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# VILLAGE BACKDROP

## AUBADE 2.0



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# VILLAGE BACKDROP: AUBADE 2.0

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*Laid low by a witch's curse, life in the once-prosperous village of Aubade is lived in reverse. At dawn, the streets empty, residents remaining hidden inside during the daylight hours avoiding the sun's caress. At night, lamps lining the village's cobblestone streets blaze to life, and the residents emerge to tend their fields and cast their nets into the lake as best they can.*

*While the village was once a centre of piety that drew the faithful from miles around to hear the beautiful dawn descants of the children's choir, now no one comes to Aubade. Whispers of vampires swirl around the remote region and dissuade frighten travellers from stopping at the village, where residents equally dread visitors will discover their shameful secret.*

## CREDITS

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## AUBADE AT A GLANCE

**Ruler:** Dantalyan Solac

**Government:** Council

**Alignments:** LG, LN

**Population:** 87 (77 humans, 4 half-elves, 6 halflings)

**Notable Folk:** Dantalyan Solac (beach), Markku Tuomi (Sun-Song Hall), Syrave Teury (Cathedral of the Sun)

**Languages:** Common

**Resources & Industry:** Fishing, musical instruments, oil

By day, Aubade's cobblestone streets are eerily quiet and still, the village seemingly abandoned. At night, though, regularly spaced lampposts along the winding lanes blaze to life, the village shining like a land-bound star and illuminating residents hard at work as if it were the middle of the day.

The lakeside village was once a centre of faith and song. Founded by devout followers of Darlen, the god of the sun, a children's choir attracted pilgrims to hear their dawn descants, the morning love songs that gave the village its name. Among those pilgrims was ardent cleric Syrave Teury, who took up residence in Aubade and spent decades building a grand cathedral and song hall for worship.

But when a choking illness broke out shortly after the cathedral's completion, Syrave was helpless to stop its spread. Scared and angry, the villagers—led by Syrave and grief-stricken choirmaster Markku Tuomi—turned on Aubade's long-time wise woman, Mirja Siano. They hauled her from her home and held a trial under the noon sun, finding the innocent woman guilty and declaring she would be burnt at the stake for witchcraft. As the fire consumed her, she cursed the villagers: "Let there be as much welcome for you under the sun," she cried out, "as you have found for me!" The next morning, the villagers discovered her words carried power: the first to emerge from their homes burst into flame at the merest touch of sunlight.

Now, villagers come out during the day only under cover, every inch of flesh shielded by rough fabric. At night, they work the fields, fish and maintain their village by lamplight. Gone now are the pilgrims who used to bring riches and new inhabitants.

Dark rumours—that the villagers have been transformed into vampires—circulate nearby settlements, leaving residents afraid crusading adventurers will kill them. Still, they know the rumours also keep them safe from bandits and the less scrupulous, who could take advantage of their inability to survive in the sun's light.

### VILLAGE LORE

A PC may know something about Aubade, its history and surrounds. Determine how knowledgeable the PCs are and then impart some (or all) of the information below:

- Aubade was a popular destination for pilgrims of Darlen, the god of the sun, until the last few years. It was known especially for its children's choir. Now, no one goes there.

- An illness swept through the village three years ago. Though many died, especially children and the elderly, the village survived, but stopped holding festivals and concerts.
- The villagers of Aubade don't come out during the day. They work by lamplight at night.

### VILLAGERS

**Appearance:** Years without sunlight have given the villagers a pale complexion and deep, shadowed eyes. Most are wary of, or even hostile to, strangers whom they fear mean trouble.

**Dress:** The villagers' once-fine clothes—typically linen shirts with leather trousers and vests—are becoming ragged. In daylight, rough cloth outer garments envelop anyone outside; the villagers wear a sheer muslin panel over their eyes so they can see.

**Nomenclature:** *male* Aaro, Hannu, Ossi, Sauli; *female* Alina, Eeva, Kaari, Pia; *family* Eronen, Keto, Purho, Rintala, Ukkola.

### WHISPERS & RUMOURS

While in Aubade, a PC may hear one or more rumours. The PC can learn this information in several ways: perhaps by overhearing two locals gossiping, chatting with regulars over a few drinks at the local taverns and so on. Use the table below, to determine which rumours the PC learns.

