wyeth Thelot (NE male human adept 3) is a wizened old man who enjoys experimenting on diseased patients to see how far their pain thresholds can be pushed.
91-92	Airis Uerthe (CG female human commoner 1) is the town's self-appointed crier, hollering "All's not well!" every hour of the day.
93-94	Zile Aldra (CE female halfling warrior 2) has a hobby of killing beggars unfortunate enough to not scurry out of her path quick enough. Despite her size, she wields a broadsword with deadly effectiveness.
95-96	Silco Rindale (NE male elf expert 2) has been spotted slinking around town, using his thieving skills to slip into abandoned or condemned homes.
97-98	Nulfer Senick (N male half-elf aristocrat 2) has spent the last few days hauling his dead family to the funeral pyre outside of town.
99-100	Puthor Fexides (LE male gnome expert 1) owns the town graveyard, funded the temple construction, and has the militia in his pocket. However the plague turns out, he wins.



PLAGUE TOWN: HOOKS, COMPLICATIONS & OPPORTUNITIES

Although the PCs may simply “want” to visit the plague town, sometimes fate intervenes. Use this table to determine what opportunities or complications the PCs encounter.

D20

1	A small subsection of the town’s populace – perhaps a specific race or those dwelling in a certain place – seem immune to the plague. This seemingly strange occurrence is creating much tension between the well and the infected.
2	Not an hour after stepping into the town one of the party is already showing symptoms of the deadly plague. Of course, this could just be a coincidence or the PC could be genuinely ill.
3	It doesn’t matter that the PCs arrived weeks after the plague broke out. Being the only strangers around makes them an easy target to blame for the disease. An unruly mob soon forms and the PCs must use violence or diplomacy if they wish to remain in town.
4	A disease-maddened mob has gathered and whipped itself into a frenzy. On seeing the party, they attack without mercy.
5	The local priest refuses to give the party any supernatural protection against the plague unless they meet his request for a hefty “donation” to the church coffers. Alternatively, he is desperately short of gravediggers...
6	Among the dozens of bodies piled into a heap, a PC notices one of the corpses appears to be struggling, trying to crawl out from beneath the mound. This could be a townsfolk wrongly thought to have died from the plague, or an undead monstrosity recently risen.
7	A squad of soldiers informs the PCs they are within a quarantine area and are not allowed to leave until the local lord decrees they may do so. Of course, the local lord is very unlikely to come down and hear the PCs’ case.



8	The PCs receive royal orders to kill any infected they encounter without hesitation. They could be drafted into the local militia to do so or specially hired for the job.
9	The party are commanded to turn over all healing potions, tinctures or spell scrolls for the good of the town. PCs with healing skills are drafted into the local effort to halt the plague’s spread.
10	The local healer begs the party to retrieve a bundle of rare herbs from the dangerous wilds outside of the town.
11	The strongest party member is struck down by vicious symptoms that leave him unable to move or feed himself. If the townsfolk discover, they try to quarantine the entire group.
12	With growing horror, a PC realizes the inn meal everyone just ate included diseased meat.
13	All mundane attempts at curing the plague have failed, leaving only supernatural means as a possible cause. As brave adventurers, the local authorities hope the PCs will save the day,
14	A father begs you to help his healthy child escape the dying town despite the guards refusing to let anyone leave. He can offer little, but his thanks.
15	The party are offered a massive amount of gold to smuggle a group of sick people out of town and past the soldiers beyond the walls.
16	The physician’s essential supplies have been stolen and every day she goes without them means dozens more dying. She begs the PCs to either track down the thief (who stole them to tend his own family) or to find more herbs from the wilderness.
17	The town guard captain has gone mad and has ordered the militia to slaughter everyone in town, healthy and sick alike. As some begin to carry out his order, others resist. Chaos quickly descends over the town.
18	A civilian runs through the streets, screaming that the dead are rising and attacking the living. This news creates a general panic.
19	A PC wakes up in the middle of the night right as a rat takes a hefty bite out of his flesh.
20	All food stores throughout town have been infected and the town guards are searching all newcomers for food. Any food they find is confiscated for “the common good.” The guardsmen look much better fed than the populace generally.

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