

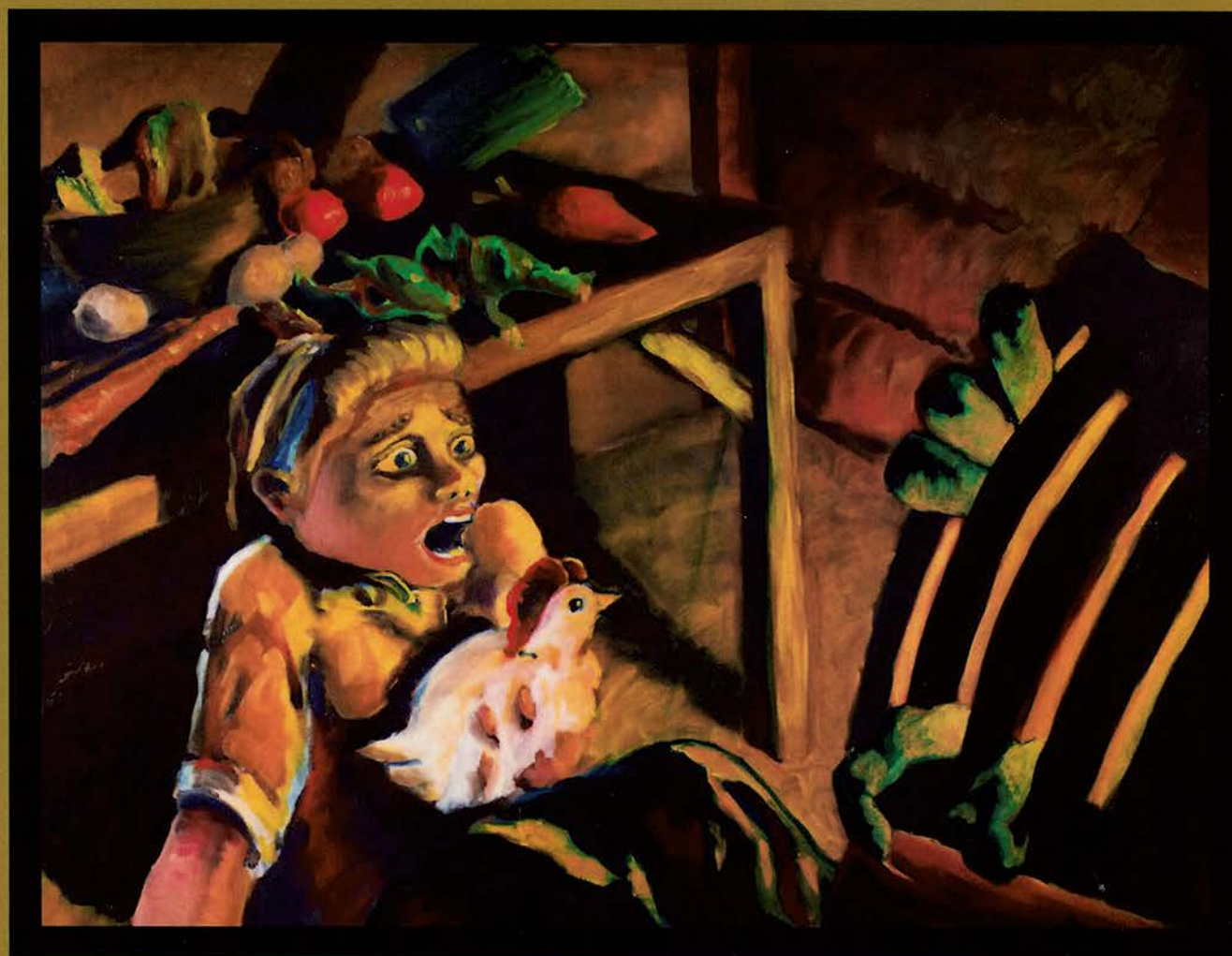
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Westgate Adventures!

A "Night of Terror" Game Adventure Module for the OSRIC™ RPG System

Ghosts from the Dark Wood

By Dominick Pelletier



Johnny Rook Games, Inc.
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Westgate Adventures!

Module FRN01

"NIGHT OF TERROR" SERIES, VOL. 1

A HALLOWEEN ADVENTURE FOR 4-8 CHARACTERS OF LEVELS 3-6

Ghosts from the Dark Wood

By: Dominick Pelletier



Author: Dominick Pelletier

Editor: Nick Dante Rockers

Cover Illustration: The Endless Slug

Interior Illustration: The Endless Slug, Nick Dante Rockers

Layout: Dominick Pelletier

Cartography: Dominick Pelletier

"Hoot-Hoot" Translator: Evelina Zielinski

Special thanks to the Wednesday Night RL Players for 15 years of fantasy-horror role-playing experiences!

Additional special thanks to B. Scot Hoover for authorized use of his infernal creatures.

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INTRODUCTION

Welcome to terror! This module is the first in a series of modules designed to give your players a night of fright and horror in your campaign. We have designed the module to be completed in a single session or three sessions, at most. All *Night of Terror* modules are designed to be stand-alone games used during a campaign or as one night game events. We hope you have as great a time scaring both characters and players...as we have had writing this game!

PLAYERS STOP READING AT THIS POINT!

The rest of the material of this module is intended for the Game Master's eyes only. Players who have any knowledge of the material after this point are in danger of damaging the entire role-playing experience for themselves and the rest of the players, as a large part of the experience of role-playing exists in the exploration and discovery of the material written hereafter. Knowing things before they happen outside of an "in-game," character-perspective context is the realm of video game walkthroughs and movie trailers, not the rich, social hobby of role-playing games.

Notes for the Game Master: This adventure was designed as a stand-alone, single night adventure, utilizing a horror-themed mood. We have not directly listed where any special horror techniques need to be used, but we

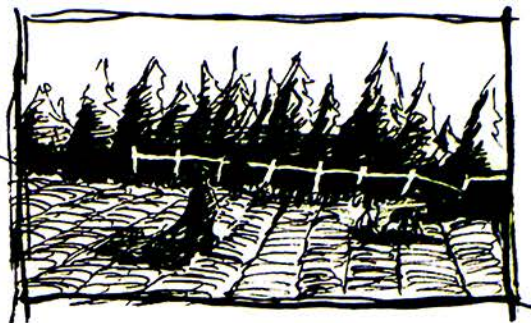
hope that the detail provided will allow any GM to construct the right series of terrible, horrific events enough to create a long-lasting memory of the hamlet of Wesselrum for some time to come.

There is a large amount of detail provided for the residents of Wesselrum, and it is highly suggested that any GM running this adventure read through the entire text a number of times to get a good feel for the hamlet, its residents, and the overall mood. The adventure should be rather fast-paced for the richest effect of play. It is advised that unless you plan on running this module over a series of nights, the party should catch on to the real events in the town fairly rapidly, generally within the three days (in game) in which the adventure is expected to be played out. We have not provided for everything, and many small details have been left to you to flesh out, such as maps for internal building plans and the hamlet's farm fields, if such maps are necessary to your adventuring party.

Lastly, this module is intended to be set in the thick of Autumn, right around that Halloween time in whichever campaign setting you choose to place it. The map of the town includes a number of orange-yellow trees indicating the changing of the leaves for such a season, just for a bit of flavor.

ADVENTURE BACKGROUND

The adventure background for this module takes the form of a folktale, the first part of



which may be told on any dark and stormy night, or as any bedtime story...*(See next page for the folktale)*

HISTORY OF WESSELRUM

Wesselrum is a small hamlet far north of Three Trees in the Westgate region. The small village sits on the lazy Lowenfare River with the Tallpine forest to the North and the Blackbark Woods to the South across the Lowenfare. The foothills of Lionbruno's Hand, the massive northern mountain range separating the humanoids lands from the sylvan and human lands, begins just North of Wesselrum.

The hamlet was founded by a group of freemen and women. The residents of the hamlet wanted to live freely, although with some small taxation for hinterland defense. The folk of Wesselrum wanted nothing to do with any warfare or trade routes and wanted to live only a simple agricultural life. Wesselrum has no exports of any importance, and until

Abbreviations used in this module:

| | | | |
|------|--|----|--|
| GM | Game Master | ML | Morale Rating |
| PC | Player Character | XP | Experience Point Value |
| NPC | Non-Player Character or Monster | | |
| | | SZ | Size |
| d[x] | die type (i.e., d10 = a single 10-sided die is rolled) | | T = Tiny (under 2') |
| d% | Percentage die roll (2d10) | | S = Small (2-4') |
| AC | Armor Class | | M = Medium or Man-sized (4-7') |
| HD | Hit Dice, generally a d8; + or - indicate modifications to the final roll. Ex: HD 1-1 is 1d8 -1 for a total of 1-7 hp. Hp can never be less than 1 per HD. | | L = Large (7-12') |
| hp | Actual Hit Points (Full hp in parentheses) | | H = Huge (12-25') |
| #AT | Number of attacks per round | | G = Gargantuan (25-150') |
| D | Damage inflicted per hit | | C = Colossal (150'+) |
| SA | Special Attack | MV | Movement |
| SD | Special Defense | | Cl = climbing rate |
| | | | Sw = swimming rate |
| | | | F[I-VI] = flying rate and maneuverability rating |
| | | | D = digging/burrowing rate |
| | | | W = web-crawling rate |
| AL | Alignment | St | Strength |
| | L = Lawful | Dx | Dexterity |
| | C = Chaotic | Cn | Constitution |
| | N = Neutral | In | Intelligence |
| | G = Good | Ws | Wisdom |
| | E = Evil | Ch | Charisma |
| | | Ap | Appearance |
| WA! | Westgate Adventures! Campaign Setting alternate or expanded rules (from OSRIC) | | |

A Folktale

Adelheid was a small, hunchbacked Annis hag. She dwelt alone in a small cottage, deep in a forest. Settlers founded a small hamlet by the river, outside of Adelheid's forest. Adelheid, being intelligent, decided she could easily feast on the settlers for years if she was careful enough to hide her activities.

Although thoroughly evil and heartless, Adelheid was very proud of her vegetable garden. The produce was larger and more crisp than any human farmer's crop. What better way to prepare a roasted human or elf child than with the best tomatoes, onions, and carrots in the region?

One day, Adelheid heard some digging and clatter in her garden. Peering out of her window, she saw three human women from the hamlet digging up her cabbages! Adelheid exploded from the door and caught one woman while the other two ran for their lives. Adelheid was about to devour the woman when the woman pleaded for her life and offered anything in return for her freedom. The hag thought for a moment and decided to ask for the woman's first born daughter when the child grew to 15 years old. The woman reluctantly agreed and was released.

When the hamlet found out about the hag, they sent warriors to kill her, thieves to steal her riches (she was rumored to possess strange wealth such as a golden chicken), and clerics to banish her evil. All failed, and all also promised her their children in return for their freedom. This went on for years.

Eventually, the hamlet folk gave up trying to put an end to the hag. They stayed close to their homes and made sure to warn all their children about the evil hag and to never go near her cottage. Time passed, and the hamlet tried to forget about the hag and their foul promises.

Marisha was the daughter of the woman first caught by Adelheid. The girl was nearing her 15th birthday and was out searching for thistle to boil when she discovered the hag's beautiful garden. Marisha snuck into the garden to steal some peas. Adelheid caught her and asked who the small human was. Marisha introduced herself quickly and with composure. Realizing that Marisha was the daughter of the woman thief, Adelheid told the girl to take the peas. Further, when she reached her home, Marisha was instructed to tell her mother where she got the peas and to remind her mother of the promise that she had made to the hag. Marisha was let go with the peas.

Marisha's mother wept at the message and explained to her daughter that she must run from her home and never return. Marisha agreed and seemingly ran away late that night, but instead, the girl returned to the hag's cottage. Marisha told Adelheid that her mother told her to run away, but that she felt it was her duty to return and fulfill the promise to keep her mother and the rest of the hamlet safe. The hag cared little for the child's bravery and selflessness, explaining that she owned most of the hamlet's children anyway, and she began to prepare her ingredients for cooking the girl. Marisha had not known that everyone in town had promised their children to the hag, so realizing that her sacrifice was now pointless, she began to look for a means to escape.

The hag ordered Marisha to perform three tasks to help with the meal. The girl was to collect three golden eggs from the golden hen in the shed, two heads of cabbage from the garden, and to light the oven. Marisha went and collected the eggs, then dug out and washed two heads of cabbage, but she stopped at the oven. Adelheid scolded her for not lighting the oven, but Marisha quickly explained that she had never lit an oven so large and did not know how. The hag told her that it was easy and that the girl would have to climb in towards the back to light it. Still acting unsure, Marisha asked Adelheid to do it for her and suggested that she could instead help with other preparations. Adelheid agreed, and hag immediately grabbed a large oven match and climbed into the oven. With great haste, Marisha ran to the oven door, waited for the iron beast to light, and slammed the door shut, locking the hag deep in the growing inferno.

Marisha ran home from the cottage with a sack filled with produce and the golden hen under her arm. Upon arriving home, Marisha was hailed a heroine, and she made her small family and hamlet wealthy with the hen. A group of men from the hamlet sacked the cottage, set it afire, and stole the crone's vegetables to grow for themselves.

But they did not live happily ever after.

Adelheid, expecting a great feast, had invited her cousin – a Night Hag from Hades, the Dark Wood – to enjoy the upcoming meal of the first child. The Night Hag's name was Grettix, and she arrived through a summoning circle created by Adelheid the morning before Marisha's arrival. As darkness settled in the forest, Grettix emerged from her cave and traveled to the cottage, but she found it burned to the ground. The Night Hag found her cousin's bones in the oven and human farmer's tools scattered around the cottage, and she began to plot revenge.

Grettix would fulfill her sister's bargains, slowly, over time. The Night Hag would drain all of the children's souls into Soul Worms. Grettix summoned her great cauldron and a special gem called the *Gem of Weak Souls* to her secluded cave den. She would begin with the promised children and then turn to the rest of the hamlet's children until all were hers to own. She would ride every child directly into the Dark Wood of Hades! And then, maybe she would begin on the adults...

recently, they have imported goods even more rarely, as all necessities of life are made in the hamlet.

Wesselrum is actually the second of a small cluster of freeman hamlets in the area. To the southwest is the slightly larger and older logger hamlet of Isarwald and to the southeast is a newer and smaller hamlet called Einhold. Einhold is known for making a very special maple ale and the small village is beginning to gain in size and revenue from export and interest. The residents of Einhold have been highly suspicious of the recent secret wealth of Wesselrum and have started to send their folk into Wesselrum to learn what secret their northern companions keep.

ADVENTURE SUMMARY

In this short adventure, the party is summoned to or happens upon the small hamlet of Wesselrum. It appears that some sort of wasting illness has overtaken the hamlet's children, and no medical or religious aid has so far proved helpful. The villagers believe that they are haunted by some sort of cursing spirit. This spirit is a hunchbacked ghost who haunts the forests around the hamlet, and it has caused one of their hunters to go mad. The PCs are asked to do whatever they can to destroy the evil spirit.

During their hunt for the spectre, the PCs will be witness to a number of strange and suspicious actions made by the villagers. These events should encourage PCs to begin an investigation of the hamlet folk directly. While the PCs investigate the town, they will encounter Marisha and her mother, and they will learn of the death of Adelheid and the shameful promises made by the people of the hamlet.

At this point, the PCs must begin a new investigation to uncover clues as to what is causing the hamlet's ills. These clues will ultimately lead to Grettix's cave, culminating in a final confrontation between the party and the Night Hag which will determine the fate of the entire hamlet.

Boxed Text: In certain areas of the module, narrative text will appear in boxes...

...such as this box.

This special text is called "boxed text" and should be read aloud to players as they enter an area or have the encounter listed. It is a general rule that players should not interrupt the narration of the boxed text until the text is complete. When used correctly, boxed text helps to set a pace or flow of the module story. GMs are encouraged to alter or add boxed text to suit their individual campaign or playing needs. GMs are also, of course, free to remove the boxed text as needed.

PART I:

A CURSE ON WESSELRUM

Below are two possible hooks to get the PCs involved in the adventure. In the first hook, the party is approached by Ramon, a resident of Wesselrum who was elected to seek out a group of adventurers or some other aid and bring them back to the hamlet. The second hook is more accidental and assumes the PCs are traveling, either in their free time, between adventures, or even during a longer adventure, and they simply happen upon the hamlet of Wesselrum. The second hook will require further development by the GM in order to persuade the PCs to stay and help. Of course, if the party just happens to stay a few days in the hamlet to observe their problems, the party may be forced to stay indefinitely...

Hook 1:

A HAMLET'S PLEA

Ramon's Plea:

"My hamlet is the victim of a terrible curse – a curse on our children from some vile ghost that haunts our woods! We have no way of stopping it, but we have tried! Our children grow sicker by the day, wasting away, and the poor little ones will not last much longer. We can pay any price to have you destroy this specter, and we offer 150gp per person up front."

If asked about the sickness or curse:

Ramon has no children of his own, which is why he was sent to find help. Only children are affected, and the illness seems to strike at night. By morning, a number of the children are weaker and can barely move or speak. They suffer from no colds, no sweating, nor any other signs of normal illness, only the weakness.

Ramon considers the illness to be a curse: a sickness with no cure and probably supernatural in origin. He knows the townsfolk are hiding and will hide the fact that they believe the illness is caused by the vengeful ghost of the hag Marisha killed, as penance for promising to give the hag their children in exchange for not being killed themselves. Ramon may easily be cornered from party questioning, and the party may be initially very suspicious. However, Ramon's fear and the children's illness are real, which should really be the priority of any party – at least to investigate the matter first-hand.

If asked about the ghost:

Ramon knows little about the ghost himself as he has never seen it. He only knows some of the townsfolk have seen it, including their hunter who has since gone mad. The ghost appears hunchbacked with wild eyes and hair and is seen running through the woods north of town at night.

If asked about Wesselrum:

Ramon can easily summarize the information listed in the history of Wesselrum in the GM's section.

Hook 2:

ON AN AUTUMN'S DAY, A HAMLET

The other optional hook to this adventure can occur at any time the party is traveling. In this hook, the party is in an area they have not explored and come upon the hamlet of Wesselrum accidentally, but at the perfect time to help the village with their "curse." The details of this hook are left primarily up to GMs, allowing them to insert this module into their already existing campaigns. There are many options as to how to get the party involved in this hook, summarized below:

- The party may stay at the Inn. Proceed with the Night 1 events in Part III to hook the party into aiding the town.
- The party may encounter Ramon as in Hook 1, but in this version, Ramon is just leaving in search of outsiders.
- The party may enter town and immediately be approached for aid by any of the more friendly residents. The party would then be escorted quickly to the mayor for their background information. The mayor can be played similarly to Ramon in Hook 1 for direction.
- The party, while exploring the wilderness, could discover the "ghost" in the forest and track the horrible thing back to Wesselrum.



Table A: Children of Wesselrum
(organized by residence)

Constitution Drain Track

| Roll 2d12 | Name | Age | Home Loc. | Original Con | Day 1 | Day 2 | Day 3 | Day 4 | Day 5 | Day 6 | Day 7 | Day 8 | Day 9 |
|-----------|---------------|-----|-----------|--------------|-------|-------|-------|-------|-------|-------|-------|-------|-------|
| 2 | Tilda (f) | 3 | 4 | 8 | — | — | 7 | — | | | | | |
| 3 | Clifford | 14 | 5 | 12 | — | — | — | 11 | | | | | |
| 4 | Olaf | 7 | 8 | 4 | 3 | — | 2 | — | | | | | |
| 5 | Emery | 1 | 16 | 7 | — | — | — | 6 | | | | | |
| 6 | Otto | 15 | 16 | 11 | 10 | — | — | — | | | | | |
| 7 | Conradine (f) | 15 | 19 | 10 | 9 | — | — | — | | | | | |
| 8 | Victor | 10 | 25 | 9 | — | 8 | — | — | | | | | |
| 9 | Marisha (f) | 15 | 28 | 13 | — | — | — | — | | | | | |
| 10 | Heidi (f) | 12 | 34 | 13 | — | — | — | 12 | | | | | |
| 11 | Peter | 9 | F4 | 8 | — | 7 | — | — | | | | | |
| 12 | Willi (f) | 10 | F4 | 6 | — | 5 | 4 | — | | | | | |
| 13 | Amelia (f) | 8 | F6 | 6 | — | — | — | — | | | | | |
| 14 | Rochelle (f) | 11 | F7 | 6 | — | — | — | 5 | | | | | |
| 15 | Luger | 6 | F8 | 5 | 4 | — | — | — | | | | | |
| 16 | Bertha (f) | 5 | F9 | 5 | — | — | 4 | — | | | | | |
| 17 | Ballard | 13 | F10 | 12 | — | — | 11 | — | | | | | |
| 18 | Alfonso | 4 | F12 | 10 | — | — | 9 | — | | | | | |
| 19 | William | 9 | F15 | 13 | — | 12 | — | — | | | | | |
| 20 | Nicole (f) | 14 | F18 | 10 | 9 | 8 | — | — | | | | | |
| 21 | Abelard | 11 | F19 | 14 | — | — | — | 13 | | | | | |
| 22 | Dagmar (f) | 8 | F19 | 17 | 16 | — | — | — | | | | | |
| 23 | Charles | 12 | F20 | 15 | — | 14 | — | — | | | | | |
| 24 | Hildred (f) | 13 | F27 | 13 | — | — | — | 12 | | | | | |

GETTING TO WESSELUM

Ideally, the PCs should encounter Ramon no more than 2 days ride into Wesselrum and no fewer than half a day's ride. The time it takes the PCs to reach the hamlet may alter how ill the children are. At the point the PCs meet Ramon, the "timer" begins. If the party arrives too late, one or more children may have already perished, in which case the GM should read the section in Part III about such a situation. If the PCs arrive too soon, they might succumb to the forget spell cast by Grettix and the cauldron sooner or later than the module expects. GMs must keep careful notes about the passage of time from the moment the PCs meet Ramon or enter the village.