#### D6 RUMOUR

|   |  |
|---|--|
| 1 | Mirja's ghost haunts her home, seeking vengeance against those who killed her.                           |
| 2 | The village's curse is transferred to anyone who passes through its wooden palisade. (False rumour).     |
| 3 | The villagers were all turned into vampires, which is why they don't go out in daylight. (False rumour). |
| 4 | Weeping can often be heard coming from the choir hall.   |
| 5 | A strange fox lingers outside the village palisade. Some claim they've heard it talk!                    |
| 6 | Those who blaspheme against Darlen in the village burst into flame. (False rumour).                      |

### AUBADE CHOKING DISEASE

The disease that savaged Aubade initially seemed nothing more than a bad, wracking cough. Shortly thereafter, though, the victims developed what seemed like harmless laryngitis before their throats constricted, making it difficult for them to eat, speak or even breathe. Many victims, mainly the young and elderly, fell unconscious before finally suffocating.

**Type** disease, contact; **Onset** 1d3 days; a victim must save against paralyzation, poison or death magic or become stricken and be unable cannot speak louder than a whisper; the victim suffers loss of 1 point of Constitution per day until cured.

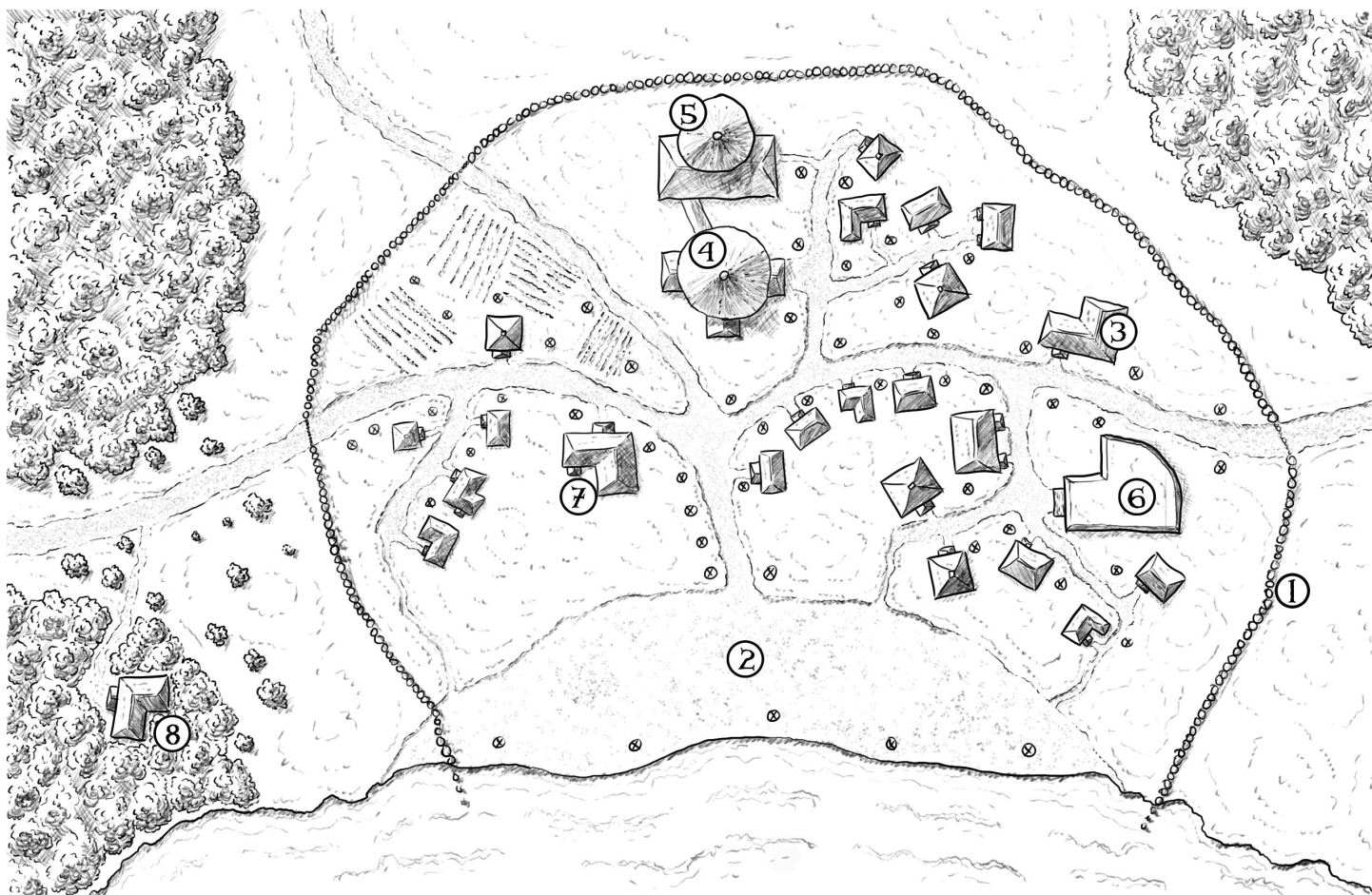
## NOTABLE LOCATIONS AT A GLANCE

Most of the village comprises peasant homes. A few locations, however, are of interest to adventurers:

1. **Palisade:** Shortly after Mirja's curse struck, the villagers erected a barrier of rough-hewn logs. Made by villagers still unaccustomed to working at night, the wall contains gaps big enough smaller creatures can easily pass through or larger ones can use to see what's happening on the other side.
2. **Beach:** The lifeblood of the village, the sandy waterfront serves as a small harbour for many fishing vessels. This is a hive of activity shortly after dusk and before dawn as fishermen push out onto Lake Archon and return with their catches.
3. **The Dawn to Dusk:** Aubade's main shop claimed to have "everything under the sun," and was a popular spot for pilgrims and guards in Aubade's glory days. Now a sign hanging from the locked door indicates the shop is closed, and its shutters are securely fastened to safeguard the remaining valuables inside.
4. **Cathedral of the Sun:** The ornate house of worship for the sun god was the centrepiece of the village, a cathedral to match any large city's. Like the village, it's fallen on hard times:

