Adv 7

Drummond’s Doom (Magical Plague)

Checks must be made every 8 hours. Does not affect Dragons or Half-Orcs.

Improve DC: 22

Maintain DC: 16

Worsen DC: 15 or lower

0: Incubation period. 2 days until possible disease progression. You can’t get back to this stage until cured.

1: Initial Effect – Cold sweats (sweaty palms) & cough, -1 to attack rolls

2: Dizziness/Lightheaded, dazed at start of every battle (save ends) PHB 277

3: Swollen joints, -1 to all defenses but Will. (AC, Fort, Ref)

4: Swollen joints have started to split open and bleed, -4 temporary HP

5: Deathly weakness, This stage repeats until there is improvement -2 to CON. Cumulative until death or cure.

The PC’s are mounting up on horses and preparing to leave Drummond’s Point. The guards won’t let them leave due to the quarantine. They got their orders directly from Lord Slaughty. Gragetor freaks out on the Red Knifes guarding the gate. After a coughing fit, he tells them the party will rip them to shreds if they don’t let them through. Guards look nervous, but Lord Slaughty threatened to take away their land if they disobeyed.

Gragetor then lies and tells the guards he and the PC’s are on an important mission to find a cure. The guards look dubious. He looks over at the PCs for assistance.

They all agree they are looking for a cure.

At the barracks the PCs get the jump on a couple of bandits. They kill one and interrogate the other. They don’t get much useful information but he doesn’t appear to know anything about the sickness affecting Drummond’s Point.

In the tunnel they hear the low rumble, once again, after they pass the rope bridge. They hurried on and encountered an unarmed bandit trying to read from a scroll on the other side of the secret door.

Upstairs and out in the courtyard they saw a meeting between a group surrounding Logoth and a group surrounding a tiefling (Lacklor). The group meets for a while then comes to an agreement. The group of black masked men leave with a chest given as some kind of payment.

Meanwhile the PCs sneak Thelia out of the tower and stashed her in the basement.

After sneak attacking the archer sentry on the roof, Logoth learns of their presence and a battle ensues.

Later, 2 black face masked soldiers run through the gate followed by a hoard of goblins. The PCs also damage these men. Attacked from all sides the PC’s finish off Logoth’s men and he escapes through a portal created by a glowing red orb.

The humanoids are beaten back by an unlimited army of goblins and retreat inside the secret tunnel accompanied by the two black face masked soldiers.