The trip to the hamlet should be fast and well-paced, with few, if any, encounters. For mood, GMs are encouraged to set the flavor of autumn, complete with changing trees, fallen leaves, crisp air, and possibly a thunderstorm.

We have provided two versions of an area map for the regions surrounding Wesselrum. One map is a GM map which points out where Grettix's cave and Adelheid's cottage are located. The other version is a PC map which may be handed out to the players at any time by the GM. The PC version of the map is printed in greyscale for ease in photocopying. If travel timing is necessary, assume all roads between settlements are "poor roads" and the road to the hunter's camp is considered a "trail or path".

THE FORGETTING

Grettix has already used the forget function of her cauldron before the party arrives. Her first use of the spell should be approximately 4 days prior to the party's arrival. If using the adventure hook where Ramon has left the hamlet in search of aid, he would have left before the forget spell was cast. Grettix will renew her spell on the third night after the party's arrival. If the PCs have not solved the mystery by then, they too will be susceptible to the power of the spell. If this is the case, the PCs may still solve the mystery, but they will no longer wish to leave the hamlet, even if the situation seems dire.

THE CHILDREN'S TIME LIMIT, I.E., "THE HORRIBLE RANDOMNESS"

Wesselrum's children are in danger from the Night Hag. Grettix and her gem can "ride" either six children, an adult and three children, or two adults in a single night. Statistics are given below for the children whom Grettix is most interested in affecting first in order to exact her revenge on the townsfolk. She will generally not "ride" an adult unless the adult(s) in question are somehow affecting or going to affect her plans, such as the PCs. The chart below assumes that Grettix has already performed her dark rides on the children for the past four nights. GMs will have to adjust the track for different PC situations where the PCs may arrive earlier or later than the fourth day of events. No children have yet died from

her rides, although depending on the child selected by the GM, the first night the PCs are in Wesselrum may yield such a tragedy. Each night that passes, the GM must roll a 2d12 six times. Any same results are not re-rolled, which assumes the hag had other things to do, and the hag will ride less children than normal that evening. The chart has no adults on it, only children of ages 15 or less, as was the contract. If Grettix wishes to "ride" any adults or PCs, the GM will have to determine the adult's Constitution score and keep a separate track.

At the time of the PCs' arrival, two children are as yet unaffected: Marisha and Amelia. This is completely random, but of course villagers will believe anything but randomness is occurring. Amelia is only 8 years old, but she firmly believes that she will be next and is terribly afraid of the coming night. No one in town will speak about Marisha's immunity from the curse. If Marisha continues to be unaffected, the town may turn on her, believing that she is the instigator of the curse since she is the one who actually killed the hag – even if the parents and their promise to the hag was the initial horrible event. See Part III for more information on the situation with Marisha and Amelia. For reference, Grettix is completely unaware who actually locked her cousin in the oven. She does not know whether it was an adult or a child. There is a chance she can learn of such information, but the module assumes that Grettix begins the game unaware of Marisha's involvement.

SIGNS OF THE WASTING ILLNESS

The children affected by the curse are all weak and bed-ridden, for the most part. As their Constitution drops, the children become sickly pale and can barely speak above a whisper – for those who can speak. The children's body temperatures drop drastically, and their parents will always try to keep the children near fireplaces and well-bundled. Their eyes will become darkly ringed and sunken, and their bones will begin to protrude under their skin, even if the child is particularly overweight to begin with, leaving the children looking like sagging sacks of bones.

Once a child's Constitution drops below 3, he or she will be unable to move or to hold objects themselves. The children at this point will need to be spoon-fed, and they will not even be able to eat much, preferring liquids only. The lack of eating will increase the chance of other sicknesses as well. As the adventure begins, young Olaf (location 8) is already in this state.

PART II: EXPLORING WESSELUM

This section of the module only details the hamlet of Wesselum and its inhabitants. There are a number of information points and clues available for a GM to work with, but there is no specific order or sequence to follow. The party is fairly free to walk around and interact with the hamlet.

Two maps are provided for the hamlet, one color map for the GM (Map C) and one greyscale map for the PCs (Map D). The module is generally "spookier" if played without giving the PCs a map.

Many of the business location owners live inside or above their respective businesses. Until recently, most businesses were very small, dealing only with projected business as it pertained to the hamlet residents. With the newfound wealth of the golden hen, the villagers have expanded their businesses to accommodate travelers, adventurers, and merchants, as well as larger merchant houses in order to gain access to luxury imports.

Overall, goods are still limited. Word of Wesselum's curse has spread far, and all of the hamlet's trade partners have refused to have anything to do with its businesses. PCs may attempt to buy any standard item, but there is only a 50% chance that any given standard item will be found. More uncommon items are found only at a 10% rate. All costs are normal.

THE RESIDENTS OF WESSELUM

Any average villager has the statistics of a '0'-level NPC. In the OSRIC rules, and especially in the Westgate Adventures! rules, there is an important distinction between a '0'-level NPC and a '0'-level fighter. Most notably, the hit points, saving throws, and attack matrix are different for '0'-level NPCs and '0'-level fighters. Fighters of any level are trained as fighters specially. NPCs, although

including "classed" characters, assumes that any character not listed as a specific class gains none of the class benefits of a given class. In the case of fighters, these characters, even in training, have better saves and attack matrices than a '0'-level average person.

Listed below are average statistics of adults and youths from the hamlet. The ability score ranges below indicate the average range for a character found in Wesselum.

Villager, Adult (0-level NPC): AC 9; hp 1-8; #AT 1; D 1d4 or 1d6 (club or short sword); MV 120'; SZ M; AL NG; ML Average -1; St 9-14, Dx 8-13, Cn 10-15, In 7-12, Ws 6-15, Ch 3-12, Ap 6-14

Villager, Youth (0-level NPC): AC 10; hp 1-4; #AT 1; D 1d2 (temporary); MV 60'; SZ S-M; AL NG; ML Average -3; St 3-10, Dx 8-14, Cn 5-15, In 3-8, Ws 3-9, Ch 3-10, Ap 6-14

THE EFFECTS OF THE GOLDEN EGG-LAYING HEN

The theft of the hen that lays golden eggs has had no small effect on the residents of Wesselum. They have decided that each resident will take the hen for up to one week at a time or until the hen has laid a golden egg, whichever is sooner. When a resident has received his or her egg, the hen is given to another villager on rotation, allowing each member of the hamlet to have a chance at claiming a golden egg. An order of who would

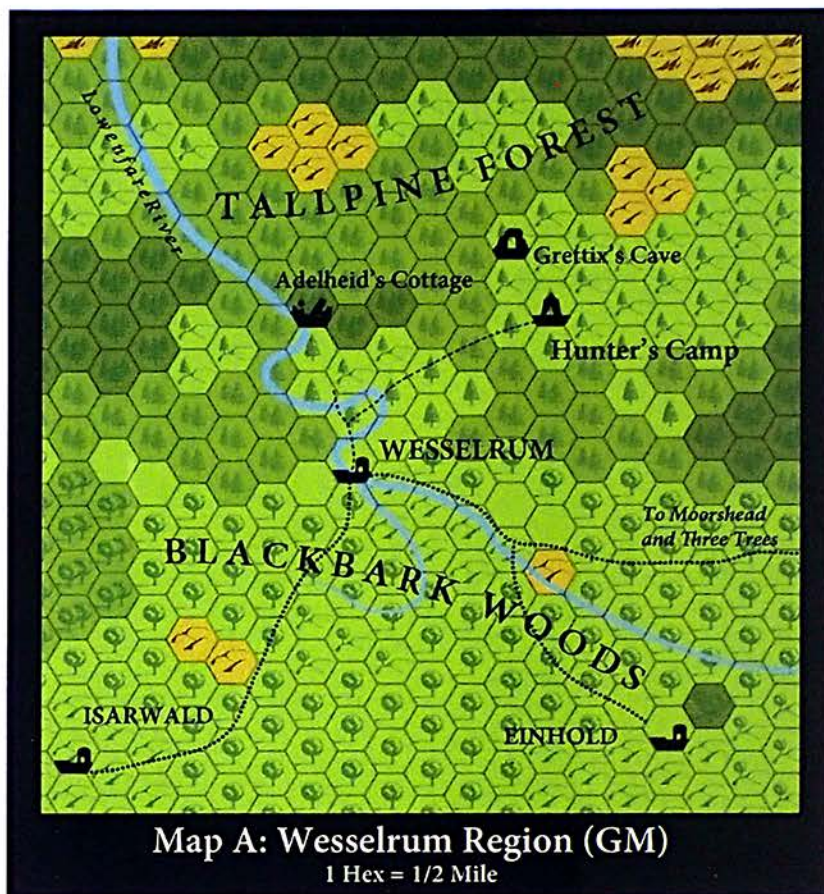
take the hen was decided by a great drawing of lots. The mayor, Friedhelm, keeps the list of hen-holders in his office at all times. In the few short weeks that has passed since the death of Adelheid, a number of hamlet residents have received their eggs and have already melted the eggs down for sale and acquisition of luxury items. These purchased luxuries are listed in the descriptions below in special sub-sections noted as "Egg Wealth." A very small portion of every golden egg is given to the mayor for the hamlet's general use or as tax payment.

The villagers are quick to hide the hen from outsiders and will most certainly hide their eggs or any recent luxury purchases. Any question as to how someone was able to buy any particular object is met with an attempt to steer conversations into different directions.

HAMLET LOCATIONS I: BUSINESSES

1 Watchtower

These two watchtowers are on the south bank of the river, south of the hamlet. Astute PCs will notice that the watchtowers watch the south roads. The hamlet has no watchtowers to the north, west, or east of town, which is unusual, as a hamlet would normally want to protect their unexplored borders. The folk of Wesselum, however, built the watchtowers to sight incoming travelers or merchants. If unknown travelers are arriving, the watchguard quickly rings a bell and alerts the town to ready themselves for potential new merchant clients.



Additionally, it alerts the hamlet residents to quickly hide their luxury valuables so as not to raise a suspicion as to their recent wealth.

Normally, two guards will sit in each tower over a series of 3 overlapping shifts of 8 hours each. Thus, one guard at each tower will change every 4 hours. However, due to the curse and fear of ghosts at night, no guards will now remain after dark.

Any men from the hamlet may be guards at any given time, as they all take rotational duty.

2 Potter

One of the first sights a party will probably see is the potter's kiln in the rear of the potter's shop and residence. The massive kiln remains lit almost all the time. A bitter black smoke rises from the chimney whenever it is in use due to a mineral in the potter's clay which burns off at firing.

The pottery is run by Alan and his wife Elke, who reside on the upper floor of this two story building. They are a middle-aged couple with no children and are generally friendly to outsiders, as their establishment is on the outskirts of the hamlet. Getting any important information from them is more difficult (-2/-10% reaction check), as their friendliness is only skin deep. They have no children, and as such, they somewhat blame the other families for the curse. If persuaded, either Alan or Elke will give a single rumor to the party. The couple have no interest in the golden eggs and have not taken any of them.

3 Dairyman

Dedrick is the dairyman of Wesselrum and lives inside his own dairy at this location. He is an old man and has lived alone since his wife died five years ago. Dedrick has 10 cows and 4 goats in his fields behind his dairy and residence.

In his younger years, Dedrick was a militia leader for the hamlet. He still has some ability with a few weapons, is usually found nearby any militia activity, and is always at meetings. Dedrick can offer the PCs a single rumor about creatures in the woods, if asked.

Dedrick (Fighter 3): AC 10 (8 with leather armor); hp 23; #AT 1; D 1d8 (long sword); MV 60'; SZ M; AL LN; ML Average +2; St 15, Dx 10, Cn 14, In 8, Ws 6, Ch 15, Ap 11

4 Fletcher

Dirk and his wife Harolyn make arrows for the militia and hunters in the hamlet. This location is more of a home than a business, although Dirk is often found sitting on his porch, making arrows for immediate sale. The young couple have a three year old daughter, Tilda. Dirk is perceptive and can give the PCs any true rumor on the list. Harolyn can give any random rumor. PCs are free to purchase any arrows they wish from the couple. Currently, they have 12 bundles of flight arrows and 14 bundles of sheaf arrows prepared for sale. A bundle

contains a dozen arrows. Dirk has no quivers but can recommend the tanner who also does leatherworking and can make quivers if needed.

In his earlier years, Dirk was employed by the imperial army as an archer, which is where he learned his craft. Once he was discharged, he adventured for a short while before meeting Harolyn and deciding to settle as a freeman in Wesselrum.

Dirk (Archer 2): AC 9; hp 14; #AT 1; D 1d8 (sheaf arrow and short bow); MV 120'; SZ M; AL NG; ML Average; St 15, Dx 16, Cn 12, In 9, Ws 7, Ch 12, Ap 13

5 Cartwright

Cramer is the local cartwright. He rarely needs to construct new wagons or carts and is generally doing repairs instead. Cramer's wife Gertrude works at the bakery, and their son Clifford helps with cart repair. The family sees little and can only offer a single rumor with a 75% chance of the rumor being untrue. The family lives at this location.

6 Piper

Miles produces pipes for the hamlet residents and establishes tobacco import deals with merchants. He is a shrewd businessman and cares little for superstitions, although Miles adores a good story and is often found at the inn, smoking a pipe, listening to the nightly tales. Miles will offer the PCs a rumor only if he can make a sale to them. Miles lives at this location alone, as his wife left him for an ale merchant from Einhold five years ago.

7 Barber

The hamlet's busy but lazy barber is a large (and wide) man named Odell. His wife Rose is a rather attractive and not-so-wide woman of middle age. They have a single daughter named Karolina, who is married and lives in Isarwald to the south. Odell and Rose are very pleasant people who enjoy outsiders and are often inquisitive as to where the outsiders are from and what stories travelers bring. Odell is known for singing proudly and loudly while cutting hair, though not while giving a shave. The couple are good sources of mostly false rumors. The barber and his wife live at this location.

8 Butcher

Brickell is a passionate butcher, recently interested in exploring meat options due to his newfound wealth. His wife Raina passed away about three years ago from an unknown illness, and he has since had to raise his young son Olaf himself. Brickell hopes Olaf will find himself a wife and take over the butchery some day. The two live at location F11, just North of the butchery. Brickell has a good reputation with the women of the hamlet and is often courted by single young and middle-aged women. His knowledge of events is limited, other than his own guilt at having offered Olaf to Adelheid years ago. He will refuse to reveal this fact as best as he can, and he especially

does not want Olaf to learn of his misdeeds. However, as the module begins, Olaf is the closest to death and begins the game with only 2 Constitution points. Brickell must constantly care for Olaf and will often temporarily close the butcher shop to do so.

GM note: See Part III, Day 3 for a special event with Brickell the butcher.

9 Pub

Middle-aged Rolfe and his young wife Alison run the hamlet's only pub. The establishment has no name and is sized enough to fit most of the hamlet's residents comfortably on any night. A good-sized stable sits to the north of the building. The pub has two barmaids on staff, Didrika and Earla (see F24 on Table B below), and two stable hands, Bruno (F7) and Ted (F13), all from the farmer community. Bruno may not be working as often as Ted, as his daughter is one of the children affected by the curse (see "A Little Scream in the Night" in Part III, below).

All of the staff are friendly to any traveler as a means to increase their personal revenue. The barmaids are especially loose-lipped about any number of rumors floating around town.

The mood in the pub has been somber due to the curse, but the establishment does still fill and tales are told by the firelight nightly. The meals and drink are standard as any farming town pub (except see below).

Egg Wealth: Rolfe and Alison have used their egg for purchasing some very expensive barrels of ale and wine from Three Trees. They still have a good amount of gold slag remaining and keep it in a locked trunk in their bedroom. The new beverages are offered to anyone, but the prices are steep in comparison to the standard ale and wine rates, around a 200% increase! If the party asks about the expensive ale or wine, the staff will quickly offer the standard drinks instead, avoiding any explanation as to why the drinks are so pricey.

10 Weaver

This run-down building is the home and workspace of Hilda, the town's weaver. Hilda's husband died many years ago in a plow accident. Before his death, the two had seven children. All of their children are grown and have long ago left the hamlet. One daughter, Berdine, was visiting when Grettir cast her *forget* spell and is now living with her mother. Berdine has a husband and two children in Three Trees but does not seem to need to return to them. Berdine's reluctance to return home is a valuable piece of information for the PCs that something in the hamlet is amiss.

Hilda may offer the PCs a rumor, but the PCs will have to be proper and kind.

11 Tailor/Seamstress

Wolfgang and Ella are a young married couple who own and operate this tailor shop from their home. They are both usually very busy but can talk to the PCs while working. Each of them can offer the PCs one piece of information from the rumors list, and they do so very easily.

Two weeks ago, Ella discovered she was pregnant. The two have kept this news quiet at the moment due to the curse on the children of the town. If the curse is not lifted, the two plan on running away to Einhold. Only Adolpha, the assistant cleric of the Orsney temple, knows of the pregnancy other than Wolfgang and Ella.

12 Roper

Terry is the town's roper. He makes a number of different kinds of rope used by hunters, farmers, boaters, explorers, millers, and builders. Terry is a practical and shrewd businessman who has yet to have his turn with the golden hen. However, since the order was selected by random lot, he has no qualms about waiting, even if he is listed almost last on the list. PCs can gain one rumor out of the roper, but any rumor will be offered with a sense of disregard to the rumor's truth. Any rope purchased by the party directly from Terry will be 10% cheaper than on standard equipment lists. Terry lives at this location.

13 Jail and Constable's Office

Constable Uberto runs this two-cell jail and constabulary. Very little in terms of crime happens in the hamlet, but the jail was constructed as a deterrent to outsiders and as a place to house town drunks in case a resident gets too belligerent to head home.

The constable is not very keen on rumor mongering and will not offer the PCs any rumors unless he himself knows the rumor to be true. The "truth" of any rumor is relative, however. Uberto is happy to have the help from the PCs as long as they respect the hamlet and its privacy from outsiders. Any problematic PCs will be locked up in full accordance with hamlet policy, if need be. The constable is not much of a fighter, though, and will pose little threat to a player character who wishes not to be locked up. Uberto relies on character morals and respect for the law to prevail in such cases.

Constable Uberto lives with his wife and his son, William, at location F15.

Uberto (Fighter 1): AC 10; hp 7; #AT 1; D 1d8 (long sword); MV 120'; SZ M; AL LN; ML Average; St 14, Dx 13, Cn 8, In 12, Ws 9, Ch 14, Ap 12

14 Graveyard Caretaker

The hamlet's gravedigger is Rodney who was once the head of the gravedigger's guild in Three Trees before heading north as a freeman. Rodney is an excellent caretaker of the hamlet's graveyard and is one of the more professional and sensitive gravediggers the party is ever likely to come across.

Currently, Rodney is very busy working with Leopold the carpenter in manufacturing a series of youth-sized coffins and preparing for such a terrible situation with the hamlet's cleric, Medwin. Rodney hopes that the coffins will be unnecessary, but if the curse is not lifted, he will need to bury the hamlet's children very quickly to ease the recovery effort and impending sadness. Thus, Rodney has little time to speak with the PCs and may seem standoffish. If the gravedigger finds the time, or if any of the party happens to speak *gravedigger's cant*, Rodney can offer any rumor or superstition from the list.

This location is Rodney's residence and partial office. He has some workspace here but also uses workspace at the graveyard itself.

15 Cobbler

Werner is the local cobbler. He is a cheerful fellow, often whistling energetic tunes while working in his shop. The building is split in two; on one side is the cobble-shop, on the other is Werner's residence. Werner had recently started courting a candle maker from Isarwald named Anna, but due to the forget spell, he will not visit her during the course of the adventure. Werner certainly recalls his new romance, but only that he need not go to her. If asked, Werner can offer one or two rumors or superstitions from the list.

16 Baker

The lead baker of Wesselrum is Beck, the wife of Selig, who is also a baker but only in an assistant capacity. Selig helps in the farm fields when necessary but is otherwise helping his wife in the bakery or looking after their children Emery and Otto. The family seems – and is – fairly happy, with the exception of the curse's recent events. Both Beck and Selig may offer the PCs a rumor from the list.

17 Knife-grinder

Hubert is an old, grizzled rock gnome originally from the town of Felek in the Vastigere Kingdom. He had heard rumors of a series of freeman villages springing up in the Tallpine Forest, so he closed up his cutlery and headed west. Wesselrum was in need of a knife-grinder, and he settled here. This location is Hubert's residence. He generally sits on his porch with his various grinders and sanders, often busily at work. He may offer the PCs any rumor if the PCs receive his services.

Egg Wealth: Hubert was among the first to use the hen's golden eggs. He purchased an enchanted knife from a poor merchant in Three Trees recently. It is a *knife* +2. Hubert will not tell anyone about the knife unless directly threatened or unless it becomes obvious that he holds one of the only items in town which could affect creatures resistant to regular, non-magical weapons.

18 Blacksmith

The blacksmith is run by two mountain dwarf brothers, Lanzo and Lonzo Steelhide, and Lanzo's wife, Astrithr. None of the dwarves are very interested in any sort of casual chatting and are commonly found working in the smithy. They all work long hours and sleep little. All three dwarves are stalwart members of the militia and will rise to any threat to the hamlet. The two brothers initially will not trust the PCs because the party is comprised entirely of outsiders. Astrithr is more willing to trust the party, depending on the party's actions. None of the dwarves subscribe much to superstitions and stories, but with an ale or two, they will share a tidbit of information from the rumor list.