dust shrouds much of the interior, and weeds grow in the garden and along its walls.

5. **Sun-Song Hall:** Attached to the cathedral, the Sun-Song Hall is a grand auditorium, featuring rows of benches for people to sit and listen to the renowned children's choir perform. Like the cathedral, it too has fallen into a state of neglect.
6. **The Warm Welcome:** Unlike many of the other businesses catering to visitors, the local tavern and inn remains open. A sign on the door invites visitors to enter, the only sign during the day—when door and shutters remain closed—business proceeds as normal there.
7. **The Lamplighter:** Halfling craftswoman Brielle Seyrlant used to prepare sacred and scented oils, as well as ornamental lamps, to send home with pilgrims. Now her shop churns out lamps to light the village each night and fish oil to keep them blazing.
8. **Mirja's Home:** The village wise woman Mirja Sianio lived in this modest home, slightly apart from the village where she grew up but whose faith she abandoned. After Mirja was blamed and executed for the village's misfortunes, the mob descended upon the home and burned it too. Nothing but charred debris remains, home only to Mirja's angry spirit.



LIFE IN AUBADE

The daily rhythms of life in Aubade are little different than in any remote village, except they all happen at night.

Villagers are torn by the curse, with many feeling it's a great source of shame they brought on themselves. Many are belligerent to the rare visitors, whom they see as a threat not only to Aubade's remaining wealth, but also its secrets. Only a few believe establishing some sort of normal trade is key to Aubade's survival.

TRADE & INDUSTRY

The once-prosperous village now has little in the way of trade, meaning villagers have largely reverted to their other primary livelihood: fishing. The catch brought in every night is split for use as food or to be rendered into oil for the village's lamps.

Despite the lack of trade, the village still has some remaining stores of musical instruments and other goods originally intended for sale to visiting pilgrims.

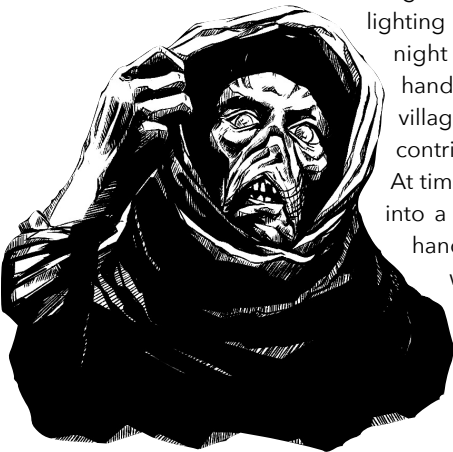
LAW & ORDER

The villagers have little time to commit crime, and little resources worth the effort, though they remain terrified of bandits or some other attack from beyond the palisade. In the old days, trials were led by Seury Tyrave; now fear-spawned mob justice rules.

