**Run For Your Life**

A rich businessman needs to get from the port city to his estate in the mountains along with his family.

His gated city compound has a large parking area with an SUV type range truck, two "technicals" with weapons mounts, and an ambulance. All the trucks have scabbed on air conditioning units with filter systems. The ambulance is for the patron’s son who is ill with the suspected early signs of the plague. The rear of the ambulance is sealed off from the cab, so any crew are not in danger from the boy or his mother in the back. Where they have enough supplies for the proposed trip. No-one else in the family has been unwell for the last week so the group can be reassured they will not contract it from the boy.

The journey out of Dlolpliki to the north is straight forward in the early hours of the morning. The original plan being to go north to the river and use the river road northeast to the estates in the mountains. (black dot on map) However at the last minute the principle wants to divert over the river to a fishing village (red dot on map) where a "healer" is said to be who gets good results.

*Information: The main characters will consist of the businessman and his family. If there are enough players, the security detail can be roleplayed as well, otherwise they can be functional NPCs with appropriate skill sets.*

*(insert map here)*

The escort is worried as the coast roads are very busy with refugees and frightened armed gangs.

*(encounter table for gangs, raiders, and refugees)*

The convoy manages to get to the village (encounters needed) but assume angry groups wanting the vehicles, and armed groups to exchange bullets with. Plus, very scared people who realise there is a patient in the convoy.

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The healer -

This part can be played several ways however the DM wants to run it.

Option 1

The village is a wreck almost no-one survived the plague except Grigor and his daughter. He is traumatised beyond anything a person can be expected to survive having witnessed his family, friends, and everyone he knew die the most appalling deaths. His daughter is in her mid teens and looks haunted, she wakes every night screaming that she can "feel them dying!"

He is persuaded to see the boy, the principle offering him "anything!" and they enter the ambulance, after a few minutes he re-emerges and announces, "He will live".

{Information - Gigor has no psy powers at all. His survival is due to his daughters' latent powers that she has no control over. However, he now believes he can heal and is intent on traveling the world to cure the people.}

*The Daughter – Psi 10 (+1), Healing (Latent)-0. The boy is in Stage 1 of the Dzaqtlas; he is healed completely after the visit. This can be handled by a “behind the screen” test on the referee’s part.*

Option 2 -

The healer and his daughter see the boy. The daughter announces, "This is different dad, it's not the plague." Then "He's getting better, I can feel the inflammation reducing, so keep your treatments going."

*Information - The boy does not have the plague; he has a virulent form of gastric flu and the symptomatic treatment his mum has been using are starting to work.*

*The healer and his daughter both have psy powers having come for long lines of traditional healers, wise women, midwives, and hedge witches. The daughter being the more powerful of the two. The powers being past down the female line.*

*Father: Psi 8 (+0), Healing (Latent)-0*

*Daughter: Psi 10 (+1), Healing (Latent)-0*

Which ever way it is played the boy recovers and the concept of psyonics being helpful starts to spread.

The group then continue to the estate as planned - beware of the deep dark woods though.............gunfire echoes through the night. Not everyone will be receptive to the presence of a possible psion, and the armed vehicles make good targets.

*(insert encounter table of marauding raiders or angry mobs)*

A second stub is the daughter travels to an offshore fishing village and after quarantine travels on the trade ships along the coast healing early cases. The daughter can select the “Chosen One” origin story if desired.