The three dwarves share a small, one-story, multi-room residence near the water mill and warehouses (F30). The building is squat, as it was made by and for the dwarven residents.

19 Inn

The hamlet's nameless inn is owned and operated by Joffrey and his wife Nadette. Their 15 year old daughter Conradine helps maintain the rooms and laundry. The inn has no kitchen, although with proper payment, Nadette or Conradine can bring any guests sufficient meals from the pub. The cost to stay a night is a meager 1sp. The rooms are cramped and fit only 3 people at best. There is a stable on the grounds; stabling and horse water and feed runs 2sp per day and night.

The family has not had many visitors in the past few months, and Joffrey is expecting cold weather to deter travelers from the hamlet, suggesting a very bleak winter for the family – unless the golden eggs can improve their lot. They are pleased to see the party and will do almost anything to keep the party coming back. As a secondary source of income, Joffrey has offered his services to the farmers to construct an irrigation system into the south fields. Joffrey, before settling in Wesselrum, was once an engineer for the Bersarian army. He has great knowledge of wood-based constructions, siege engines, and stone construction.

The entire family lives at the inn in a private area of the main inn building for the family and any other servants they may need to hire.

20 Market Field

This area of the hamlet is nicknamed the "Market Field". The area is located directly in the center of the main region of businesses and is used by the hamlet residents as a central marketplace. Being freemen, the residents enjoy an open local market, although a small tax is still paid on items, which is collected by the mayor and used for hamlet improvements. Wesselrum generally dislikes outsiders, although traveling merchants are certainly allowed on market days and must pay additional sales taxes to the hamlet's treasury.

There are three large wooden market stalls in the Market Field used for sellers when the weather is poor. When no market is active, the farmers often store their tools and sometimes even a plough here.

In recent weeks, the hamlet's residents began to re-build the buildings, adding coats of paint and new wood to attract outside sellers and importers. This activity should contradict the otherwise xenophobic nature of the residents and alert the PCs to another strange situation.

There is a 30% chance that any farmer will be located at the Market Field at any point in time. The field is always used for the center of daily hamlet socializing. There is a 50% chance of any townspeople, farmer or business owner, to be found here in the early evening or early morning hours. Few people, if any, will be here at night.

21 Merchant's Warehouse

This two-story building is locked at all times and houses merchant stall items, such as flags, banners, and extra wood on the lower floor, and a series of locked trunks on the upper level. The locked trunks contain expensive merchant goods which are stored here until market day. Normally, only the hamlet's residents place items in these trunks, although some trunks may be rented by outsiders. Currently, one trunk was rented by a merchant from Three Trees. However, that merchant, Hulbert the silver man, has not returned in months. The poor merchant was the lunch of an owlbear and will never return. Hulbert's trunk contains 6 silver goblets (12sp each), 10 silver rings (5gp each), and 2 silver necklaces (15gp each). The mayor has a policy which states that the objects of trunks become the property of the hamlet's treasury once 1 year has passed since the last time the trunk was opened. The mayor holds all keys to this building and all trunks. Merchants do not have their own keys.

22 Sage

Alannah is a recent addition to the hamlet. She is an aged sage, albeit a fairly less-knowledgeable sage than others. Alannah's specialty is researching northern continental plant life and the herbs used in humanoid herbalism. She moved into the hamlet about three months ago and set up a personal library and series of small gardens around her home. She is friendly and sincerely interested in helping the hamlet rid themselves of this curse, although her knowledge is limited in the supernatural realms. A shipment of books recently arrived for her, due to her golden-egg induced wealth, and she has just started digging through them. Intelligent party members may be allowed to rummage through her books, but they will not be able to buy any from her. Alannah does not need the money; she would prefer to retain the knowledge, even if the book in question has little to do with her interests. Her many books include (this list is not exhaustive):

- *Guide to Practical Mining* – this is a magical book of quick learning which will grant the reader +1 proficiency slot towards mining if read as per the description in the appendix.
- *Critters from the Dark Wood* – this book details information on creatures from Hades and would be very beneficial to the party if read. See Appendix C for more information.
- *Botany of the Valcorum Kings*
- *Funguses Found on the Anvil*
- *Shires and Shrubs*
- *Un-Flora: A Treatise on Necromancy and Gardening*
- *Common Alchemy*
- *Grains I and II*
- *Soups to Avoid While Traveling through Oakenbend March, and Why*
- *Guide to Mountain Herbs*
- *Complete Guide to Flax* (currently reading)

Alannah can offer the PCs little else than a perusal of her book collection. She is still relatively new to the town, but may offer a rumor or superstition. She would not believe any such rumors or superstitions, being a lady of learning, and may "laugh off" the utterance.

23 Mayor's Office

Wesselrum has one official, the mayor Friedhelm. He was elected by consensus a few years after the construction of the hamlet. The residents felt that some sort of official was necessary to keep guilds, taxes, and the military out of the freeman hamlet. Friedhelm does little, although he occasionally collects some small taxes and takes them to Three Trees. The hamlet is governed by a manor lord in Three Trees named Lord Raistley. Although Wesselrum is designated as a "free" hamlet, taxes are still paid for simple things like hinterland protection and the ability to partake in free trade with merchants from the barony. Friedhelm takes care of all the tax and political aspects of these agreements so as not to stress any of the free farmers.

The office at this location is on the lower floor of this two-story building. The upper floor is the mayor's living quarters with his wife Harriet and their daughter Nicole. As of late, Nicole had started to learn the business of her father. It is a very likely situation that she would take over his position once he could no longer do so. Friedhelm recently decided to take Nicole with him the next time he visited Lord Raistley and she is very much looking forward to the trip to Three Trees.

The mayor keeps the list of the order of residents who will pass along the hen for the golden eggs in his office at this location. The list can always be shown to anyone who requests to see it. The list is always carefully up-kept, making sure everyone knows where the hen is, when an egg is laid, and how long a person has held on to the hen. The PC handout is a copy of part of the list that can be found by the party if the mayor's residence is ever searched. The PCs may find the complete list, but we have only

provided the important section which marks off previous hen keepers and sets up the next few.

Friedhelm will never pass along rumors, but his wife Harriet is well known for spinning tales of folklore. She can be found at the pub at night telling tales or at least encouraging others to tell them. If questioned by the party, Harriet will gladly talk about almost any rumor on the list which is noted as False or Partly True.

24 Skinner/Tanner

Gomic is the hamlet's skinner and tanner. He and his wife Magnilda are very social and are present at all hamlet social functions or gatherings. They are very friendly people but passionate about remaining free from guild and political pressures. Gomic and Magnilda are not as xenophobic as the rest of the hamlet and prefer to establish long-lasting and long-reaching trade networks. The rest of the hamlet is unsure about what such open trade might mean to everyone's free status and often argue with the couple. The couple used to meet with Guillaume the hunter frequently as a source for their skins and hides, but due to the hunter's insanity, they have left him alone. Magnilda and Swanild (see business location 25, below) check on the hunter still, daily, and bring him food when needed.

Gomic and Magnilda live at location F18, right in the center of the hamlet. If asked about rumors or information, the two will give one piece of true information from the list.

25 Furrier

The hamlet's furrier is Alfihar, a half-elf (high) from Preston. His wife is Swanild, a human, and their son is Victor. This hamlet is a fantastic refuge for an otherwise outcast half-elf. Alfihar will defend the hamlet and anything which affects the hamlet with his life. He is always the first to arrive when the militia gathers and the last to leave, making sure their job is finished.

The couple lives at F14 and will give the party one piece of Partly True information from the list.

26 Carpenter

The hamlet's carpenter is a middle-age and bitter man named Leopold. His wife is a similarly bitter woman named Ada. The two of them are known for hosting some epic arguments in public between each other. In recent weeks, the two have softened somewhat. It seems that their bitterness is due to having little business since the town decided not to expand. Lately, due to the golden hen, the town decided to bring in outsiders and increase everyone's wealth. The two are soon to come up on the hen's waiting list but have been more busy working at the Market Field and building a series of small coffins for the impending curse's results. Any interaction with Leopold or Ada is at a -1 penalty for reaction checks. If both are present, the penalty increases to -2. The

two can be persuaded to give the PCs one rumor each, but any rumor overheard by the other mate will immediately start a fight between the two about the legitimacy of the rumor spoken.

27 Cooper

Volney and his wife Madison create the barrels and other containers for the hamlet. They have had little business as of late, what with the town's shift from farming to luxury, but still make a few small crates and barrels from time to time. Madison has started pressuring Volney to produce children with her, and Volney has been apprehensive, spending his nights at the pub instead of at home, causing some small strain in their relationship. This strain may easily be mistaken for hiding other important information.

The two live on the premises and are otherwise charming to talk to. They can each give the party one piece of random information from the rumor's list.

Egg Wealth: In an attempt to ease Madison's need for children, Volney bought three silk and brocade dresses for his wife. They still have approximately 15gp remaining

from the egg in the form of melted slag. Unfortunately for Volney, making Madison feel more attractive has increased her efforts.

28 Marisha's Residence

This is the home of Farica and her daughter Marisha. Meeting with these two is covered in more detail in Part III.

29 Shrine

This small shrine by the riverside is an offering site to Yrboña, the Bersarian goddess of floods, disasters, and crop rotation. Proper offerings keep any disasters, especially those involving agriculture, at bay. The shrine seems to have been used considerably in recent days. Remains of a number of offerings lay scattered by the base of the shrine. The shrine is a small statue of the goddess, facing the river, arms up and outstretched, holding her animal symbol, the carp, while a giant locust rides her back. The clerics of the Orsney temple administer and clean this shrine as well but are rarely found here (5% chance).

30 Militia Office and Armory

This is the hamlet's militia headquarters. The residents decided that due to large

amounts of dangerous creatures in the area they would construct a centralized armory and an organized military group made up of hamlet residents. The head of the militia is Price, who lives at F9. He has two sergeants Dieter (F16), and Baldric (F3) who help maintain order and the armory. The sergeant position is an elected position, re-elected every planting season. On any given day, the office is closed. The only time anyone enters the office or armory is to respond to monster or animal sightings and when the weapons need maintenance. Occasionally, the office will open for officially signing up young residents for the militia, but this is a rare occurrence in such a small populated hamlet.

The armory currently contains 5 suits of leather armor, 9 short swords, 14 spears, 2 short bows, 60 sheaf arrows, 2 footman's maces, and 1 footman's flail. Many townsfolk supply their own weapons if they have them.

Price (Fighter 2): AC 10 (8 with leather armor); hp 13; #AT 1; D 1d8 (long sword); MV 120'; SZ M; AL CG; ML Average +2; St 16, Dx 14, Cn 17, In 8, Ws 7, Ch 11, Ap 16

Table B: Residential Locations

| Loc. | Adults | Children | Profession | Note Key |
|------|--|--------------------|----------------------|----------|
| A | Abandoned Residence | — | N/A | Note 1 |
| T | Franco | — | Free farmer (thief) | Note 2 |
| F1 | Selig and Beck | Emery and Otto | Baker | |
| F2 | Welby and Blanche | — | Free farmers | |
| F3 | Baldric and Carlie | — | Free farmers | |
| F4 | Thurman and Elva | Peter and Willa | Free farmers | Note 3 |
| F5 | Karl and Ida | — | Free farmers/Brewer | |
| F6 | Gerard and Gulielma | Amelia | Free farmers | |
| F7 | Bruno and Holda | Rochelle | Free farmers | |
| F8 | Roderick and Alphonsine | Luger | Free farmers/Brewer | |
| F9 | Price and Marelda | Bertha | Free farmers/Militia | |
| F10 | Carroll and Sherry | Ballard | Free farmers | |
| F11 | Brickell | Olaf | Butcher | Note 4 |
| F12 | Varrick and Sorrel | Alfonso | Free farmers | |
| F13 | Ted and Yvonne | — | Free farmers | |
| F14 | Alfihar and Swanhild | Victor | Furrier | |
| F15 | Uberto and Dhuoda | William | Constable | Note 5 |
| F16 | Dieter | — | Free farmers | |
| F17 | Ramon | — | Free farmers | |
| F18 | Gomerick and Magnilda | — | Skinner/Tanner | |
| F19 | Erhard and Bathilda | Abelard and Dagmar | Free farmers | Note 6 |
| F20 | Walfred and Luella | Charles | Free farmers | |
| F21 | Richmond and Hildreth | — | Free farmers | |
| F22 | Odolf and Evelyn | — | Free farmers | |
| F23 | Pollack and Minna | — | Free farmers | |
| F24 | Didrika and Earla | — | Free farmers/Barmaid | Note 7 |
| F25 | Kurt and Theda | — | Free farmers | |
| F26 | Godfrey and Edwidge | — | Free farmers | |
| F27 | Imre and Uta | Hildred | Free farmers | |
| F28 | Bern | — | Squatter | Note 8 |
| F29 | Arthur and Adelle | — | Free farmers | |
| F30 | Lanzo and Lonzo Steelhide; Lanzo's wife Astrithr | — | Blacksmiths | |

Dieter (Fighter 0): AC 10 (8 with leather armor); hp 4; #AT 1; D 1d6 (short sword); MV 120'; SZ M; AL NG; ML Average -1; St 10, Dx 7, Cn 8, In 14, Ws 12, Ch 13, Ap 8

Baldric (Fighter 0): AC 10 (8 with leather armor); hp 6; #AT 1; D 1d6 (short sword); MV 120'; SZ M; AL NG; ML Average; St 12, Dx 12, Cn 11, In 6, Ws 15, Ch 16, Ap 14

31 Crop Storage

These two buildings are mainly for crop storage. The hamlet has only filled one of them, and depending on the time of season this adventure is set, both should have been filled by now. At any time during the early morning or pre-dark hours, there is a 25% chance of encountering any of the free farmers from the hamlet here, depositing grain or other worked crops.

32 Grain Mill and Waterwheel

The Lowenfare river is strong enough to power the hamlet's water wheel, which is used to grind grains into a very fine flour. The mill is relatively new, built within the last five years. It was built with the hamlet's collected wealth, having nothing to do with the golden eggs. All of the hamlet's residents are proud of the construction, all having a hand in building it with either their own hands or their own money.

The mill is maintained by Ottfried and his wife (see location 34, Miller's Office and Cabin).

33 Mill Storage

This building houses the floured result of the mill's grinder. The building is usually very full, and Ottfried (location 34) has had some problems with mealworms. He has been discussing expanding the storage building with the help of hamlet funds and the carpenter, Leopold.

34 Miller's Office and Cabin

The entire mill (32-34) is run by Ottfried and his wife, Alice, from this location, their office and home. Ottfried has started to ask around the hamlet to see if any of the younger men wish to learn the miller's craft, but he has had little success in finding a successor. His daughter, Heidi, has expressed interest, but Ottfried assumes that milling is a "man's profession" and has yet to meet a woman strong enough to run one. Heidi hopes to prove him wrong.

The miller and his wife are often busy, as the mill must still work daily, even if the rest of the town gets lazy. They may spare a moment for friendly PCs, and if so, they will give the party only a single rumor from the list.

Egg Wealth: The miller still has the entire egg hidden in a drawer in his home, save for a small gold shaving given to the mayor. His family has yet to use the egg, although they do plan on melting it down for help in paying the party to release the hamlet from its curse.

35 Brewery

The hamlet's brewery is maintained by Karl and Roderick, two friends who love a good pint. Most of their day is spent farming. The two only check on the brewery every day or so, depending on what is brewing. The brewery manufactures a local ale, a sweet apple brandy, and a bitter pine whisky. All types are available at the pub.

Karl and Roderick live with their respective families at locations F5 and F8. Either brewer can be found at the brewery 15% of the time during the day, but never at night.

36 Boater/Shipwright

Horst is an unbelievably ugly (Appearance 4) middle-aged man from another hamlet called Pickard. He was once a serf who was set free by the manor lord for being so ugly that he could barely work to pay his crop tax due to the constant pranks and name-calling from the other serfs. Horst found his way to Wesselrum and built himself a boat repair and dock on the western side of the river from town. The hamlet folk bear Horst no ill will, and he is welcome to enter the hamlet as much as he wishes with little fear of ridicule. His past experiences make him bitter, and he rarely takes the offer. Horst has seen some strange things in the woods out behind his boathouse. If persuaded, he can offer up to three pieces of information from the rumor's list.

37 Hunter's Lodge and Cabin

Guillaume should be found in his cabin throughout the adventure. The hamlet's hunter has gone insane from encountering frequent ghostly apparitions and other horrors from Hades in the woods in recent days. His madness is in the form of a paranoia where he believes at any time a spectre will walk through a wall or his feet will light afire. Additionally, he is somewhat aware of a memory loss which he cannot explain, leading his paranoid mind to believe that someone in town or the creatures in the woods have powers to strip one of one's past. Guillaume will often ask visitors who they are, or if the visitors remember their own names or histories.

Guillaume discovered the cave of Grettir while the hag was away (luckily for him). Upon investigation of the cave, Guillaume touched the waters in the cauldron which immediately erased part of his memory. As he wandered out of the cave, since he suddenly could not recall where he was or what he was doing, he happened upon a series of horrors from Hades, shattering his mind.

Due to Guillaume's insanity, the town ought to be low on meat. However, any meal at the pub or inn, or even in anyone's home, should show a great surplus of salted meats indicating extended trade, which is unusual for a town that avoids contact with outsiders – seemingly.

Guillaume (Fighter 3): AC 10 (7 with studded leather armor); hp 25; #AT 1; D 1d8 (long sword); MV 120'; SZ M; AL NG; ML Average +3; St 15, Dx 16, Cn 17, In 12, Ws 9, Ch 11, Ap 15

38 Temple of Orsney

Although the soil is good, the weather is often bitter and dangerous in the high summer and most of the winter months, thus the hamlet's patron deity is Orsney, the Bersarian god of weather and hunters. Since returning with the golden hen, the hamlet has been worshipping a lesser aspect of the god as a patron of hidden treasures. There is a statue of the deity in the center of the temple made of simple granite which depicts the god as a bearded hurried hunter, leaping through a pine forest carrying a boar-hunting spear in one hand and a locked treasure chest in the other. The god's boots are chiseled to look as if they were made of crocodile skin and covered in feathers, but he otherwise wears little clothing. The statue is only 4' high but is raised on a small dais to be above eye level.

The temple is presided over by the cleric Medwin and his new assistant neophyte, Adolpha. Medwin is a late middle-aged man and is one of the most outspoken supporters of the use of the golden hen to increase the hamlet's wealth – as long as the temple receives a proper tithe, of course. According to Medwin, the hen is a gift from Orsney and should not be second-guessed, or else he fears that the deity will become angry. The thought that this curse may be some sort of retribution from Orsney has crossed the cleric's mind, but he does not (yet) believe that thought fully.

Adolpha is a younger cleric who was recently assigned to this area by the clerical councils of the empire. She has been in Wesselrum for over a year, however, and is aware of the hamlet's dark history. Neither Medwin nor Adolpha are supportive of the community's choice of exchanging their children for personal safety, but since Marisha killed the hag, they felt that the will of the gods has won out over the selfishness of the villagers.

Medwin and Adolpha are not the original clerics to this temple. Fifteen years ago, three other clerics administered it. The original three clerics, Tancred, Avila, and Ulf, attempted to dispel Adelheid's evil and failed, nearly perishing in the attack. Like the rest of the hamlet, they too offered their first borns to the hag. Clerics of the Bersari pantheon are not required to be celibate, and so fearing their offspring's dire futures, the three quietly ran away from Wesselrum late one night. The town continued on for years before Medwin was assigned to the temple. The hamlet did not tell Medwin about the cowardice of the original clerics. Medwin was only made aware of the hamlet's dark history when they killed the hag and stole the golden hen – and the residents still have

Table C: Villager Rumors and Superstitions List

| Number | Rumor | T/F/P |
|--------|--|-------|
| 1 | The hamlet was once the location of a necromancer's laboratory. | F |
| 2 | A great black horse roams the forest at night. | P |
| 3 | There are many ghosts in the woods, not just one. | P |
| 4 | Much of the grass to the west of the river has been burnt in recent weeks. | T |
| 5 | An offering of fresh fruit to Yrbana daily for two weeks will improve the taste of all the food you harvest. | F |
| 6 | I saw a snake yesterday with no skin! (may take PCs to any location outside village). | T |
| 7 | We are cursed by a wicked purple demon! [X] has seen the creature! | P |
| 8 | I bet this curse is the work of one of our own – a selfish person in the hamlet. | F |
| 9 | There is a burned out cottage north and west of the hamlet, but you probably don't need to go there. | P |
| 10 | You may receive good luck if you sprinkle garlic on an old horse's shoe. | F |
| 11 | Those loggers down in Isarwald are to blame for this with their wicked witchcraft! | F |
| 12 | I have heard that [X] has seen a snake with no skin, lurking in the woods to the west. | P |
| 13 | [X] has seen a shambling creature just before the sun sets, scouting the borders of the hamlet. | T |
| 14 | This all started when the traveler from Einhold arrived (Bern; see F26). | P |
| 15 | The fairies that used to dance in our woods are all gone. Even they fear this curse. | P |
| 16 | They say evil pixies made of ice and ash dance through the woods to the south. | T |
| 17 | We have not performed the proper ceremonies to Orsney, our priest is incompetent. | F |
| 18 | The forest plagues us for chopping down its wood without permission. | F |
| 19 | An orc cult came to the area recently and sent a plague on our children! | F |
| 20 | We have been experimenting with strange large vegetables lately. | T |
| 21 | We are being punished for being freemen and becoming profitable. | F |
| 22 | There's no ghost, but there is a shambling hunchbacked demon in the woods. | T |
| 23 | Chickens behave strangely in these woods. | P |
| 24 | Before the curse, we had a stroke of good fortune in trade. | P |
| 25 | The ghost appears as a child with a strange growth on its back. | T |
| 26 | The ghost is of an ancient animal. | F |
| 27 | Wicked things come out after dark, it's best to stay within the village. | T |
| 28 | [X] hides a dark secret, check with him/her. | P |
| 29 | The ghost has killed a traveler, [X] knows where the body lies. | F |
| 30 | Grotesquely large worms, the size of a baby human, have been seen in the tree branches. | T |
| 31 | A strange fog has covered the forests as of late. The fog seems supernatural. | T |
| 32 | I have heard the whispers of the dead speak to me in the farm fields; we will all join them soon! | F |
| 33 | Our clerics are not our first clerics. | T |
| 34 | I'm sure that sage knows something, she may have even summoned this nightmare! | P |
| 35 | Before the hamlet settled, there were other cottages scattered in the forest. | T |
| 36 | No evil haunts us on nights without a moon. | F |
| 37 | The river boiled the night the first child fell ill. | F |
| 38 | The men of the village are terrified of the wild ghosts and will not sit in the watchtowers over night. | T |
| 39 | Einhold is to blame! We would not marry our sons and daughters to them and this is their revenge! | F |
| 40 | Guillaume the hunter is not the only villager to go mad. The other one simply hides his or her twisted plans well. | F |
| 41 | I am certain the magicians of Three Trees have sent us this curse as a warning to all free men who would resist the ways of serfdom. | F |
| 42 | The families who have left were kidnapped by foul demons. | F |
| 43 | I had a dream last night that my garden came alive and devoured me. I think our woes lay in these vegetables. | P |
| 44 | Guillaume was hunting something that was stalking the village before he lost his mind. | T |
| 45 | Looking the ghost in its wild eyes will snap your mind like a chicken bone! | F |
| 46 | The children are said to disappear from their beds at night. | T |
| 47 | We are afraid that when the children pass, they will become vengeful undead and haunt us all to our graves! | F |
| 48 | This curse was laid on us by a bitter woman who could bear no children. | F |
| 49 | The ghost leaves no footprints, but cackles loudly wherever it roams. | P |
| 50 | The ghost chased [X] all the way back from the woods last week. | F |

not told the cleric what happened to his predecessors.