CUSTOMS & TRADITIONS

While the villagers' tradition of gathering every morning to greet the sun with song was a casualty of disease and curse, some villagers still hold to the custom as best they can. Instead of gathering together, they greet each dawn in their home. Some have adapted to their circumstances by singing at dusk to welcome not dawn itself, but what has become the start of the villagers' day. Some few have gone even farther, quietly singing prayers not to Darlen but to the Mother (N goddess of the Seasons, Sun and Moon) focusing on the pre-eminence of the latter in a break with their former beliefs. They realise such conviction would be seen as heresy and keep it secret, balancing that fear with their long practice of expressing faith through song.

A burgeoning custom treats the lighting of the first lamp each night as an honour, one handed out to a deserving villager to recognise some contribution they've made. At times, this has developed into a procession drawing a handful of onlookers to watch the recipient light each of the village's lamps.



VILLAGE DRESSING

Use this table to generate the minor sights and sounds the PCs experience as they move about Aubade.

D20 DRESSING/EVENT

|    |   |
|----|---|
| 1  | A beautiful sunset paints the sky in crimson colours over Aubade's empty streets.   |
| 2  | A teary-eyed couple embrace as they stand over a small grave where they have left a braid of flowers.   |
| 3  | As twilight nears, cows low loudly to be milked.  |
| 4  | A pair of villagers repair wooden shutters on a home.   |
| 5  | A leather-bound prayer book lies discarded at the entryway of the concert hall.   |
| 6  | Late in the afternoon, a group of armed horsemen stands on a nearby hill, studying the village.   |
| 7  | An engraving of a sun on a lintel has been roughly defaced, half-destroyed by rough slashes of a blade.   |
| 8  | Hunched over to avoid the sun, a figure covered in cloth dashes from a home to pound frantically on another house's door.                         |
| 9  | A light rain patters on the village's glass lamps, casting odd shadows over villagers hard at work.   |
| 10 | The smell of fish wafts from the Lamplighter (location 7).  |
| 11 | Lamps shine like otherworldly will-o'-wisps on the lake, where villagers fish from their small boats.   |
| 12 | A fox darts through a gap in the palisade.  |
| 13 | A farmer trips in a poorly-lit field as he works at night. He doesn't bother to try to hide his frustration.                                      |
| 14 | A rough carving of what could be a tongue of flame mars the fine finish of a home's door.   |
| 15 | As the moon hovers over the village, a wordless melody echoes over the lake, stopping many villagers in the midst of their night-time activities. |
| 16 | Several people rush to intervene as two groups of villagers begin yelling at each other about who's to blame for the village's situation.         |
| 17 | Shortly after nightfall, a halfling woman climbs on a stool to refill the oil in lamps along the village streets.                                 |
| 18 | Several riders arrive at the palisades around noon, and wait for someone to respond to their calls.   |
| 19 | A male voice's prayers for forgiveness can be barely heard in the cathedral.  |
| 20 | Children huddle near a burned-out home, daring each other to approach.  |



## THE SURROUNDING LOCALITY

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Gently rolling hills surround Aubade, which sits on the sandy shores of crystal-clear Lake Archon. Fertile soil and a temperate climate with more days of sun than rain mean the land is covered in green grass where it's not cultivated for crops in the village's immediate environs.

A cool breeze often blows off the lake, dispelling the worst of the day's heat and keeping biting insects to a minimum. The lake's waters contain a multitude of life, mostly trout, bluegills and other species of fish that have no interest in humans as prey. Occasionally, however, an eel or snapping turtle grows to such size as to pose a threat to villagers plying the waters. The lake's fish stocks are a vital component of the villagers' diets—without them life in Aubade would quickly become untenable. (Ironically, leaving the village would free the villagers of their curse, but none have thought to abandon their friends and neighbours for a new life elsewhere).

Mountains rise far to the east, almost seeming to frame the sun as it rises each dawn and creating a breathtaking view that helped lead the village's original Darlenites to choose this site for the village. Villagers tell stories of dangerous creatures—giant birds, monstrous humanoids, and even a dragon lairing in the highest peaks—though few ever ventured so far to learn the truth of these tales.

Several now virtually disused roads wend their way through the hills to the village, though gone now is the heavy traffic that helped maintain them. The ruts from carriages and wagons are crumbling, and weeds along the path's edges blur the boundary between road and field. Without maintenance, or a resurgence in traffic, the paths will likely all be indistinguishable from their surroundings in a handful of years.