Inside the temple are three lesser shrines dedicated to Byread (lord of the gods and the sun), Rheahn (god of harvests, plows, and good business), and Eileaza (goddess of dark magic, the undead, lies, and deceit). The latter shrine is used to ward off such things with proper sacrifices and offerings.

Medwin (Cleric 3): AC 10 (5 with chain mail); hp 13; #AT 1; D 1d6 (mace); MV 120';

SZ M; AL NG; ML Average; St 7 (-1 to hit), Dx 12, Cn 10, In 14, Ws 16, Ch 13, Ap 9
Spells [OSRIC: 4/3 (2+2/1+2); WAI: 4/0 (2+2/0)]; *command*, *cure light wounds* x2, *remove fear*, *cure impairing wounds*, *slow poison*, *spiritual weapon*

Adolpha (Cleric 1): AC 10 (8 with leather armor); hp 3; #AT 1; D 1d6 (quarterstaff); MV 120'; SZ M; AL NG; ML Average +2; St 8, Dx 14, Cn 14, In 11, Ws 14, Ch 17, Ap 13
Spells [OSRIC: 3 (1+2); WAI: None]; *bless*, *cure light wounds*, *protection from evil*

39 Graveyard

This area is reserved for the hamlet's graveyard. Currently, there are only a handful of plots filled as the town is still relatively new. The area is surrounded by a low stone wall and a wrought iron gate. If necessary, the gate's iron can be used as weapons against any of the creatures from Hades.

The graveyard area will be empty and foreboding through the adventure. Although party members may believe something ought to happen at the graveyard, nothing

necessarily will. The Hades creatures avoid the area.

40 Farm Fields (South and East)

The farmer's fields are in these two directions. The fields are full of semi-tended wheat, rye, and barley. A number of garden plots are also found here where the farmers grow cabbage, tomatoes, potatoes, and carrots. The farmers have been lazy in addressing the fields due to the golden hen.

Although the hamlet's population are all freemen, they still farm as if serfs. Each family owns between 1-6 thin strip plots of farmland, which is managed exclusively by that family. The plots are almost never near one another. A family with 4 plots might have 2 plots to the south and 2 plots to the east, and in each case, the two plots may be on either sides of the field.

Any investigation of the fields to the east will uncover a number of very large vegetables interspersed with regular ones. Any character with a skill in agriculture would know this produce to be unnatural and will notice some very simple grafting techniques whereby the farmers are attempting to reproduce the stock.

HAMLET LOCATIONS II: RESIDENTIAL AND FREE FARMERS

The lettered locations listed here are only outlined for the GM. Most of the residents of the hamlet farm at least part of their time, even if a particular farmer owns and operates a business. Any resident listed below who is not listed as a business owner or worker is considered neutral good in alignment and can offer the PCs a single rumor. Any special situations like egg wealth are listed where appropriate. There are two other special letter-code locations besides the free farmers, listed first before any special location notes.

Note 1

Abandoned Homes

These locations are recently abandoned homes from other hamlet residents who have quickly and silently left the hamlet. Most of these families had children. As an effect from the forget spell cast by Grettix's cauldron, none of the current residents remember who lived in the abandoned houses and believe that the houses were apparently always there. Careful searches of these homes may reward interested parties with a couple of minimal value luxury goods left behind. No clues to the current curse would be found.

Note 2

Franco's Residence (Thief)

This is the home of a new resident to Wesselrum named Franco. He has traveled in from Glen's End as a freeman who used to be a mason. In reality, Franco is a member of a Thieves' Guild called the Sack Bunch, headquartered somewhere in the forests

of Rawson's Estate. Franco was sent to Wesselrum to scout out the hamlet and decide whether or not it deserved a branch of the guild and whether or not placing a guild here would be lucrative. So far, Franco has decided that the town is far too small for a guild, and he was about to leave when the villagers returned with the golden hen. He is now waiting for his turn with the hen and will instead steal it and run away. However, the forget spell has affected him. He still intends on stealing it but is thinking about constructing a special chamber for it under his home instead and telling the villagers that it ran away.

If questioned by the PCs, Franco will be able to tell them any false rumor from the rumors list. If any party thieves catch on to Franco's cover, he may offer further information on his role in the community but will not reveal the hen or his plans with the hen. Some of Franco's information should appear dodgy.

Franco (Thief 4): AC 10 (4 with leather armor + Dex bonus); hp 16; #AT 1; D 1d8 (long sword); MV 145'; SZ M; AL NE; ML Average -1; St 12, Dx 18.55, Cn 7, In 11, Ws 9, Ch 15, Ap 14

Note 3

Egg Wealth: A humble man, Thurman purchased a nice compass for himself, sweets for the children, and a number of new kitchen utensils and bowls for his wife. They still have a good pile of gold slag remaining from the egg.

Note 4

Brickell the butcher and his son Olaf live at this location. They can be located at the butchery during the day but retire here shortly before nightfall. See location 8 for more information.

Note 5

Uberto lives at this location with his wife Dhuoda and their son William. Unless any

disturbance has occurred which has left anyone in the jail house, all members of the family are found here most of the time.

Note 6

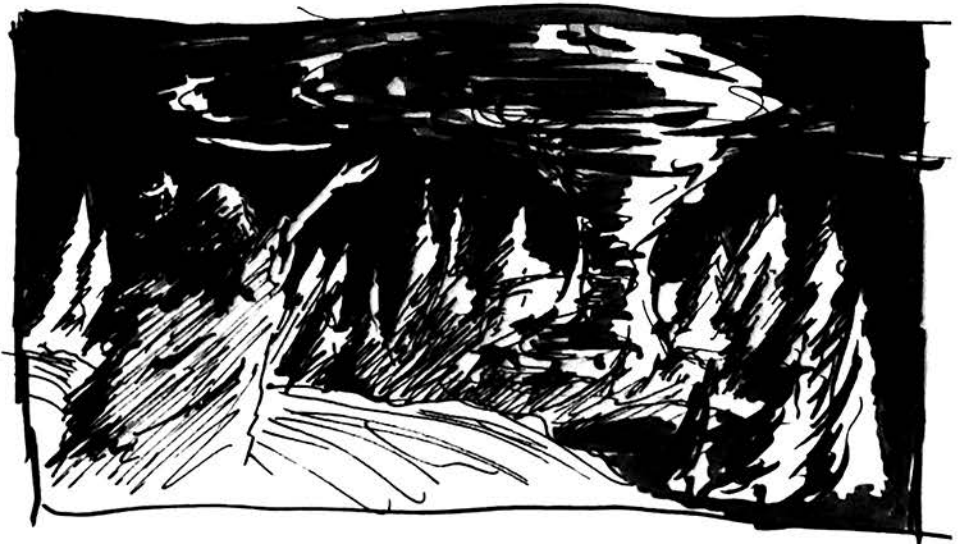
Egg Wealth: Erhard purchased a small marble sculpture from a poor uncle who lives in Three Trees. The sculpture is a 1' high honorarium of Cavalry Commander Brinime. A lesser-known figure from the Krinkerjal Wars a few hundred years earlier, she was instrumental during the Great Push – the final massive battle which would permanently remove all humanoid threats from the Westgate area. Brinime was a stunningly beautiful woman who was a patron of the arts as well as a military leader. The statue is a common risqué-style carving which portrays Brinime lounging in a toga, with her saber, helmet, and shield nearby. The sculpture is seductive, and Erhard's wife Bathilda has already started her plotting as to how to destroy the marble statue "by accident." The PCs may happen to catch the two in an argument about the statue with a base 35% chance at any time.

Note 7

Didrika and Earla are sisters as well as free farmers. The two sisters are in their mid-20's and work at the pub at night.

Note 8

Bern is a spy from the hamlet of Einhold. He was staying at the inn to discover the source of Wesselrum's recent wealth and was caught up in Grettix's forget spell. He found this two-story home abandoned and, due to Grettix's spellcraft, decided that this home was now his. Bern has a wife and two children back in Einhold but sees no reason to return to them. Being new to the hamlet, Bern has seen little and certainly has not benefited from the golden hen, although he is suspicious of everyone's hidden wealth and is generally unfriendly to everyone (base -2 reaction penalty). Bern knows very little about the hamlet's wealth;



he only assumes that the other residents do not like him and attempt to hide any riches from him. He believes he is owed his due and will speak up about such things at any community gathering at which he is present. Not surprisingly, the other residents do not accept Bern and know he is from Einhold.

Bern is an important clue for the PCs. It should be obvious that something with Bern is amiss. Not only does he seem very out of place in the hamlet, but he has also started investigating the small village some time before the party arrived. He could potentially fill the party in on any other observations in the module with the proper persuasion. If the PCs can get the list of names from the mayor's office, they will discover that Bern's name does not appear on the egg wealth list.

PART III: STRANGE HAPPENINGS

This section of the module consists of a series of events which occur during the course of the PCs' stay in Wesselrum. In general, the events listed below will happen in the prescribed chronological order. However, depending on the PC's actions, the GM may see fit to run any given encounter when appropriate. Overall, the players should get the richest experience of game play from this module by a slow, yet building pace of encountered events which will eventually lead the party to Grettir's lair and the final battle. GMs are encouraged to heavily role-play the NPCs of the hamlet as mostly friendly with an eagerness to solve their curse and get the PCs out of town. The NPCs should be highly resistant to divulging any incriminating evidence to the promises made to the hag. Keep in mind the hamlet folk actually believe they are being haunted by the hag's ghost and have no knowledge of the Night Hag in the cave to the North. Only the hunter, Guillaume, has ever come close, and he now sits in his hut, insane. The villagers are aware that there are caves north of the hamlet and can readily describe any of the terrain on the enclosed GM map of the area (Map A).

Above is the villager rumor list. This list is by no means exhaustive. The residents of Wesselrum are a very superstitious lot who enjoy engorging themselves in an endless supply of folktales, folk lore, and spooky cautionaries. There is no reason to believe anything the villagers say, but hopefully for the PCs, something will slip through to offer the party any aid in the unraveling of the curse's mysteries. The list below may be used at any time with any villager, although some specific villagers will be more limited in information than others. The limited villagers are noted in their respective sections in Part II. Numbers are given to the left of the rumors for GM use in random determination or as a check list. All rumors may be used more than once, as it is a small town and most of the information may be very similar. However, feel free to alter

any of the rumors as the moment allows. The PCs should be constantly on guard against variation in the stories as the party seeks to find consistencies and leads. The column to the right indicates whether the rumor is actually True, False, or Partly True. The "truth" of a situation may be relative to the speaker but the indicator below notes an empirical reality. Any time this symbol appears: [X], the person telling the rumor will insert a random name. The party may then approach the named party, but the rumor will not pan out.

DAY/NIGHT 1

The PC's first impression of Wesselrum should be that of a sleepy, yet tense small hamlet in the pine trees. The people peek out of their windows at the party, although some folks sit on their porches and nod. The hamlet folk are nervous about their own misdeeds that may have caused their curse, and although are pleased with the PCs coming to aid them, they fear the revealing of their secrets. It will take some time for the residents of Wesselrum to trust the PCs and to see how well the PCs can perform their task.

Ramon will take the PCs to the Inn and get them settled. He will warn the PCs that the townsfolk are a reserved group of freemen, so the party will have to do any of the initial approaching. Once the residents warm up to the PCs, they will have a much easier time investigating. Ramon will then head to the mayor's office to inform him of the party's arrival. The party is free to follow Ramon to the mayor's office, but they need not do so.

Once the party is settled, they have relatively free reign over what they would like to do. New parties may need some investigative "pushing" from GMs, otherwise let them figure out what to do next. Ramon gave them very little information to begin with other than a ghost in the woods at night, so the party may simply wait at the inn until nightfall.

If the party chooses to wander around the hamlet and begin talking to villagers, they should be able to do so easily. The weather is overcast and bleak, but there is no rain, only a cool dryness. Most of the men of the hamlet may be out in the farm fields, lazily tending to their crops.

A GHOSTLY ENCOUNTER

At some point during the night, preferably while the PCs sleep at the inn, the brewer Roderick rushes to the inn and awakens the party:

I just saw the ghost! It ran through the farm fields behind my home. I saw it on my way to my outhouse! Quickly, it will not last long and I believe it's still out there!

The party may follow Roderick back to the farm fields (40) at this time. If the party delays at all, the ghost will disappear, as the hag's ride

will have ended. She will pick another child shortly, but the GM should determine which child she rode through the fields and adjust the child's Constitution accordingly. If the party heads out immediately, they will catch their first sight of the ghost:

A wispy white figure zig-zags in and out of the trees on the far side of the farm fields. The ghostly and silent sight of the specter chills you to the bone. The thing clearly does not belong to this world of the living. It appears, from this distance, top heavy with small legs, flailing its arms high into the air. A mangy tangle of wild hair drifts behind the ghost – or it could simply be some other form of ghostly tendrils. You cannot see the face of the spirit, but it appears either in agony or ecstasy, bounding between the trees. It seems to want to make some form of primal scream to the night and to the living, but all that ushers forth is silence. All at once, the ghost is gone, disappearing behind a thick pine far to the east of the field.

The party may go investigate the area. There should be no sign that anything is amiss: no tracks, no broken branches, not even a ghostly cold spot. If they stay too long, the party will become the featured interest of a pack of wolves which are stalking nearby.

Wolf (15): AC 7; HD 2+2 (hp 18, 17, 15x2, 13x3, 12x2, 10x2, 9, 7x2, 5); #AT 1; D 1d4+1; MV 180'; SZ S; AL N; ML Animal +1; Monster Level 2; XP 50 +2/hp (XP: 86, 84, 80x2, 76x3, 74x2, 70x2, 68, 64x2, 60 [total: 1102])

After this encounter, the PCs may return to their rooms or continue to explore. Nothing further will happen outdoors for the night.

DREAMS FOR THE NEWCOMERS I

PCs will begin to suffer from very realistic and partially prophetic dreams while they stay in Wesselrum. The dreams are the combined result of a strong connection with the plane of Hades and Grettir, which affect the entire town. The party will begin having dreams as early as their first night. GMs may use the dream sequences below directly or as guides, and they may use them as liberally as they wish. Some dreams are merely outlined, designed so that a GM may insert their own flavor or NPCs into the sequence more easily. It is possible for PCs to dream the same dream or even encounter one another in a nightmare which each dreamer would recall.

After awakening from a nightmare, a PC must make a save vs. Petrification or be penalized by -1 on all rolls for the next day. The nightmare was so strong it "shook up" the PC.

The Great Fall

You run through the woods quickly, knowing your destination. Behind you, a number of dark creatures dart and claw their way through the boughs, attempting to stop your journey and devour you. The run feels timeless, but the creatures get progressively closer. Finally you see it: a great rocky precipice up ahead. At this place, you will fly and leave these creatures behind in the dark wood. The sun shines on your face as you exit the forest and head toward the upcoming ledge. You stretch out your arms, smile, and run up the great rock face, leaping into the free air beyond. And you fall, realizing that you cannot fly at all. Your arms scramble, your legs flail, and you are on your way to the wooded valley floor. Looking up, the creatures have followed and have also taken a leap, except some of them can actually fly. The dark, vulturous creatures swoop down, now faster than your drop, and a number of other non-flying creatures tumble after you. The flying ones cut and slice at you as you fall, but never grab you. The ground draws near, and you slam into it, though still feel like you are falling, and one by one, the other creatures land on you, driving you painfully deeper. You awaken heaving greatly, lacking sufficient air to breathe for a moment and with a bit of a back ache.

Alone at the Inn

They told you to meet back at the inn after a night at the pub, but you cannot find your allies. A shadowy figure you are sure is the innkeeper informs you he has not seen any of your friends. You wave a "thanks" and head up to your party's rooms. You are having a hard time walking up the stairs as your feet feel impossibly heavy. You go through each room and find only empty beds and darkness. Heading back down to the inn's main room, you see the innkeeper has left. You go outside into the night and see only a full moon illuminating the quiet hamlet. You decide to try and see if anyone is in the outhouse. Inside, you see nobody, but there is another door above the seat. You enter the door and find yourself in the inn's common room again. Seeing nobody, you decide to go back through the door, and you find yourself looking directly into your inn room – the outhouse has gone. Moving from door to door, no portal opens to where it is supposed to go. Some go to places in the inn, others to the pub, others to various residences around the hamlet to which you vaguely remember being in before. But you cannot find your allies. You lose track of how long you've been moving through doors and eventually awaken with a lingering sense of frustrating loneliness.

The Feast

Your friends are throwing a feast! In place of your friend's faces you see only a dark hole leading deep into each one's body. Though unsure of who your friends are, you are certain they are close friends and confidants. They surround you cheerfully, and arm in arm, you make your way down the impossibly crowded street towards the village festhall. All the way, some small mongrel dog snaps at your heels, forcing you all to high-step up to the festhall's doors. You notice the doors are made of iron shaped in the form of great vines and flowers. The doors burst open and heat overwhelms your body as a great fire blazes at the far end of this chamber. You are whisked inside, no longer feeling your feet, and are set at a table in front of a heaping pile of the largest, freshest fruit and vegetables you have ever seen. Water beads along a golden-green apple the size of your head, grapes the size of your fist are thrust in your face by a hole-faced serving and pleasure girl (or boy), and the leaves of a head of lettuce ripple in a breeze, allowing you to hear them crunch in crispness. You and your friends gorge yourselves in an utter orgy of food delights, feeding one another and yourselves. You take a bite from the golden-green apple and find a thick red worm inside, similar in texture to a vein or root. You try and spit out the apple piece and discover that it has gone rotten, and one of your friends laughs as he presses your jaw shut, forcing you to swallow the fetid and fleshy fruit. One by one, each of your friends slips by you, shoveling more rancid food in your mouth, causing you so much disgust you begin to vomit. This does not stop your friends. They push you down onto the floor and continue to drop impossible amounts of food down your throat. The fruits and vegetables are brown, mushy, pasty, and all writhing with insects and worms. You wake up in your bed and retch uncontrollably, unable to forget such awful tastes.

The Mists of Aimlessness

A thick fog appears outside the inn tonight. You decide to investigate and quickly find yourself lost in the mist. You wander in the swirling, choking fog for what must be hours, catching small glimpses of firelights, the moon, stars, and other shadowy beings. The distortion confuses your sense of direction, and you wander aimlessly, with no hope of finding a way out or your way home. You awaken slowly, but momentarily unsure of your location and unsure if you are still dreaming or not. It will take a while to regain your full senses.

Flower Fall

A little girl, not more than 10 years old, sits on the back of her parent's hay wagon, ready to leave for home from the marketplace. The whole family looks downtrodden, unable to sell any goods this day. You ask the girl if she'd like a flower. Her approving and hopeful nod urges you to quickly find the last flower merchant and offer some coins for a small bouquet of fall posies. The merchant gives you the flowers and you head back to offer them to the girl. The moment you hand her the posies, the merchant yells from behind. You are unable to hear the accusations, but you see him rubbing your coins – and the gold rubs right off, revealing wooden discs! The market folk turn towards you and laugh, making you feel humiliated in your attempt at good will. You fish through your pockets and find only more wood coins. Marketers throw rotten vegetables at you and scream insults. You notice through waving arms that the girl on the cart weeps uncontrollably as some person swipes the posies from her hands and returns them to the flower merchant. The merchants spit and kick you, swarming around you, suffocating you into blackness. You awake with a fearful start, heart beating, face swollen in sweat. Your coins are untouched and fine.

What is that Thing?