In Aubade's heyday, bandits hid in copses and small valleys in the hills, from which they launched occasional raids on pilgrims making their way to the village. They too have largely disappeared, as the lack of caravans making their way to Aubade mean there is little value to marauding along the route. In their place, the region's natural fauna once chased away by the steady flow of faithful have returned. While most pose no threat to the rare travellers, occasionally monsters such as bulettes, chimeras, griffons or manticores claim sections of the hills for their own.

Adventurers attracted to rumours of such monsters help clear them out quickly, but some also come with their sights set on Aubade itself, tales of vampires and other such dark creatures draw their attention. In particular, crusading Darlenites keen to cleanse the cathedral and rededicate it to their lord make their way to Aubade. Some never make it to the village, while others are driven away or burnt by the villagers desperate to protect what little remains of their lives.



## NOTABLE LOCATIONS IN AUBADE

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Though once a wealthy village, Aubade has been transformed as surely as its residents by Mirja's curse. Lampposts, which shine at night in overlapping circles of illumination, now line the cobblestone paths. Tight wooden shutters cover the windows on the finely-constructed homes, blocking daylight from entering. Signs of neglect are obvious—paint peels off homes and weeds grow tall outside the pools of lamplight.

### 1: PALISADE

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*This wooden palisade made of 12-foot-tall logs sharpened to a point at the top appears formidable. The gate is the only obvious point of entry, but gaps between the trunks are large enough for little creatures to easily slip through.*

Quickly realising their inability to emerge in daylight left them at risk, the villagers built a wooden palisade. Though the craftsmanship suffered some for the night-time work, it keeps all but the smallest creatures from entering the village. The palisade is made of rough-cut logs sharpened to a point. (Intruders climbing over the palisade must make a saving throw against breath weapons; if they fail, they impale themselves on the palisade's sharpened points and suffer 1d6 damage).

The village gate is barred each day shortly before dawn and opened again after nightfall.

**Canine Courage:** If Renami has had a chance to observe the PCs and thinks they may help, he races back and forth as they exit the village to attract their attention before leading them to Mirja's home.

**Things That Go Bump in the Day:** An armed band of Darlenite inquisitors arrive at Aubade's gate, spurring fears among the villagers their intentions. The villagers may beg the PCs to see off the visitors or may suspect the two groups of working together.

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### RENAMI

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N male fox familiar

*This orange fox cocks its head as it stares intently, as if it were trying to divine the intentions of the subject of its gaze.*

**Mannerisms:** Renami keeps his distance from any newcomers, but watches them to see if they may be helpful.

**Personality:** Renami lost his connection with his mistress, Mirja, when she was burnt to death, but retains his Intelligence and devotion to her. His top priority is to put her spirit to rest. He is cautious, almost skittish, however, knowing she will likely never be given peace if anything happens to him.

**Background:** Renami could only watch helplessly as the mob came for Mirja. He now slips in and out of the palisade, looking for someone to help him, though his inability to speak makes communication difficult.

### 2: BEACH

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*All manner of small skiffs line this white-sand beach on the lake's shore.*

The small boats pulled up on this sandy shore during the day show ample evidence of use. The beach is largely empty at night until a couple hours before dawn when the fishermen return. Among those working here is Dantalyan Solac (LN male human), the heavyset, overprotective head of the village council. Fatalistic about Aubade's fate, his main concern is protecting the people who live here. He responds harshly to any perceived threat to the village even as he hopes to maintain order and prevent any reoccurrence of mob justice.

### 3: THE DAWN TO DUSK

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*A painted sign proclaims this building The Dawn to Dusk general store; a weathered "closed" sign hangs on the door.*

Aubade's now-shuttered general store supplied the pilgrims who made their way to the village, and the guards who kept them safe during their journey. The store's sales dried up once the pilgrimages stopped and its dispirited owner, Alodette Veleuse (LG female human), no longer bothers to open most of the time. Still, the store remains full of goods, including a number of fine instruments and items of faith. Alodette is willing to open the store to sell them, often at a 25% discount, as otherwise her stock just collects dust.

- **For Sale:** adventuring gear (100%-75% usual cost), cleric's vestments (4 gp), fine musical instruments (percussion, string, wind; 80 gp).