You and your allies have just defeated a huge and vicious forest creature, although the creature itself is fuzzy in your dream and you are unsure what it is. You walk nearer to it to see it more clearly, and one of your party friends yells for you to keep back. You are unsure why they tell you to remain back, and you continue forward anyway. You feel a hand on your shoulder and [PC name] has pulled you back him/herself. The rest of your party approaches, one by one, and accuses you of disobeying. You attempt to explain, but your words come out garbled and jumbled, which only makes your allies more irate. Then [another PC name] shoves you. You are shocked and a little horrified at the shove, and you push back, although your ally feels like a cloud of smoke rather than a person. You see something dart between the trees behind the party, and when you attempt to warn them, your party attacks you. The battle is ferocious, as you can barely move. Their attacks with both word and sword drive you into oblivion. You awaken, panting and afraid.

DAY 2

INVESTIGATING THE FOLKS OF WESSELRUM (...SOMETHING'S NOT RIGHT)

On the second day, the party may begin investigating the town. Part II should be referred to heavily for this section of the module. It should slowly become apparent that all is not what it appears in town. The GM must work the conversations with the hamlet residents to give the PCs the feeling that the villagers are clearly lying about something. No villager will take kindly to threats, however, and if the PCs overstep their bounds, the hamlet may refuse to help them any further or may even try to eject them from the hamlet.

THE HEN LAYS A GOLDEN EGG!

The current owners of the hen are Welby and Blanche, free farmers living at location F2. Around mid-morning, the hen lays a golden egg, exciting the couple. Welby and his wife run out into the path in front of their homes

excitedly and exclaim their good fortune to the hamlet. If any of the party is nearby, the couple spots the PCs and quickly go silent, rushing back into their home. If no party member is nearby, Dieter and Baldric run over from the militia office and hushedly remind the two farmers to keep their excitement down. At some point during the day, Welby or Blanche will have a meeting with the mayor to discuss the next owner of the hen. They will attempt to keep the meeting secret but will take the hen to give to the mayor so that he may give it to the next party. The next owner on the list will be Brickell the butcher (F8). See the list from the PC handout for an example page of the names list. Later that night at the pub, Welby and Blanche will treat everyone to a round of brandy, and Welby will most likely tell a tale.

If at any time the PCs get suspicious of the activity, they may confront the farmers. Welby will concoct a story about finding a gold nugget washed up ashore in the river. The idea of gold washing up in the river is a fantastic cover story for the eggs, and the hamlet will adopt it from that point forward.

NIGHT 2

THE NIGHTMARE'S FLIGHT

Any time during the evening, the nightmare which has been grazing in the woods flies over town. If the party is inside, some residents come get them. Otherwise, the party may simply notice the following event themselves:

The night sky is a deep black, the moon is near full but low in the sky. Over the tree line, you spot four faintly glowing reddish-orange lights hovering in the air. The four lights begin to move in your direction. As the lights near your position, you can see the lights are actually small balls of very hot fire, and you see three other smaller fiery orbs leading the original four. A sinking feeling of dread overtakes everyone in the streets as the fireballs near your clearing. As villagers scatter, you see a black, shadowy shape between the fires – a blackness which blocks out the night's midnight sky – it is a horse, with hooves of flame and breathing the fires of lower planes out of its mouth and nostrils!

The nightmare is not interested in anything more than terrorizing the hamlet folk this night. It swoops down to the ground and may attack any villager or PC nearby. After the swoop, the nightmare will return to the air and disappear over the tree line again. The party is welcome to track it and may even find and destroy it, although the nightmare's destruction is not important to the module overall.

If the PCs do chase after the nightmare, they may have further ghostly encounters in the woods.

DREAMS FOR THE NEWCOMERS II

The dreams in this set are more dangerous nightmares. As Grettir gains more soul energy, her connection to Hades gets stronger. The plane wants her back. This bond causes the dreams the PCs have to become violent nightmarish things. Any failed save vs. Paralyzation against one of these dreams will actually cause the PC 1d4 damage besides the -1 to all rolls for the day.



Choking Fog

You see a fog has covered the hamlet tonight. You decide to investigate. The fog is thick and appears as a grey and blackish swirl. You see dark figures in the fog, some seemingly human and some seemingly animal. The fog infects your throat, and you begin to cough. You reach and flail, trying to find any structure to lean against, but can find only mists. The choking continues and becomes quickly violent. Within moments you cannot breathe and begin to tear and rip at your own throat in an effort to somehow clear what is blocking your breathing. You awaken with a start and realize that you were choking yourself in your sleep.

The PC will have a hard time speaking for the rest of the day due to strangulation. The character's effective Constitution will be reduced by 2 points, and the character will take 1d3 temporary damage.

Evil Plants

On a fine, sunny day at market, you walk by a flower merchant. You hear a faint whisper in your mind as you pass the stall by. You stop and return, listening more closely this time, and hear a voice say, "Choose me." You respond with a simple, "Choose who? Where are you?" More voices appear in your mind and begin to chant, "Choose us, buy us, free us..." and you spy the flowers of the market as they begin to sway side to side. The flowers themselves are speaking to you, requesting you to buy them. You take a short step back, which insults the flowers. A strong green-brown root explodes from the ground beneath your feet and quickly tangles around your leg, holding you in place. "Choose us." You fumble for your coins but find none. "Choose us," the flowers continue. You see they have developed small mouths full of sharp-bladed teeth. "Choose us," they chant, gaining a loudness which overwhelms your ears and mind. More roots explode from the ground and entangle your legs up to your waist. "Choose us." Another tendril of root grabs your arm and pulls you to the ground. The roots continue to wrap over your body, pulling you into the earth. "Choose us, choose us, choose us..." the foul flowers repeatedly request. You awaken with a mouthful of bitter dirt.

The rest of the day, anything the character eats will taste like ash or dirt, without magical aid.

Of Scarecrows and Straw Men

It is a warm autumn day, and you walk along golden wheat fields. You see a scarecrow up ahead, attached to a cross-patterned post; it is the only object sticking up above the wheat. As you walk closer, you are sure you see the head of the scarecrow twitch. You move closer and see it twitch again and droop its floppy head. You get the sense that you are being watched and look quickly over your shoulder, seeing another scarecrow a few yards behind you. It, too, twitches. Looking back, the original scarecrow now has two friends, one straw man to either side and a few feet behind. Glancing around you, you realize that you are no longer on the path and instead in the middle of the field, surrounded by twitching scarecrows. You affix your fearful eyes on the first scarecrow and see the stitching on its chest burst open. A human body, covered in grinded, bloody, tattered skin, slops out of the chest cavity and slumps to the ground. A number of other bodies drop out of the shirts and stitches of other scarecrows as well, with sickly thuds. The scarecrows remain animated, and as you look from side to side, they somehow get closer with each glance until they surround you on all sides, only an arm's reach away. Finally, one lunges at you, and you feel a cold, dark burlap material bind its way around your body, smothering you. You can suddenly open your eyes, and you find yourself lifted up above the wheat, attached, arms outstretched, to the scarecrow post, weaved deep inside the creature. All around your body, you can feel the gritty cloths slowly etch and grind away at your skin, slowly eating you alive. You let out a very muffled scream as your vision blurs into a golden mass. Abruptly, you find yourself in your sleeping garments (or lack thereof) exiting the farm fields to the east of Wesselrum early in the morning.

The PC does indeed find him or herself transported across the hamlet. There is no reason for this other than the closeness to Hades creating strange effects.



Ghostly Encounters

You fight a hard battle with your allies against a number of small imp-like things with little bat wings. The skirmish seems to be going your way when you feel a sharp pain along your throat and quickly identify one of the small imps with a barber's razor blade, covered in your blood – he has slit your throat deeply. Your friends cannot hear you call out for aid and do not see you fall. Darkness overtakes your senses. You awaken suddenly and stand. All seems all right until you look down to see your body in its sleeping place [bag, bed, tent, etc.] with its throat slit, as in your dream. You lift what you think are your hands up to your face and discover that the body you now inhabit is partly transparent and very cold. You are a spirit!

The ghost nature of this dream affects the real world. The PC actually wakes up as a very limited ghost, such as a phantom or geist. He or she cannot affect anything and is completely ethereal, incorporeal, and invisible. Other characters able to see ethereal or see invisible are able to see the character, although without other magical aid, no sound is heard. No other PC sees the character's "dead body," however, as this is more of a psychosis illusion. The ghost PC can actually disbelieve the body if he or she wishes, which successful, will make the body disappear. Regardless, the PC will remain a ghost for 1d3 hours upon awakening.

Covered in Soul Worms

"Could you put that small barrel in my attic?" asks Ramon, the free farmer. You politely agree and head towards the ceiling panel which offers access to the attic. You pull a chair to under the panel and say something to Ramon, though you then notice he is no longer there. You shrug, stand on the chair, and stretch to open the panel. The panel resists your attempt to open it but does slide, although with a feeling of great weight. You catch only a short glimpse of a ghostly white face looking down at you, just before it lunges at you. The face hits your shirt and bites, revealing that the face is attached to an arm's length of white, maggot-like worm body. More of these worms with faces fall from the attic and attach themselves to you with a pinching pain of sharp teeth. They keep falling, pouring down like a ghostly, ghastly waterfall, filling the floor with a squirming mass of human-faced maggots. They bite and drag you to the floor, and you become covered in the writhing, slimy faces. You see an angry face lunge at your own face, forcing you into blackness. You awaken to find a squirming form at your feet. One of the worms from your dreams has followed you home...

This dream has brought the PC a traveler from Hades. The soul worm is real. If defeated or captured, the body of this worm will dissolve in 1 Rd into a oily black patch of filth.

Soul Worm: AC 7; HD 1 (hp 5); #AT 1; D 1d4+1; MV 60; SZ M; AL NE; ML Monster; Monster Level 1; XP 10 +1/hp (XP total: 15).*

Drowning in the Styx

You run through a dark, dark wood in the middle of a moonless night. Leaping over trees fallen long ago, you arrive at a ruddy, blackened riverbank. The ground here glows with a hot red light, illuminating the whole area in carmine. A great river flows before you, although there is no bridge, only a simple raft with a single oar. You board the raft and begin rowing across the river. Your raft springs a leak, and the water splashes your hands. You suddenly realize that you've forgotten the names of your allies, and a sense of paranoia overtakes you. Another leak and you forget the hamlet's name in which you are staying. A third leak, and you forget your parent's names. The raft begins to sink, but you are too far from either shore to make it. As the raft goes down, you can feel more and more of your memories leave you, leaving you afraid, unaware of what's happening, unsure what's to come. You even forget you are sinking for a moment before more water rushes in, filling your lungs, drowning you in forgetting. You awaken with a mouthful of water and cough it up violently.

Until the next nightfall, the character is at -2 Intelligence.

A CLOSER GHOSTLY ENCOUNTER

During the night, the villagers spy the ghost again, this time just across the river, past the watchtowers to the south. If the party leaves for the area immediately, they should come upon the ghostly form about 50' south of the southeast watchtower. The woods are thinner to the south of town, so spotting the wispy ethereal specter is not difficult.

The party should be able to get close this time to see exactly what they're dealing with. Upon closer inspection, the PCs will see a silent, wild-haired old woman flailing her arms, sitting on the back of a stooped over and slowly moving child. The child selected for this encounter should be the youngest of the children rolled randomly for that night by the GM, even if the child is so young as to require crawling. The hag and child are both unaware of the party, unless the party has some means to become or to affect ethereal beings. The two exist in an incorporeal state bordering the Prime Material and Ethereal Planes of existence. If the party is able to affect the pair, the hag ceases her ride immediately, the two vanish, and the child wakes up in bed, suffering no



Constitution loss for the night. The hag may continue her rides for the remainder of the night, fully aware of the party's interruption. The party is able to chase the different ghosts around the woods, if they can find them. The ghosts will occasionally shift invisible, and only characters that can see ethereal or see invisible will be able to track the spirit forms.

A LITTLE SCREAM IN THE NIGHT

In the midnight hours, a short, sharp scream wakes the hamlet. The scream comes from the north end of the hamlet, at location F7, the home of Bruno and Holda. Grettix's servant, the shub, has allowed itself to be seen at the open window of the couple's daughter Rochelle. The shub requires the scream of a child for Grettix and has decided this was the easiest approach. The girl's scream lasts only for a few moments until the shub's bottle is uncorked and takes the scream in. After the bottle is re-corked, the girl will be unable to scream, but may speak normally. When the scream is used in the cauldron, it will be lost forever.

When the PCs or any other NPCs arrive, they will find Rochelle, mouth wide open, but silent. It will take a few rounds to calm her down sufficiently so she may speak normally. Rochelle will be able to point to the direction that she saw the shub run off to. If the PCs immediately give chase, they may be able to catch up to and defeat the shub as it already used its *teleport without fail* power for the day. It is also possible that the party may attempt to follow the shub back to Grettix's cave. If so, immediately proceed to Part IV. The shub may use its *fly* power if cornered.

Shub: AC 1; HD 5+1 (hp 28); #AT 2 or 1; D 1d6+1/1d6+1 or by weapon; SA *darkness, fear, fly, telekinests, gate, teleport without fail*; MR 40%; MV 120'; SZ M; AL CE; ML Monster;

Monster Level 5; XP 425 +6/hp (XP total: 593). *Treasure*: wickedly-toothed long sword (S/M-L Dmg: 1d8+2/1d12+2) 18ep, 20gp, 1 gem (50gp).*

Once the shub is defeated, the bottle may be uncorked, allowing Rochelle to scream once again.

MORNING MISTS

Grettix casts her *fogfall* spell from the cauldron before the morning sun rises. If any PC is awake this late, they have a chance of seeing the direction that the spell is coming from. The fog is cast high into the air above the hamlet, but a PC should be able to note that the fog is coming from the northern sky. From this point forward in the module, the entire hamlet and woods will be choked thick with the *fogfall* spell as Grettix will consistently renew the spell until she has finished her grim task.

DAY 3

A FOGGY AND FORGETFUL DAY

The *fogfall* spell has created an area of fog which completely enshrouds the hamlet. Visibility within the hamlet is only 10', though over the river, the fog's intensity restricts vision to only 15'. From this point on, the PCs and all the residents of Wesselrum (including anyone who enters the hamlet during this time) will forget that they ever lived anywhere else. No creature will remotely think of leaving the area. Luckily, the fogfall area includes Grettix's cave so that the PCs may continue their quest.

THE HEN IS TO BLAME

On day 3, Brickell the butcher decides that the golden egg-laying hen is the source of the village's woes and decides to publically end

* The Soul Worm, the Soul Worm statistics block, the Shub, and the Shub statistics block are Copyright 2007 by B. Scot Hoover and are used with permission.

the curse by executing the harmless fowl. This event may easily reveal the hen to the PCs if they have not already learned of it.

At some point on this day, the following event occurs:

A commotion occurs in the Market Field. The villagers stand around Brickell the butcher, yelling and shouting. The butcher holds up a brownish hen and waves a great cleaver in the air.

"This hen is to blame! All this trouble started when Marisha returned with this little demon! Let's give that hag back her hen and all its precious eggs! Stand back while I chop off its head!"

The villagers call out for the butcher to stop, and a few of the hamlet's men jump up onto the platform Brickell stands upon in an effort to pry the cleaver out of his hands.

The party has a moment to act, although the course of events is primarily up to you, the GM, at this point. If you allow them to stop the execution, everyone will still benefit from the hen. If the hen dies, the hamlet will have no more golden eggs, and the curse will be untouched, since the curse has nothing to do with the hen.

If the party has not yet learned about the hen, Marisha, or the hag Adelheid, now is a good time to fill them in.

NIGHT 3

THE CLOSEST GHOSTLY ENCOUNTER

In this encounter with the night hag and one of her victims, Grettir becomes so bold as to ride the child through the center of the hamlet. This should occur nearby or even directly in front of either the inn or pub, depending on where the majority of the party currently is located. The scene follows similarly to the forest encounter on night 2. However, many more villagers see the sight.

The villagers who witness the hag will notice that the ghost does not resemble Adelheid, other than being a hag. If Marisha or Farica witnesses the hag, they know very well that this is absolutely not the same hag. They remember very clearly what Adelheid looked like. Of course, the villagers will be hesitant to bring this point to the attention of the PCs unless the PCs have already discovered the hamlet's dark secret. Alternatively, this could be just the moment to reveal such a secret when a villager accidentally voices the visual difference in the ghost from Adelheid.

DREAMS FOR THE NEWCOMERS III

This set of dreams is potentially deadly for PCs. Should all dreams happen simultaneously, the PCs can easily have a huge mess on their hands. Although you may certainly entertain yourself with allowing all dreams to happen concurrently, we suggest spreading them out or even using them for when or if a PC daydreams or dozes off during the next day.

Locked in an oven

Your friends have invited you to a great feast. Arm in arm, you make your way along busy streets, laughing and cheering all the way. You cannot make out the faces of your friends, as their faces are blurry, but you know these are people you trust. As you reach the festhall, the great black iron doors open wide and you are momentarily overtaken by the inviting heat from inside. Your friends push you in, and as your eyes readjust, you see many tables full of fresh and crisp fruits and vegetables, ready for your consumption. Your friends continue to push you ahead to your table at the back of the room near a massive iron oven. As you near the open seats at the head table, your friends push you gaily on, beyond the table. They begin to get very pushy, almost bullying, and you see they mean to push you towards the great oven. The door on the oven opens wide like a charred iron mouth; try as you will, you are no match for your friends' combined strength. You feel yourself plummet into the gaping maw of the oven and are immediately consumed with heat, finding your clothing ablaze. The smell of burned fabric and now hair and skin assaults your senses, and you find yourself burning alive as your friends shut the oven door, laughing and cheering all the way.

The PC will awaken engulfed in flames. The flames will do 2d6 damage per round unless doused or rolled out. The PC may make a save vs. spells for half damage. The mouth of the PC will taste of charcoal and iron for the next two days.

Carnivorous Flaming Garden

Your hands are dirty from gardening. You are kneeling in a quaint little garden which appears to be growing impossibly large vegetables. The day is at its end, and you are aware that you must retire to your cottage and rest. As you begin to rise, you see a green vine reach out from the dirt and tightly wrap around your wrist. Unsure of what to do, you grab for a small garden rake next to you. As you do, a head of cabbage and a pumpkin resting on the ground a few feet from you spin in the dirt, erupt in flames, and reveal grotesque flaming faces with sharp, hungry teeth! More vines erupt from the earth and grab your arms and legs, while all over your garden, more veggies are exploding in face flames and bouncing towards you with an appetite! They tear into your flesh, giggling with a guttural, earthy sound. The pain from a hundred pinching bites washes you into oblivion, and you awaken in your bed.

This dream has no immediate effect, but it will leave the PC traumatized. Any time within the next week that the PC must perform some task, whether work or combat, in a garden, field, or near any group of vegetables, the PC will be so paranoid by the greens that he or she will suffer a -2 to all rolls while in eyesight of the crops.



Dinnertime

Your dream begins in suffocating darkness. You can see nothing, but you are sure there is some sort of light coming from behind you, only you cannot see it. Something is pushing on your back and jarring you slightly up and down. You cannot seem to move your arms and legs, but you know they are there. You feel surrounded by some sort of small soft objects. Suddenly, light invades your eyes as whatever was covering them is lifted away from you. Your senses return, and your eyes adjust. You see two of your allies to your right and another couple of allies to your left. You smile and nod, and as you are about to say something, a massive misshapen demon looms over your head from above and shoves a fresh apple in your mouth. You realize you are strapped to a platter and surrounded by other fresh fruit and vegetables. You look again at your allies and realize that they are seated at the table around you, complete with plates and dinner ware. You are to be eaten! The demon re-appears to your right and hands a wicked-looking saw-toothed carving knife to [insert PC name]. S/he grins maliciously, and you see a row of razor sharp teeth where his/hers used to be. His/her mouth grins wider than any human's mouth ought to and s/he heats the knife on a candle nearby. S/he then drives the burning blade into your side, ripping at your flesh between your ribs. Your other allies all show off their sharp teeth, and while you try to scream in pain, your once-allies climb as predators onto the table all at once and begin to gnaw at your body, ripping and tearing, gouging, pulling away meat and bone until the feeling of their torture sends you to darkness. You awaken, finding yourself bloodied and in great pain!

This dream has become partly real. The PC has taken some of the damage from the dream into reality, amounting to 4d4 damage dispersed all over the character's body in the form of cuts

and sharp bite marks. Additionally, the PC will lose 1 point of Appearance (if this statistic is used) permanently. The PC should make an immediate save vs. spells. If successful, damage is halved, and the Appearance loss is only until the damage is healed.

Dissolved!

A thick fog has descended onto the hamlet. You walk outside of the inn to see this fog firsthand. It is indeed thick, obscuring vision to only an arm's length in front of your eyes. You are certain some small creatures play in the fog, as you can see shadowing forms between veils of mist nearby. You hear an echoed giggle, suggesting children at play, but on such a dismal night, it is unlikely. You ready your weapon, unsure of what is in the fog ahead, and move skillfully and carefully forward. You walk for a while, unsure of exactly how much time has passed, and discover nothing more than the occasional shadowy form and additional giggles in the night. You decide to head back to the inn, assuming you can locate it. As you lower your weapon, you see that the fog has gotten so thick that it becomes hard to even see the end of the weapon. Looking closer, you see that the end of the weapon is actually gone! Pulling the tool up to your face, you see that the entire weapon is beginning to dissolve into fog! You look around quickly and find that the tips of your boots and some of your clothing is also dissolving. Then a racking pain affects the tips of your hands, toes, and ears – you too are dissolving! You try and run to the inn, but every step quickens the dissolving effect and is excruciatingly painful. You drop the small bit of your weapon that remains, but it never reaches the ground, poofing into a white mist around your knees. Your hands begin to disappear, your feet are gone, dropping you to your knees, and you can feel parts of your head begin to whisk away. The pain is unbearable, as your body dissipates into the thick foggy night, and you remember little else than vaporous clouds upon awakening.