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### DARLEN

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LG god of Law, Order, Justice and the Sun

**Epithets:** The Justicar, the Shining Light, the Noble One

**Symbol:** The rising sun

**Favoured Weapon:** Longsword

**Raiment:** Voluminous, white cowled habits. Unless expecting battle, clerics do not wear armour.

**Teachings:** The strong must protect the weak, for this is the natural order. Those with great abilities or aptitudes must use their gifts for the betterment of their fellows. The faithful must be ever vigilant for evil's rise, but must show mercy in dealing with its tools.

**Holy Texts:** Darlen's teachings are set down in the *Scripture of Law*—a vast tome containing teaching, stories and lessons by some of his early, prominent followers. *Divine Order* and *On Darkness' Rise* are important early commentaries penned by legendary high priests.



## 4: CATHEDRAL OF THE SUN

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*This grand building rises to a yellow-brick dome topped with a bronze weathervane depicting a sun with rays radiating in all directions. A stained glass dawn scene glistens above the ornate wooden doors, making it almost easy to overlook the dirt and small signs of neglect along its base.*

Syrave Teury (LN old male half-elf ex-cleric 5) built the Cathedral of the Sun to replace Aubade's intimate temple that strained to hold all the pilgrims in the village's better days.

The grand building has fallen from its glory days: dust covers much of the interior, including the pews set in a circle to emulate the sun as parishioners face a central dais; few now worship here.

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### SYRAVE TEURY

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LN old male half-elf ex-cleric 5

*Though stooped slightly by age, this man looks no less imposing thanks to piercing blue eyes and a wild shock of white hair.*

**Mannerisms:** The once-zealous, now-fallen priest of Darlen locks eyes with any he meets, as if trying to see into their soul. He is fond of proclaiming when he has an audience.

**Personality:** Hurt, embarrassed and angry, Syrave rails privately at Darlen and can be provoked to rage by any true believers of the sun god. He fears word of what happened in, and to, Aubade spreading, and does his best to prevent any investigation by driving away curious visitors. He keeps the villagers worked up in a frenzy, telling them they could all suffer because of strangers in the village.

**Background:** Syrave, his faith shaken by his inability to cure the deadly choking illness, led the mob that killed Mirja. The curse preventing him from going into the sun has taken a further toll, and his belief hangs by a thread.

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### MARKKU TUOMI

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LG male human

*This tall, scholarly figure's neatly trimmed beard contrasts with his unkempt hair. Red-rimmed eyes and hollow cheeks give him a haunted look.*

**Mannerisms:** Markku punctuates his conversation with mournful sighs. Only music seems to penetrate his shell, and even that is as likely to cause him to lapse into staring into the distance as spur a conversation.

**Personality:** Markku is mortified at his role in what happened to Aubade. He wallows in self-loathing.

**Background:** Crazed with grief over the deaths of his child and several other choir members—victims of the choking disease—Markku helped Syrave stoke the mob at Mirja's house into its fatal frenzy, which he now bitterly regrets.

- **For Sale:** *scroll of sanctuary* (300 gp), *scroll of prayer* (900 gp); holy symbols of Darlen (1-50 gp).

## 5: SUN-SONG HALL

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*Attached to the cathedral by a covered walkway, this smaller counterpart is nearly as impressive, featuring its own yellow-brick dome held aloft by white-painted wooden buttresses.*

This large wooden building adjoining the Cathedral of the Sun holds several smaller classrooms around the grand performance hall that was the village's lifeblood.

Where once wooden pews were filled to capacity with villagers and visitors to hear the children's choir, now only choirmaster Markku Tuomi (LG male human) can be found here most days. Disconsolate, he spends much of his time, remembering better days and working on his masterpiece in hopes it will someday be performed. He is a tragic, broken sight sitting amid the dust and rubbish frantically working on a masterpiece that will never be quite good enough.

- **Scrolls For Sale:** *dancing lights* (300 gp), *command* (300 gp), *unseen servant* (300 gp), *darkness 15' radius* (600 gp).

## 6: THE WARM WELCOME

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*Lamps bracket the front doors of this three-storey wooden building, which stands out from the surrounding homes.*

With dozens of rooms no longer in use, the Warm Welcome inn casts a long shadow over village life, a constant reminder of the throngs that once flocked to Aubade.

Innkeeper Aelliah Cyelrae (LG female human) does her best to maintain the inn, but dust covers many of the rooms. Heavy black wool curtains hang behind the doors and every window, an extra safeguard against a light-seeking guest. Aelliah is almost sycophantic in her desire to make her rare guests happy.