This effect is one of the only beneficial results of a dream. The PC will gain the innate ability to turn into gaseous form, at will, for the next 48 hours. Unfortunately, when the transformation occurs, it is very painful, requiring a save vs. rods. If successful, the PC may continue to act normally in the new form. If unsuccessful, the PC falls unconscious from the pain. This may mean that once changed, the PC will be simply a floating, unconscious cloud. The unconsciousness will last 1d4 Turns.

Picked Clean

You find yourself on the busy streets of [insert known PC town] on a warm autumn day. You are heading towards the marketplace intent on buying something. You are not exactly sure what you want to buy, but whatever it is, it will make you an envy among all of your adventuring peers. As you near the market you get the impression that something in the shadows is following you. Every time you look around to see what is in the shadows you catch a quick glimpse of a boot, hand, or cape in the shadows, but nothing more. You pass an apple merchant as you enter the market area and feel a tug on your belt. You spin to see a young pickpocket with his hand in your belt pouch. The youth's features are angular and you notice a strange ash cloud surrounding him. You think for a moment that he even has small bat wing which disturb the cloud of ash but then the wings disappear back into the darkness. The youth runs off and you lose track of him almost instantly. Another tug occurs and you spin to see another, different youth, though with similar features, digging his hands into your backpack. Again, caught, the thief runs for cover and is lost among the passersby. You keep moving and find yet another young thief trying to take your weapon. This continues to happen all the way into the market proper. Then suddenly you feel a stinging scratch and find another pickpocket but this time she has sharp claws and has sliced your thigh through your belt pouch. Another hand, another slice, over and over again. The thieves are painfully tearing your skin apart. They demon thieves surround you, slashing at you, eventually taking bloody chunks of skin and muscle. You feel only pain all over your body as your sight dims from seeing blood and spilled coins into darkness.

The PC awakes to find an imp digging through his or her gear. When noticed, the imp attacks immediately. This particular imp has a low morale, and the creature will bolt if overpowered or outnumbered. If the imp runs and later a wandering encounter results in "imp," this same imp will be encountered.

Imp: AC 2; HD 2+2 (hp 8); #AT 1; D 1d4+poison; SA *polymorph self*, poison, magical abilities; SD +1 or better or silver weapons to hit, immune to cold, fire, and electricity; MV 60'/180'Fl(V:AA); SZ S; AL LE; ML Monster -3; Monster Level 7; XP 275 +3/hp (XP total: 299)



Spider on your Back!

You ride a horse carefully through dark woods. Two of your allies [PC name 1] and [PC name 2] ride along at your sides. [PC name 1] falls behind a bit. You sense something is watching you but you know not from where. Everything is silent for a moment when [PC name 1] says, "hey, spider on your back". You cannot even react before a massive series of insect legs wrap instantly around your sides from behind and crush your arms against your body. You can feel hot snapping fangs at the back of your neck and you are whisked up off your horse deep into the tree boughs above into darkness. You awaken in your bed to see a massive spider which has found its way onto your ceiling!

The spider is very real.

Spider, Huge: AC 5; HD 2+2 (hp 13); #AT 1; D 1d6; SA poison (+2 saves), leap (30'); MV 180'; SZ M; AL NE; ML Animal +1; Monster Level 3; XP 150 +3/hp (XP total: 189)

ATTACKED!

If the shub was encountered but not defeated on Night 2, the shub will return for vengeance against the party. Optionally, the shub may have been sent to kill the party since they have come to the attention of Grettix. The previous events of their time in Wesselrum will decide what reason the shub has to attack, although being a shub, it needs little reason. If the shub has already been slain, this encounter cannot occur.

DAY 4 AND AFTER

Day 4 is the final day in which the PCs may freely leave Wesselrum. If they do not stop Grettix from drowning Dieter during the coming night, the *forget* spell will force the PCs to remain. This doesn't mean they cannot defeat Grettix, only that they cannot leave the adventure.

KIDNAPPED!

Grettix requires a hamlet resident to be drowned in her cauldron in order to power the *forget* spell she is going to renew. The first *forget* spell was cast using another farmer (Oleg), although the villagers believed he simply abandoned his residence. This time, the victim of choice is Dieter (F16). Grettix will send either the shub (if it is still alive) or a smoke mephitis to retrieve the farmer. If all have been defeated, she will go herself to take him.

When morning comes, the home will be sacked. Some villagers will believe Dieter left town, but on further examination, everyone will notice that his door had been forced and vicious claw/scratch marks will be all over the wood and blood marks on the ground. Dieter will remain alive with a few hit points and

bound in Grettix's cave until that night, when he will be drowned for the spell (Night 5). As part of the spell, once Dieter is drowned, the hamlet's residents will no longer remember that he was taken and will assume he too abandoned his home. Like with the first spell, they will not remember most, if any, of the names of runaway villagers.

ANY DAY EVENTS

The following events may occur at any time the PCs arrive at a special area or a special situation or opportunity arises.

A STRANGE VISITOR

Grettix, as a night hag, can polymorph. Although she can polymorph into anything, she has two favored forms: a black cat with faded yellow eyes and a charcoal-colored owl with midnight-blue accents. At any time of day or early evening (as she "rides" at night), the hag may decide to wander through the hamlet to revel in the misery she causes the hamlet's residents. If she discovers the PCs as helpers to the people here, she may attempt to play small tricks on the PCs or lead them on wild chases. A favorite game to play on mortals is to cause the mortal to fail at some task, harm another accidentally, or to lose something important. She then manifests in one of her favored forms at the moment the person realizes what has happened. In this way, she creates a sense of consistent paranoia that whenever such a creature (black cat or charcoal owl) is present, something terrible will or has happened.

DEATH OF INNOCENCE

This sad event is run the first time any of the children of the hamlet perish from the hag's evil rides.

A solemn mood washes over the hamlet. This morning, [child's name] perished from the wasting curse. In front of [child's name]'s residence, Rodney the gravedigger, Friedhelm the mayor, and Medwin and Adolpha, the hamlet's clergy console the family and prepare the body for removal to the temple and eventually to the ground.

A somber sob begins among the hamlet's citizens and over the next few minutes, grows into a great wailing. The wailing crowd follows the procession of the hamlet officials, the body of [child's name] and [parents] towards the temple.

One villager, [any] stops and begs the PCs, "please yo-, now our children succumb to this curse, you must stop it! It will take them all if you cannot stop it!" The villager then regains the wailing procession.

Your hearts weigh painfully from the shared grief. The curse must end, now.

Back in Grettix's cave, a new soul worm is born into her Soul Chests. The night hag will chuckle to herself, possibly tell Dieter of the new worm, and return to scrying through her cauldron at the hamlet's pain.

INVESTIGATING GRETIX'S CAVE

At any time the party reaches Grettix's cave, go immediately to Part IV: Grettix's Cave.

INVESTIGATING GUILLAUME'S CAMPSITE

Unmapped

This series of encounters can happen any time the PCs decide to investigate the hunter's campsite north of Wesselrum. GMs may alter or omit aspects of the following encounters depending on how long the GM wishes the game to go. If the PCs find the trail to Grettix's cave, the game can end relatively quickly.

Table D: Wandering Monster Population Limits*

| Monster | Population Limit |
|------------------|------------------|
| Hill Giant | 5 |
| Ogre | 5 |
| Owlbear | 2 |
| Will-O-the-Wisp | 1 |
| Lesser Ghost | 3 |
| Shadows | 18 |
| Mephitis (Smoke) | 6 |
| Imp | 3 |
| Nightmare | 1 |
| Shub | 3 |
| Soul Worm | 8 |

* These limits are for additional wandering monsters only. The monsters specifically cited in the module entries are excluded from and in addition to these limits.

Table E: Tallpine Forest Wandering Encounters

| Roll 2d12 | Number | Encounter |
|-----------|---------------|--|
| 2-3 | (01-30%) 1d2 | Bee, Giant Bumble: AC 5; HD 6+4; #AT 1; D 1d6; MV 60'/240'F[II]; SZ M; AL LE; ML Animal; Monster Level 4; XP 300 +8/hp |
| | (31-95%) 1d10 | Bee, Giant Worker Honey: AC 6; HD 3+1; #AT 1; D 1d3; SA poison; MV 90'/300'F[IV]; SZ M; AL N; ML Animal -1; Monster Level 3; XP 100 +4/hp |
| | (96-00%) 1 | Wasp, Giant: AC 6; HD 1-1; #AT 1; D 1d6 or by weapon; MV 60'; SZ S; AL LE; ML Humanoid +1; Monster Level 1; XP 10 +1/hp |
| 4-5 | 1d10 | Hill Giant: AC 4; HD 8+1d2; #AT 1; D 2d8; MV 120'; SZ L; AL CE; ML Monster +1; Monster Level 6; XP 1,200 +12/hp |
| 6-8 | 3d10 | Wolf: AC 7; HD 2+2; #AT 1; D 1d4+1; MV 180'; SZ S; AL N; ML Animal +1; Monster Level 2; XP 50 +2/hp |
| 9 | 1d4 | Ogre: AC 5; HD 4+1; #AT 1; D 1d10 or by weapon; MV 90'; SZ L; AL CE; ML Average +1; Monster Level 3; XP 95 +5/hp |
| 10 | 1d3 | Owlbear: AC 5; HD 5+2; #AT 3; D 1d6/1d6/1d4; SA hug; MV 120'; SZ L; AL N; ML Monster; Monster Level 3; XP 225 +8/hp |
| 11-12 | 1d2 | Badger: AC 4; HD 1+2; #AT 3; D 1d2/1d2/1d3; MV 60'/30'Sw; SZ S; AL N; ML Animal+1; Monster Level 2; XP 30 +1/hp |
| 13-14 | 1d20 | Bird, Normal (Crows): AC 6; HD 1; #AT 3; D 1d2/1d2/1; MV 30'/360'Fl(TV:AA); SZ T; AL N; ML Animal; Monster Level 1; XP 15 +1/hp |
| 15-16 | 1d100 | Bats: AC 8; HD NA (1d2 hp); #AT 1; D 1; SA swarm; MV 10'/240'Fl(V:AA); SZ T; AL N; ML Animal -2; Monster Level 1; XP 1 +1/hp |
| | 3d6 | Bat, Giant: AC 8 (special); HD NA (1d4 hp); #AT 1; D 1d2; MV 10'/240'Fl(V:AA); SZ S; AL N; ML Animal -1; Monster Level 1; XP 5 +1/hp |
| 17 | 1 | Will-O-the-Wisp: AC -8; HD 9; #AT 1; D 2d8; SA electric shock; SD spell immunities; MV 180'Fl(VI:AA); SZ S; AL CE; ML Monster +1; Monster Level 7; XP 1,400 +12/hp |
| 18 | 1 | Lesser Ghost: AC 3 (special); HD 5; #AT 1; D special; SA wither; SD incorporeal, magic weapons needed to hit, immune to magic when incorporeal, standard undead immunities; MV 90'; SZ M; AL CE; ML Undead; Monster Level 5; XP 450 +6/hp |
| 19 | 2d4+1 | Shadows: AC 7; HD 3+1; #AT 1; D 1d6; SA ability drain; SD +1 or better to hit, standard undead immunities; MV 120'; SZ M; AL CE; ML Undead; Monster Level 4; XP 250 +4/hp |
| 20 | 1d3 | Mephit (Smoke): AC 4; HD 3; #AT 2; D 1d2/2d2; SA breath weapon, magic abilities; MV 120'/240'Fl(TV:AA); SZ M; AL Any E; ML Monster; Monster Level 3; XP 100 +3/hp |
| 21 | 1 | Imp: AC 2; HD 2+2; #AT 1; D 1d4+poison; SA <i>polymorph self</i> , poison, magical abilities; SD +1 or better to hit or silver weapons, immune to cold, fire, and electrical; MV 60'/180'Fl(V:AA); SZ S; AL LE; ML Monster +1; Monster Level 7; XP 275 +3/hp |
| 22 | 1d4 | Soul Worm (see special encounters) |
| 23 | 1 | Nightmare (see special encounters) |
| 24 | 1d2 | Shub (see special encounters) |

Alternatively, frequent trips with increasingly difficult and strange encounters from the campsite could indicate that the source of the village's curse is nearby.

The campsite is a frequently used hunter's rest. There are a few downed trees used as seating, formed around a fire pit. There are charred sticks and small animal bones littering the area, which serve as evidence of meal roasting. The party should also find an old rusty iron knife (useable against Grettix) and a few arrows of any type. Nothing about the campsite is particularly unusual.

After investigating the area for 1-3 turns, the party may encounter any or all of the following events:

The Lackeys Return

A single smoke and single steam mephit approach the campsite from the southwest on their way to the cave. The steam mephit has another bottle of "breath of river" which it is delivering to Grettix, and the smoke mephit carries a dead rabbit that it had just killed with its smoky breath weapon and is waiting to devour it back at the cave. The encounter may proceed in any fashion. If the mephits escape, they will attempt to head towards the cave, which might give the party a trail to follow. The steam mephit will attempt to protect the bottle as best as it can, which should be noticeable to the party. The mephits are also talkers and may accidentally reveal any of the plot's main points.

Mephit (Smoke): AC 4; HD 3 (hp 18); #AT 2; D 1d2/2d2; SA breath weapon, magic abilities; MV 120'/240'Fl(TV:AA); SZ M; AL NE; ML Monster; Monster Level 3; XP 100 +3/hp (XP total: 154). Treasure: dead rabbit, 25pp.

Mephit (Steam): AC 7; HD 3+3 (hp 22); #AT 2; D 1d4/1d4; SA breath weapon, rain boiling water, contaminate water; SD boiling skin (1pt dmg + stun); MV 120'/240'Fl(TV:AA); SZ M; AL NE; ML Monster; Monster Level 3; XP 170 +4/hp (XP total: 258). Treasure: Bottle containing "Breath of River" (value 0gp; possible value to magic-users), 8pp.

Grazing Nightmare

To the northwest of the campsite is an area of burned grass. If followed, the party may stumble upon the nightmare grazing in a meadow (75% chance) surrounded by its cloud of noxious gas. The nightmare will be considered surprised as it does not seem to care about any of the creatures of the forest nearby. The party has the option of attacking the nightmare in surprise, or they may simply move on. The nightmare is disinterested in combat during the daylight hours, even in the fog. If the nightmare is encountered at night, it will attack the party if it knows they are present.

The nightmare's trails can be followed to Grettix's cave; however, there are a number of trails made by the nightmare, and some of the trails disappear for a while when it walks or flies. Only the landing or take-off points or areas when the nightmare ran are charred in the grass. There is only a 10% (though cumulative if repeated from the starting point) chance that the party will take the correct path to the cave.

Nightmare: AC -4; HD 6+6 (hp 33); #AT 3; D 1d6+4/1d6+4/2d4; SA hooves; SD Noxious fumes; MV 150'/360'Fl(TV:AA); SZ L; AL NE; ML Monster+4; Monster Level 6; XP 525 +8/hp (XP total: 789).

Guillaume's Trail

The hunter made his way to Grettix's cave less than a week ago. If a ranger, elf, halfling, or

other tracker is with the party, they should be able to find Guillaume's most recent trail using tracking. If using the non-weapon proficiency rules, the tracking check should be made at a -4 penalty due to time conditions.

INVESTIGATING THE COTTAGE RUINS

Map E is used for this location

At some point, the PCs should make their way to the remains of Adelheid's cottage. The PCs are here looking for clues to what is happening to the townsfolk, not necessarily any direct leads. Possible clues are listed in the room descriptions.

There is a possibility that the party will find the cottage on their own. In either case, the cottage is a burned out husk of a small dwelling, which may even still smolder in some places. Once Adelheid's body is found, the scene becomes a terrible murder scene with the villagers as lead suspects. If the party has already spoken with Marisha, then the party is aware of the cottage and the hag who used to live in it as well as how the girl killed the hag.

1 Garden

The garden has been fairly destroyed by the villagers of Wesselrum. Most of the crops were stolen and then the rest burnt. A careful investigation, especially by those with skills in agriculture, will notice that the garden was indeed destroyed by humans with human tools.

2 Livingroom

Very little remains in the livingroom from the fire. The PCs will find mostly charred remains of furniture here. In one corner, a large iron cage sits open and burnt on the floor. The cage seems large enough that almost 3 small humans could be crammed inside. A charred lock lays nearby in an open position, under some debris.

GM Note: Pieces of the cage can be used to affect Grettix, if the party is in need of such weapons.

3 Bedroom

The bedroom, similar to the livingroom, is a burned out disaster. There was once a bed and a few desks, but very little remains other than charred skeletons of wood and ash. A careful search through the debris will find a locked steel box, badly charred. If opened, the box contains a series of lists of the villagers, along with a date, and a date of birth of the villager's children. None of the children's names appear in the list, but the villager's names are clearly decipherable.

Clue: If the PCs have not discovered the promise made to the hag by this point, these papers will be valuable clues to the wrongdoings of the community. Presenting these papers to the mayor or any other village leaders (i.e., head of the militia, the miller, or even Ramon) will cause the villagers to confess their crimes.

While sifting through the bedroom, the PCs face an attack by a soul worm. A soul worm escaped from Grettix's pack while she was exploring the remains of her cousin's cottage. It will try to attack, by surprise, any PC exploring the bedroom.

Soul Worm: AC 7; HD 1 (hp 8); #AT 1; D 1d4+1; MV 60; SZ M; AL NE; ML Monster; Monster Level 1; XP 10 +1/hp (XP total: 18).*

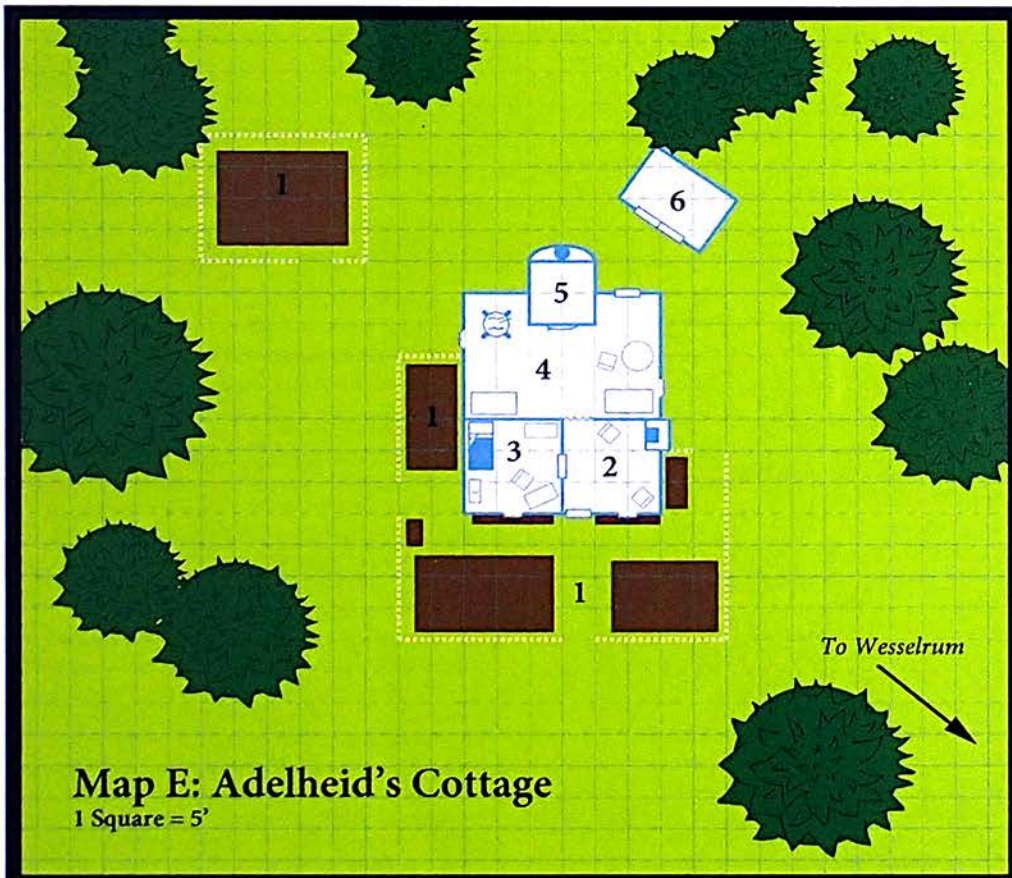
Clue: The fight with the creepy little worm with a human face should alert the PCs that something very bad is occurring to the people of Wesselrum, well beyond a simple curse. A creature from Hades does not normally inhabit the woods randomly.

4 Kitchen

Adelheid's kitchen is very large in comparison to the rest of the rooms in the cottage and to the entire cottage in general. The most notable object in the kitchen will be the massive iron oven.

5 The Oven

The door to the oven has been torn off its hinges by something very strong (Grettix ripped it off). The gruesome burned remains of Adelheid's body still remain in the oven. This event happened a few weeks prior



* The Soul Worm and the Soul Worm statistics block are Copyright 2007 by B. Scot Hoover and are used with permission.

to the PCs arriving at the hamlet, but the charred smell should still be overwhelming.

Clue: PCs can notice that someone – or thing – has scooped up some of the burnt ashes and taken some of the bones of the body in the oven. PCs with spellcraft identification would note this grave robbing as the act of a spell-caster most likely, but most magic-user characters would be unable to identify the exact spell.

6 Storage Shed

This shed originally held the golden-egg-laying hen, as well as other fowl and a number of tools. The shed was not actually burned by the villagers during their raid and stands untouched, albeit devoid of most of its contents. A few gardening tools may be found scattered around the ground. These tools were left by the villagers because all of the tools are far too large to be of any use to them.

Clue: A thorough search of the shed will uncover a small golden egg (20gp value). This was one of the first golden eggs laid by the hen and was kicked to the edge of the shed by Adelheid while tending the chickens one day. If the party had not yet discovered the hen, this is an important clue to further secrets from the hamlet.

MEETING MARISHA AND FARICA

This section is used whenever the PCs meet either Marisha or her mother Farica. The two are difficult to meet unless the party goes directly to their home. Farica keeps Marisha out of sight from the rest of the hamlet because she is concerned the hamlet's adults may turn on her, believing that she may have caused the ghost to affect the other children. Additionally, Marisha has not yet been affected by the night hag's rides, furthering suspicion of her guilt. In reality, it is only complete coincidence that Marisha has yet to be affected. Another girl, Amelia (F6), has also yet to be affected. Farica is afraid that when Amelia gets affected, the town will turn on her daughter. She would have left already if it hadn't been for the forget spell.

In any meeting, Farica will not want Marisha to tell the PCs anything about Adelheid or the hen. The two will be very resistant to any conversation with the party, although the PCs should note that Marisha clearly wants to tell them something. If the party can get Marisha alone, she will tell them the following points:

- A month ago, she was kidnapped by an evil old hag to the hag's cottage northwest of Wesselrum.
- The hag wanted to cook her, telling her that her mother had traded the girl for her own freedom years earlier. (This is an important point – the adults of Wesselrum are unaware that any child knows about the promises they made to Adelheid. Marisha never told her mother that the hag had explained to

her the situation. The only way the party can find out what the parents did, other than an adult guiltfully explaining it, is through Marisha.)

- Marisha was able to trick the hag into the oven and killed her.
- Marisha believes that the parents of the town secretly think the ghost is the ghost of the hag she killed and she feels as if she is to blame for everyone's illness.
- Marisha can offer to take the PCs to the hag's cottage, but they mustn't tell her mother. She cannot go today, but she should be able to take them there early tomorrow, as her mother will be in the fields all morning.
- She will try not to tell the party about the hen and its ability to lay golden eggs, but there is a 45% chance that if on the topic of the hen, something about its eggs will slip out accidentally.

WANDERING THROUGH THE FORESTS

Random encounters in this module are not encouraged. In order to construct a good horror-themed "feel," it is suggested that the list below be carefully pre-planned for the party by the GM. The table is left as a random encounter table for those times when randomness is important to creativity and impulse. Encounters occur with a 12 on a 1d12 and are checked three times per day and twice per night.

PART IV: GRETTIX'S CAVE

Map F is used for this location

Part IV may begin any time the PCs have followed any of the leads to the cave area. Grettix will most likely be in the cave, although GMs with special plans could always have her elsewhere. There is a chance that the PCs have already disposed of some or all of the other creatures in the cave. If these creatures have been destroyed in their initial encounters, they will not be present or replaced, and the party can simply loot the creature's remaining treasures. Any treasure listed is in addition to any treasure the creature kept on its body; thus, if for example the shub was not killed previously, the treasure listed in the shub's lair (2) should be added to the treasure listed in the shub's statistics entry.

The cave is located in a dismal pile of rocks in the foothills of Liombruno's Hand, the northern mountain range of the Westgate region. There are two entrances to the cave, a lower entrance and an upper balcony entrance. Light in the caves is unusually dark, reducing all light source distance by 25%. This darkness is due to the close proximity to Hades.

The battle with Grettix is entirely up to the GM as to how it shall proceed. The hag may be prepared for the party, she may be surprised, she may bargain with them, or the party may have interrupted her forget spell just as she is about to drown a villager. In any case, Phalthraxix, her pet necrophidius, will attack

any unwanted guests before they reach area 5. The skeletal snake will attack by surprise in an effort to kill at least one character and drive the rest away.

CAVE DESCRIPTIONS

1 Main Entrance

This is the lower entrance to the cave area. The environment outside the cave is pine forest and rocky with hills, but on any closer examination, everything has a brackish, oily coating of some substance. This is the result of closeness with Hades. From outside the cave, the PCs may hear laughing, growling, or cackling from any of the creatures inside, including Grettix.

2 Shub Lair

This chamber is the shub's lair. If the shub is still alive, it will emerge from this room to attack any intruders as they enter the main entrance area (1). If explored, the room is filthy, littered with animal carcasses, rotting vegetation, and the shub's own horrid waste.

Treasure: 1,487cp, 1,338sp, 2 gems (150gp and 500gp), 1 gold comb (25gp).

3 Mephitis Room

If the mephitis are still alive, they will be found here. The mephitis will not immediately attack intruders but will remain silent and wait to see where the intruders go. They will attempt to attack by surprise. If the intruders simply leave, the mephitis may or may not follow as their whim dictates. If the mephitis were destroyed, the PCs may explore the chamber. The mephitis have constructed crude straw beds. One bed is grayed and charred by the smoke mephitis; the other is wet and burned by the steam mephitis. The floor has a few dead animals strewn about but not anywhere near as horrid as the shub's chamber.

Treasure: 38pp, 1 gem (30gp), 1 necklace of precious stones and platinum (180gp).

4 Abandoned Room

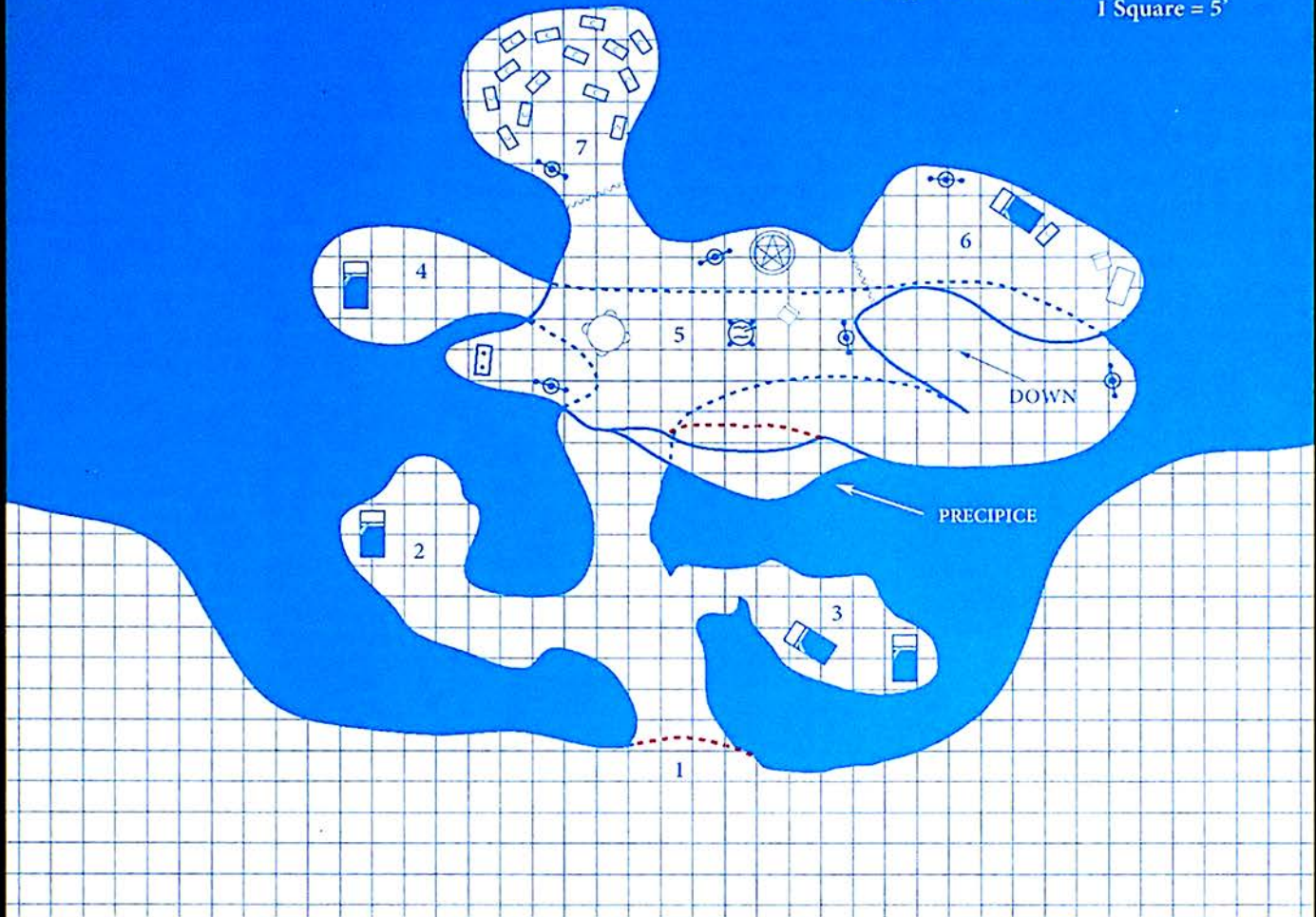
This room was once used by a hunter long ago. A broken, mostly deteriorated bed still remains. The area has been thoroughly searched many times before and nothing else is to be discovered here.

5 Grettix's Cauldron Room

Grettix spends most of her time in this large upper chamber. Her cauldron sits in the middle of the room, nearby a summoning circle which has been inscribed into the floor to the north side of the chamber. The circle is used to gate objects from her home in Hades with the help of the cauldron. Across the chamber is a small altar built of animal bones. The altar holds the gem of weak souls. Also laying about the altar are her other material components for the cauldron, such as bottles of steam, a bottle

Map F: Grettix's Cave

1 Square = 5'



of a scream (Rochelle's), and a large golden-gilded box (1,800gp) full of empty glass bottles. Between the altar and the cauldron sits a table and four chairs, stolen from the hamlet. There are two curtains in the room, blocking off two other chambers. To the south is a large opening in the cave wall, leading to a small cave balcony which looks out over the pine forest full of mists.

The ceiling houses Grettix's huge spiders which she sometimes stuffs into the cauldron for powering its spells. The huge spiders have been corrupted by Hades, becoming neutral evil in alignment, and will attack the party if a battle begins. The crawlers will ease their way down the cave walls and spring at any unsuspecting party members. After any conflicts, if the party wants any spider treasure, they'll find it stuck to the ceiling.

If Grettix is aware of the PC's approach, she will be in her chambers (6) behind the curtain, watching the party's behavior until it is time to strike. If she is unaware, she will be at her cauldron using the clairvoyance

ability, trying to find the PCs. She may even successfully locate them – right behind her! In either case, if the party gets to her in time to save the villager, he is strung up from the cave ceiling directly over the cauldron, head first, by the spider's sticky webs. See the section below entitled "Defeating Grettix" for information on tactics and the final battle.

Spider, Huge (12)*: AC 5; HD 2+2 (hp 18. 17x2, 16, 15x3, 13, 12, 10x2, 9); #AT 1; D 1d6; SA poison (+2 saves), leap (30'); MV 180'; SZ M; AL NE; ML Animal +1; Monster Level 3; XP 150 +3/hp (XP total: 204, 201x2, 198, 195x3, 189, 186, 180x2, 177 [2301]) Treasure: 12cp, 8gp, 2pp, 1 gem (200gp).

*Number may be reduced depending on Grettix's spell-casting actions during the game.

6 Grettix's Chambers

Grettix's chambers are as any night hag's temporary home: a makeshift bed with rotting straw, a stolen desk and chair covered in the remains of meals and torturous experiments, and sooty, oily garments laid about everywhere. The whole room reeks of filth, decay, and an immense lack of basic hygiene. The only thing of interest in this chamber is the chest at the end of her bed. The chest is a charred wooden box with gold gilding (200gp if taken) and is locked with a good lock (-20% chance of open locks). The lock has a trap designed for deterring thieves from Hades. If the key is not turned the proper sequence of directions (like a combination lock), the lock will spray out a stream of molten silver at the thief. The spray affects a conical area no more than 5' at its widest berth and 10' long. The molten silver will cause 1d4+3 damage and an additional 1d3 damage for the next 1d4 rounds after the first round as the silver bits cool in the victim's skin. A resident of Hades normally affected by silver will take

the same regular damage but double the additional damage per round. Inside the chest is a bag of bone bits and dust (from Adelheid) in a silk bag (60gp), two human skulls, and a strange glowing purple orb of glass, crackling with energy inside the globe. The orb will read as magical of the invocation/evocation type if detect magic is cast on it. This orb is left undescribed in this module and will be explained further in future products. Any PC taking the orb may be awarded a base 1,200XP as if the orb was a magical item.

Grettix (Night Hag): AC 10; HD 8 (hp 39); #AT 1; D 2d6; SA sleep, magic missile, ray of enfeeblement, know alignment, polymorph self, gate ally, astral projection SD immune to charm, fear, sleep, and cold or fire-based spells; +3 or better, iron, or silver to hit; MR 65%; MV 90'; SZ M; AL N; ML Average +2; Monster Level 7; XP 1,850 +10/hp (XP: 2,240) Treasure: Night hag periapt (+2 all saves, cure disease 1/day), key for chest in room 6.

Phaltraxis (Necrophidius): AC 2; HD 2 (hp 16); #AT 1; D 1d8; SA paralyzation, move silently, surprise, dance of death; SD immune to poison and sleep, charm, and other mind-affecting spells; MV 90'; SZ L (15'); AL N; ML Average +4; Monster Level 3; XP 125 +2/hp (XP: 157).

7 Soul Worm Treasury

This chamber is full of a number of medium-sized treasure chests, most of them empty with lids open. Three chests (any) are closed and locked with average locks. If opened, each chest contains a burlap sack full of writhing soul worms which will attack any person on sight. While not necessarily much of a challenge, the bag of human-faced worms should be at least partly traumatic to the person opening the chest. Further, realizing that the other chests are all empty and awaiting the hamlet's souls to produce more of these creatures should be humbling, to say the least. The number of soul worms present may be fewer if any are or have been used to summon aid from Hades.

Soul Worm (11): AC 7; HD 1 (hp 8, 7x2, 6x2, 5x3, 4x2, 3); #AT 1; D 1d4+1; MV 60; SZ M; AL NE; ML Monster; Monster Level 1; XP 10 +1/hp (XP total: 18, 17x2, 16x2, 15x3, 14x2, 13 [170]).*

DEFEATING GRETTIX

Defeating a night hag for a lower-level party can be a tall order; even some high-level parties may be in considerable danger. GMs are highly encouraged to read the entry on night hags in the OSRIC main rules very carefully, noting all of the creature's abilities and vulnerabilities. Most notably, Grettix has a 65% magic resistance and can only be harmed

by +3 or higher magically enchanted weapons, or weapons made of pure iron or pure silver. The party may not know how to affect the hag, which is why they can learn such information from the sage Alannah or her books. Optionally, a rare scroll from the temple of Orsney may provide a clue. There is little in town in the way of pure iron and certainly very little, if any, silver. Forging such a weapon will take a few days, which the PCs – and the children – do not have. The best solution for a party with no +3 or higher enchanted weapons is probably to remove the iron posts from the graveyard fence (39), or get creative with iron nails, which they can get from the blacksmith (18) or the carpenter (26).

An additional solution to defeating Grettix would be sending her back to Hades by severing the connection to the plane. PCs may sever such a connection by destroying the cauldron, the *gem of weak souls*, or Grettix's special periapt that all night hags possess. Grettix is over-staying her time here in the prime material plane, causing the planar forces between the prime and Hades to grow weak. Severing the connection has a backlash effect which will force all Hades-summoned creatures back to the plane and reinforcing the wall between worlds once again. Thus a very under-equipped party can take advantage of this weakness. Once at least two of the three objects are destroyed, the hag, and most of the other Hades creatures which have escaped the Dark Wood, will be pulled back to the plane within 1 round.

A final, long-shot solution to defeating Grettix may occur if the PCs figure out how to use the cauldron. If the PCs activate the

planar conduit function of the cauldron using the spiders (see Power C in the cauldron's description in Appendix A), they could push the hag through the cauldron back to Hades. If the hag is sent through, she will lose her memories like any other creature, which would make certain she would never return and would deal a little poetic justice. This final solution is only possible if either proper research through the most detailed volume of the sage's book is available in town, or if a character used a more potent power like *legend lore*, *contact other plane*, or similar.

PART V: CONCLUSION AND WRAP-UP

The conclusion of this module is highly dependent on what happened or what the party was able to stop during their time in the module. Thusly, we offer the following list of suggestions instead of a direct ending to the events here in Wesselrum.

- The party will receive permanent friendship among the entire hamlet and will always be welcome back with full honors.
- The hamlet may give the party, or the party may negotiate for, the hen as thanks for their help, although the villagers would much rather pay the party the original pay.
- If the hag is defeated successfully and the "curse" is lifted, the children will regain their Constitution slowly over time, and the party is free to stay as long as they like. They may even get a turn with the hen!
- If any of the villagers died, especially any of the children, the party will still be paid, but somberness will affect the village for some time to come. Anything reminding the villagers of the curse, or even Adelheid, will be disposed of as best as possible. They will try to retain the hen, however, and will even donate extra time or gold to any families of the deceased and attempt to move on with life.
- The party may be asked to help destroy the remaining ruins of Adelheid's cottage.
- If the cauldron was not destroyed, the party may be left with the task of what to do with it.
- Finally, word may reach them of yet another hag down near Isarwald. But that's another story...

EXPERIENCE POINT AWARDS

Suggested Campaign Award

If playing this module as part of a campaign, an award of 900 XP per player is suggested due to the difficult but short nature of this module. Disregard this if you do not use campaign awards.



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Table F: Group XP Awards

| Situation | XP Award |
|----------------------------------|----------------------------------|
| Completing story Successfully | 2,500 XP; +1 Reputation; +1 Fame |
| Killing Grettix unconventionally | +700 XP; +1 Reputation |
| Destroying the Cauldron | +1,150 XP |
| Destroying the Crystal | +850 XP |
| Curing Guillaume's Insanity | +250 XP |
| No child died | +1,000 XP; +1 Reputation |
| Rescuing the Golden Hen | +100 XP |
| For each child that died | -500 XP |
| No hamlet resident died | +750 XP |

Suggested Group Awards

The awards listed above are suggested for parties who have performed or failed at exceptional tasks as a group. The XP above should be calculated and then divided by the entire group. Disregard this section if you do not use group XP awards.

We have added suggested awards of Reputation and Fame as well, since we noticed that some of the 1e and 2e compatible games have such sorts of systems. The bonus we list is based on a 100 point range for reputation and a 10 point range for fame. Both ranges may go equally into the negatives for poor reputation and fame (ex: -100 to +100 reputation). Whichever system you use, we hope you can transpose the mathematics accordingly. Fame may be translated as Honor if that system is used.

APPENDICES**A: NEW MAGIC ITEMS****Books of Quick Learning**

| | |
|----------------|-------------------------------------|
| Useable by: | Any character able to read the text |
| XP Value: | 700 |
| GP Sale Value: | 1,500 |

Each of these magical books instructs the reader in one manner of proficiency. After spending a week with the book, the reader may gain +1 slot towards the listed non-weapon proficiency unless the reader already has a skill of 14 or more in the proficiency, in which case the book has no effect. In all cases, once the book is read, the magic is lost, although the book remains and is still readable and possibly functional for any standard training or research library. Any character of any class, species, or alignment who can read the language of the book may gain its benefits.

**Critters from the Dark Wood
(Non-magical tome)**

| | |
|----------------|-------------------------------------|
| Useable by: | Any character able to read the text |
| XP Value: | 200 |
| GP Sale Value: | 3,500 |

This tome from the sage Alannah's library can be a very valuable tool if discovered in this module and can bring the party a nice reward if sold or added to a magic-user's library. The tome is not magical, however, and will not radiate as such. We have designed this section of the module to cover three possible versions of the book, depending on how you, the GM, wish to work with the party, their knowledge, and game pacing. The tome can provide any amount of knowledge you wish to give to the party, but it is advised to keep such knowledge consistent. All three forms of the tome are written by an unnamed conjurer. He, or she, specialized in conjuring creatures from Hades and began, or hoped to begin, a catalog of what came through his or her gates. The three versions of this tome are as follows:

I: Highly Detailed (Fast cut-and-dry game)

This version of Critters from the Dark Wood contains very detailed information on a variety of demons from Hades. It lists their names, even specific names in some cases, vulnerabilities and strengths. It also details common companions to certain demonic types. The text is very clear, and any character able to read the book can quickly learn what is required at the moment: from leading the party to understanding that the hamlet's attacks are from a night hag, to learning how to destroy the cauldron and even information on the gem of weak souls. This type of book is used by GMs who wish for a quick resolution to the game and those that will use the game only as a one-night style game with no effect on a campaign. Care must be taken as to how to present such a book to the party, however, as no player likes the "too good to be true" prize.

II: Detailed (Information sufficient to end the game but with little other future use)

This version of the book has a number of useful passages relating directly to the events which are striking the hamlet. There should be

sufficient information as to the different Hades creatures wandering the woods, such as the Nightmare, Mephits, and the Shub, but only scant information on the Night Hag. Ideally, the Night Hag information should point out that such a creature is the responsible party to the events striking the hamlet, but some details will be amiss. For instance, the GM could relate most of the basic information in the Night Hag monster description (in game world terms, of course), but no information would be gained on the gem of weak souls or the cauldron.

III: Sparsely Detailed (Information which can offer leads but no direct solutions)

In this version of the tome, the party can research the book, but the functional information is very limited. The best the party can hope to glean from the book is that their foe(s) may be from Hades and that in general, enchanted, silver, or iron weapons are necessary to defeat such creatures. There may be detailed descriptions of other creatures, but none which fit the descriptions of the events the party and hamlet have encountered. This version may also contain misleading or incorrect information at the GM's discretion.