- **Food & Drink** meal (filet of trout, butter sauce, and bitter greens) 3 sp, coffee (cup) 2 cp, fine port (bottle) 15 gp, delicacy (caviar), 40 gp.
- **Accommodation** One- or two-bed chamber 5 sp; four-bed chamber 12 sp.

**Oh, Rats!** Renami leaves dead rodents at the PCs' door while they rest, trying to leave a trail back to Mirja's home to get them to investigate.

**Mob Justice:** A group of scared, angry villagers arrive at the inn, blaming the PCs after a child's minor cough stokes fears of a new outbreak of the choking disease.

## 7: THE LAMPLIGHTER

*The smell of fish mingled with herbs and other, fresher scents emanates from this home and shop.*

Brielle Seyrlant (LN female halfling) maintains the Lamplighter, where she used to sell beautiful glass oil lamps and flasks of scented oil. In the wake of the curse, the winsome craftswoman took it upon herself to set up lamps throughout Aubade, letting villagers work at night. Now she spends most of her time training others to maintain the lamps and ensure there is sufficient oil, which they harvest from the nightly catch of fish.

## 8: MIRJA'S HOME

*The smell of smoke still seems to cling to the charred remains of this ruined building.*

Mirja Siano (CE female ghost human magic-user 6) in life was a wise woman who lived on the outskirts of Aubade. Notoriously pagan, she was kept at arm's length by much of the village, who distrusted her lack of faith but appreciated her efforts to treat their ills with herbs and magic. But when the sickness struck and neither she nor Syrave Teury were able to stop it, the grief-stricken villagers took their anger out on her. Convicted of the deaths of a number of villagers, including several members of the children's choir, she was burned at the stake in front of her home, which the villagers then torched for good measure.

Mirja's ghost now haunts the site, crying out for vengeance against any who approach (the villagers themselves steer well clear of the desecrated ground).

**A Hole in Their Heart:** When a young boy doesn't return home as dawn nears, his parents approach the PCs and ask them to look for him. Raimo Keto (CN young human male) fell into Mirja's herb cellar as he tried to prove his bravery to his friends,



who are too scared of being punished to tell what happened. The boy is trapped but otherwise okay, but he only has a short amount of time before deadly sunlight fills the hole.

**Absolution for Aubade:** Mirja blames the village's faith for her death and can only be laid to rest by burning the Cathedral of the Sun and the Sun-Song Hall to the ground and rebuilding her own home. She will lift the curse only if every member of the village disavows their faith in Darlen. Though many of the villagers would agree to both conditions (many have already turned away from Darlen in the face of the curse), Syrave and others would fight to their last breath to prevent either from happening.

### MIRJA SIANO

CE old female ghost human magic-user 6

*Horrid burns cover this translucent woman's ghostly flesh, visible under the torn, charred shawls that once covered her.*

**Mannerisms:** Mirja hesitates to attack children (or anyone who may be mistaken for a child) and animals, but is nearly insensate with rage at anyone who clearly worships Darlen.

**Personality:** In life, a slightly detached woman who cared for children but observed the foibles of the adults around her with a gently acerbic wit, Mirja's anger at her horrific death remains overwhelming. Those few people who have survived long enough to talk to her since she rose as a ghost find only vengeance and hate in her words. Perhaps the only semblance of her old self remaining is her fondness for children and her former familiar, whom she allows to approach her home, though she only very rarely manifests there now.

**Background:** Mirja grew up in Aubade, and watched as Syrave Teury made it his home and erected the grand cathedral. Uninterested in the faith of her fellow villagers, she eventually grew apart from them. Still, her expertise in herbalism was well-known in the village, and she was a resource for several generations when they needed a remedy or some other tincture. But when the choking disease came and she proved as unable to prevent it as the Darlenite clergy, her "otherness" made her an easy scapegoat.

### MIRJA'S CURSE

Mirja's curse affects any villagers of Aubade, giving them a form of sunlight vulnerability. Any villager exposed to sunlight bursts into flames, taking 1d6 fire damage and catching on fire.

Even if someone is freed from the effects of the curse by means of *remove curse* or a similar spell, it renews itself every day at dusk, afflicting anyone within Aubade's boundaries who considers himself a villager unless they make a saving throw against spells. Visitors to Aubade are safe from the curse unless they make the village their permanent home.

# OGL V1.0A

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