The Styx Cauldron of Grettix

| | |
|----------------|-------------------------------|
| Useable by: | Illusionist, Conjuror, Shaman |
| XP Value: | 2,000 |
| GP Sale Value: | 25,000 |

The cauldron functions only if filled with water from the Styx and is activated by depositing a Soul Worm into the waters. The cauldron must be stirred once per hour to keep the powers functioning. If stopped, a new Soul Worm is required. The waters need to be changed if allowed to stop more than 3 times. Luckily for Grettix, she spends only an hour at a time "riding" her child victims, but if she "rides" any adults, she may have to re-start the cauldron.

Destroying the cauldron is relatively very easy. The cauldron's Hades-wood ladle/spoon needs to be set afire with magical fire and then the flaming ladle needs to strike the bottom of the cauldron. Alternately, any weapon forged in Hades can destroy the cauldron with sufficient strikes (80hp). Unfortunately, destruction of the cauldron will immediately cause 1-4 Hades devils to gate to the location of the destruction and have a 10% chance of summoning a Shaitan. In this module, the Shaitan should not appear unless the party is powerful. Otherwise, only 1-3 spiked devils and an Enkil will appear (statistics not provided).

All magic powers of the cauldron are considered phantasmal magic and are cast at 15th level of ability.

A) May summon aid from Hades (Gate 1d4 Mephits, 1d2 Shub, or 1 Enkil per week); Requires Soul Worm.

B) May *summon shades* as per the Illusionist spell but double in number 1/day; Requires the scream of a human child (captured in bottles; Grettix currently has 4 empty bottles).

C) May pass objects through to and from Hades. Objects pass through the Styx water, so transporting thinking beings is not recommended; Requires live huge spiders (4). (Grettix currently has 12)

D) May use *clairvoyance* 3/day; Requires ground bones.

E) May induce nightmares in an area 1/day; Requires fresh blood of any type; Nightmares grow in severity if used over a series of nights. At 6 nights, the nightmares can be deadly or madness-inducing. (Grettix is not actually using this power – the nightmares affecting the PCs are due to the closeness of Hades to the Prime Material Plane during the course of the module)

F) May cast *forget* over a large area; Requires a drowning of a person from the area in the cauldron's Styx-filled waters by the third night of stirring.

G) May cast *fogfall*; Requires "breath of a river," meaning early morning steam rising from a river. A steam mephit will capture this material in a bottle for Grettix during the module.

Water of the Styx: The water from the River Styx in Hades is a potent magical water which erases all life memories of anyone submerged in the water. Victims may still have information but will have no idea where it comes from and cannot access any information without some sort of prompt from another. A simple splash from the water is sufficient to affect the character as if the character were the target of a *forget* spell with three exceptions: there is no saving throw against the effect, the memories lost are for 1d10 rounds beginning with the round immediately before the contact, and memories cannot be returned without divine intervention – not even a *wish* spell can return memories lost to the Styx.

The Gem of Weak Souls (Cursed Item)

| | |
|----------------|------------|
| Useable by: | Night Hags |
| XP Value: | — |
| GP Sale Value: | 1,700 |

These special gems are found along the banks of the Styx river in Hades. When properly harvested by Night Hags, these gems have special properties that allow a Night Hag to increase her powers of suffering. A Night Hag must sit and concentrate on the gem and then may use her ethereal ride ability to affect up to 2 people in a single night, at the same time, or up to 6 children per night. Additionally, should any person or creature die while using the gem, their souls or spirits are collected by the gem instead of allowing the soul or spirit to travel to whichever plane it would normally return to. Once the gem has collected 50 souls or spirits, it is full. The Night Hag may then

take the souls to Hades for transference into Soul Worms at her own pace.

When a non-Hades resident touches a gem of weak souls, the gem speaks telepathically to the bearer and will constantly remind the new owner of the owner's failures and personal drawbacks. The gem is considered a cursed item and will not allow the possessor to rid him or herself of the gem. Every 6 hours, the gem drains 1 point of Constitution. At '0' Constitution, the character dies and his or her soul or spirit is taken by the gem until another creature, such as a greater demon or devil, can forge the soul or spirit into a Soul Worm. If a gem owner dies in some other fashion, their soul or spirit is still taken by the gem.

Other Hades residents may simply use the gem as a 1,000gp gem (it's actual value, relatively) without fear of the curse. Each soul or spirit in a gem increases the value by an additional 500gp.

The Hen What Lays Golden Eggs

| | |
|----------------|-------|
| Useable by: | Any |
| XP Value: | 450 |
| GP Sale Value: | 1,500 |

This hen does indeed produce golden eggs at a base chance of 60% per day. If a golden egg is not laid, a standard egg is produced instead. Each golden egg is solid gold and is worth approximately 30gp. The hen herself is worth approximately 1,500gp, although the older the hen gets, the more her price will drop as her egg-laying frequency will begin to cede.

One caveat to the golden hen is that she is really just a normal hen. The gold eggs are a result of eating insects which fed on the vegetation of the giant, crisp vegetables in Adelheid's garden. Because the villagers stole the produce to grow themselves, the hen will continue to lay golden eggs, although probably with less frequency in the near future. Should anyone, including the PCs, take the hen away from the hamlet, the hen will return to laying normal eggs in a few weeks. No other hens seem affected by the giant vegetables, but they might be if the hens are raised at the hag's cottage. It is unlikely for any of the hamlet's residents to make such a connection.

B: NEW SPELLS

FOGFALL

Phantasmal Illusion/Phantasm

| | |
|-----------------|--------------------------------------|
| Level: | Illusionist 4 |
| Range: | Unlimited up to line of sight |
| Duration: | 1hr/caster level |
| Area of Effect: | ½ mile/caster level radius, 20' high |
| Components: | V,S,M |
| Casting Time: | 1 round |
| Saving Throw: | None |

This spell is similar to the *fog cloud* spell, although *fogfall* is designed for a much larger coverage area. The caster pinpoints a spot to begin the spell based on line of sight. The caster needs to see the exact point the spell will begin and may begin the spell high into the air. The fog will begin at this point and trickle downwards and outwards in a large radius from the ground point until the fog fills the spell and caster limit area. Visibility in the fogfall is limited to 10'. *Fogfall* cast into an enclosed area may reduce the visibility to 1' less per ½ mile restricted from the total area required for the spell. Visibility can never be reduced to less than 2'. Thick forests or jungle will reduce the fog's intensity, allowing a base visibility of 20' and a maximum reduction of 5', but will not completely dissipate the fog. *Fogfall* cannot be cast underwater. Strong winds may dissipate the fog; as the fog leaves the area limit of the spell, it will slowly disappear.

Unlike other spells, the duration for this spell does not begin until the fog has completely filled its area. The foggy vapors move rapidly, rippling and boiling at a rate of 500' per minute, filling a radial mile area in approximately 5 minutes.

CURE IMPAIRING WOUNDS

Clerical Necromancy/Goetation

| | |
|-----------------|---------------------------|
| Level: | Clerical 2 |
| Range: | Touch |
| Duration: | Instantaneous (permanent) |
| Area of Effect: | Creature touched |
| Components: | V,S |
| Casting Time: | 6 segments |
| Saving Throw: | None (Neg.) |

Cure impairing wounds works similarly to *cure light wounds* and other such healing spells but allows the cleric to heal (or injure) for 1d12+1 hit points. Otherwise, this spell works identically to the other healing spells as does the reverse, *cause impairing wounds*.

[Optional Rules] If your GM uses injury rules, *cure impairing wounds* has the following additional effect when cast:

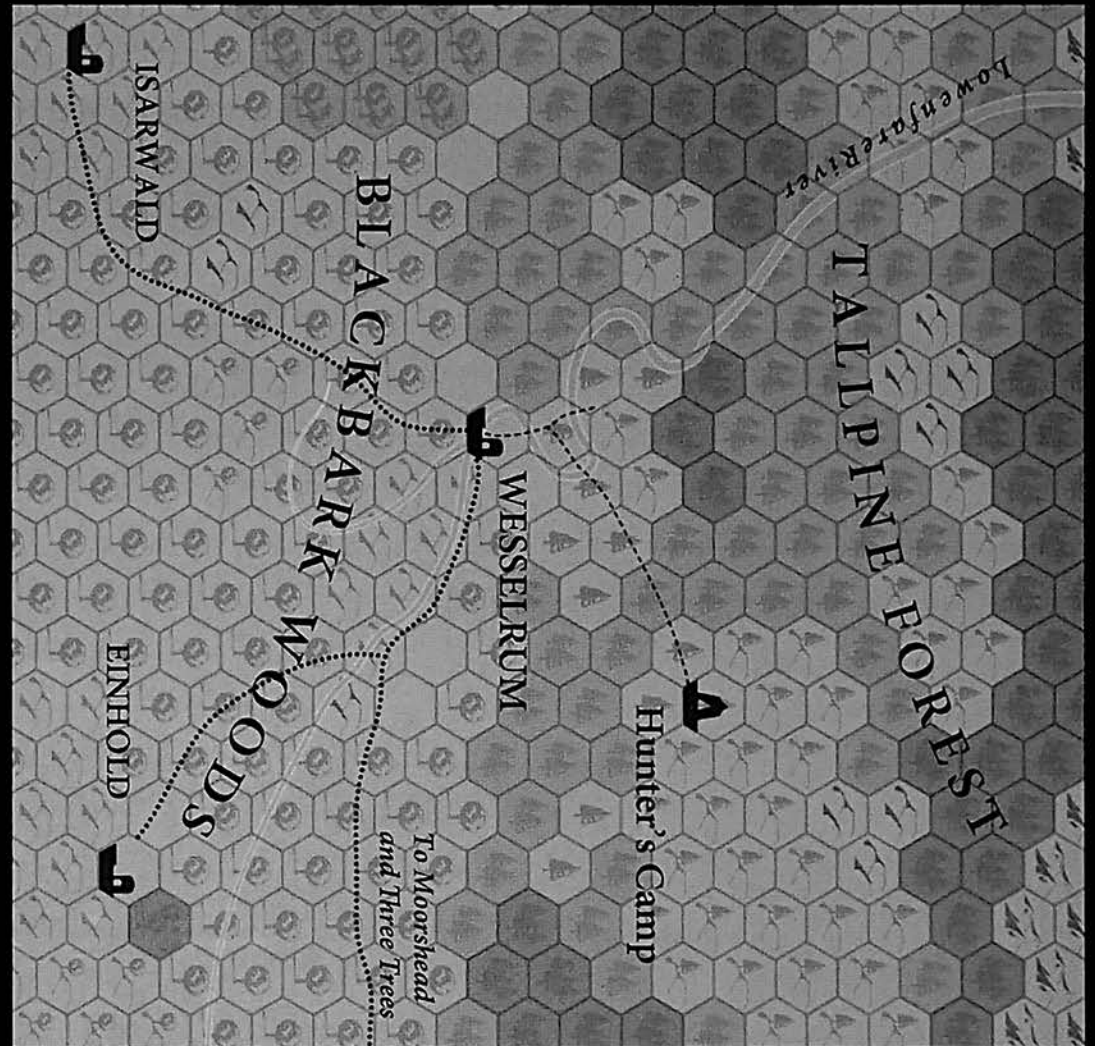
Unlike the other clerical healing spells, this spell has the ability to heal broken bones and restore some mobility to injured limbs or appendages. Each casting of *cure impairing wounds* will heal one broken bone (or related set of bones) and restore a damaged physical ability score by 1 point, although the ability to heal damage is reduced to 1d6 hit points when used in this fashion. If the spell is used on an individual with damage and broken limbs, the spell automatically heals the broken limb first before the standard healing rate can be used. *Cause impairing wounds* can instantly break a limb, causing 1d2 points of ability score injury, (Strength or Dexterity) and damage the target for 1d6 hp. The creature touched is allowed a save vs. spells to resist the reverse effect. The caster may decide whether to damage normally or break a limb when used in reverse at the time of casting.

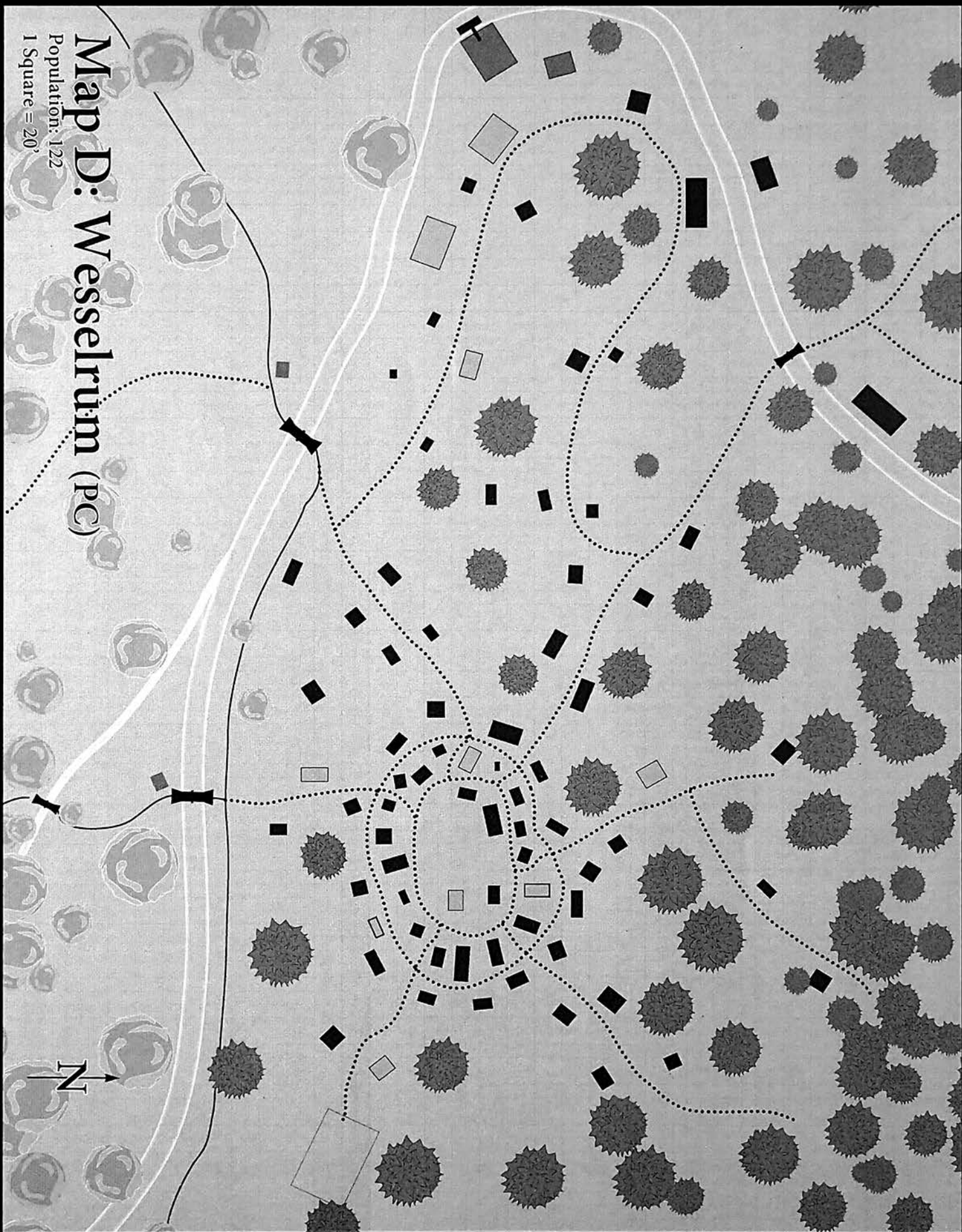
PC Handout: Mayor's Egg-Keeper List

FARICA AND MARISHA
 THURMAN AND ELVA
 OTTFRIED AND ALICE
 HUBERT
 VOLNEY AND MADISON
 ROLFE AND ALISON
 ERHARD AND BATHILDA
 WELBY AND BLANCHE
 BRICKELL
 IMRE AND UTA
 SELIG AND BECK
 BALDRIC AND CARLIE
 KARL AND IDA
 GERARD AND GULIELMA
 WOLFRED AND LUELLA
 RODERICK AND ALPHONSINE
 PRICE AND MARELDA
 CARROLL AND SHERRY
 GODFREY AND EDWIDGE
 ARTHUR AND ADELIE
 ALFIHAR AND SWANHILD
 UBERTO AND DHUODA
 BRUNO AND HOLDA
 TED AND YVONNE
 GOMERIC AND MAGNILDA
 HILDA
 RICHMOND AND HILDRETH
 ODOLF AND EVELYN
 DIETER
 LONZO STEELHIDE
 DIDRIKA AND EARLA
 KURT AND THEDA
 RAMON
 FRANCO
 VARRICK AND SORREL
 LANZO AND ASTRITHR STEELHIDE
 ALAN AND ELKE
 POLLACK AND MINNA
 DIRK AND HAROLYN
 MEDWIN AND ADOLPHA
 MILES
 ODELL AND ROSE
 CRAMER AND GERTRUDE
 WOLFGANG AND ELLA
 HORST
 RODNEY
 DEDRICK
 JOFFREY AND NADETTE
 ALANNAH
 LEOPOLD AND ADA
 TERRY
 GUILLAUME

Map B: Wesselrum Region (PC)

1 Hex = 1/2 Mile

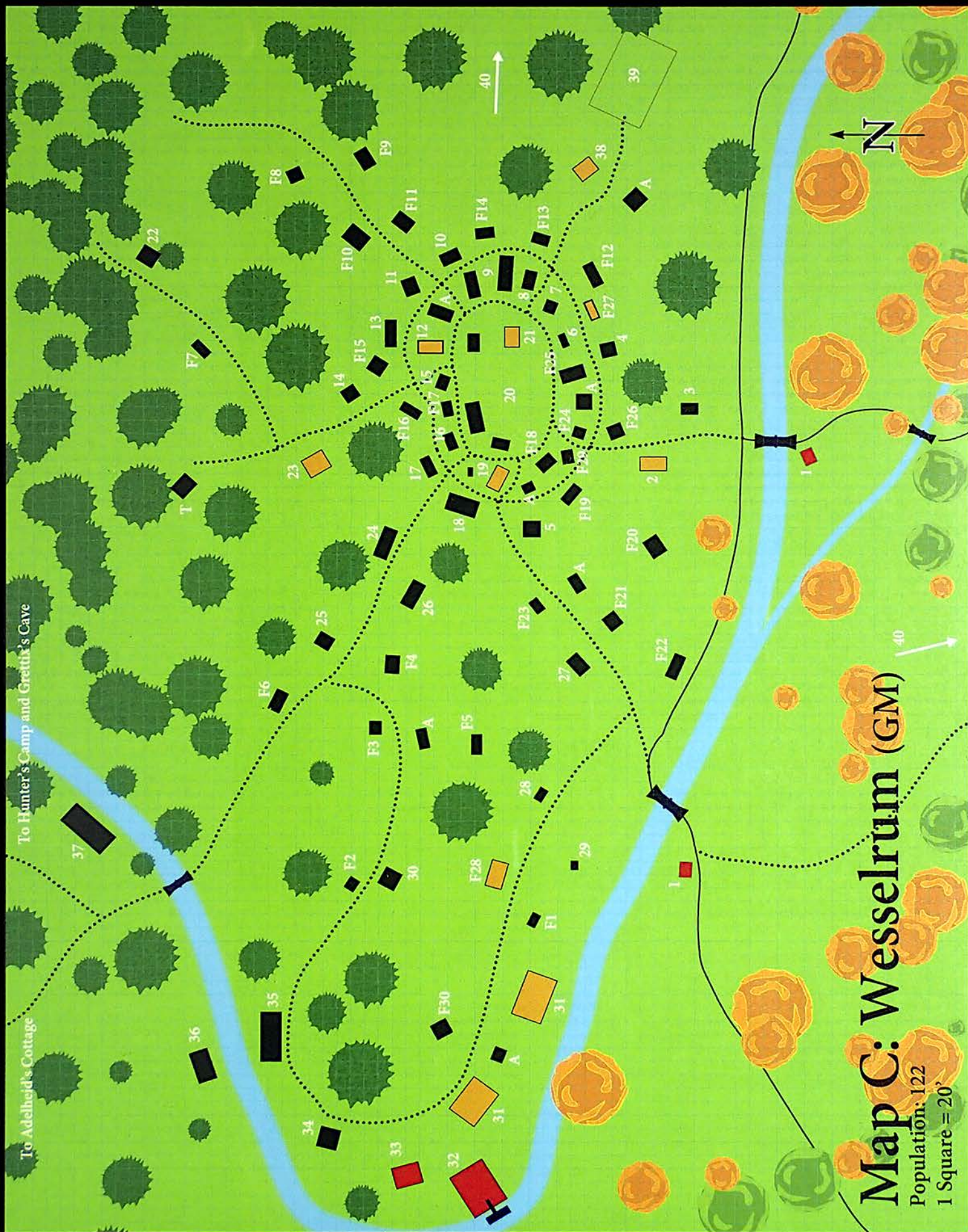




Map D: Wesselrum (PC)

Population: 122

1 Square = 20'



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Westgate Adventures!

Ghosts from the Dark Wood

By Dominick Pelletier



Wesselrum is a small hamlet of free farmers, located deep in the northern pine forests. The secretive hamlet folk fear and repel outsiders but now seek out a band of heroes to help them end the suffering of their children who are succumbing to a terrible wasting sickness caused by a frightening forest ghost. The heroes will find themselves wrapped within a web of misinformation, half-truths, and outright lies as they attempt to save the children of Wesselrum from an unexpected foe.

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- A completely populated and described hamlet (with map) for use in *any* game!
- "Free-form" presentation allowing PCs to investigate the hamlet of Wesselrum at their own pace and direction!
- New magical items and two new spells!
- Six maps! Three in full color, one in classic cyan, and two PC-Handout maps in grayscale for easier copying!
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