

Many years ago, perhaps even generations, the witch made a terrible mistake involving a supernatural terror. Now that mistake has come back to haunt the village, and it is a powerful foe. Whether because of fear, uncertainty, or a magical geas, the witch is not able to act, and it is up to the characters to get to the bottom of just what happened and how to save the village from this returned evil.

This Scenario Pack gives the GM several tables which will allow for the quick creation of an adventure while the players are making their characters. You will find example names, possible histories for the witch's problems, and sample monsters.

If you need to come up with names of people and places on the fly, use the following tables. We have chosen to use primarily Romanian names for this scenario pack.

1d6	Village Name
1	Banffy
2	Corvin
3	Lazar
4	Miko
5	Neamt
6	Peles

REMINDER!



= ADD A LOCATION TO THE MAP



= ADD AN NPC TO THE MAP

You will learn a lot about the characters' village from the events they roll while making their characters. This will include information on the people who live there.

Use this table to come up with names for some of those people or the characters themselves.

1d20	Female Names	1d20	Female Names	1d20	Male Names	1d20	Male Names
1	Alexandra	11	Ivona	1	Andrei	11	Ionut
2	Antanasia	12	Joanna	2	Anghel	12	Luca
3	Cipriana	13	Lipa	3	Boian	13	Marku
4	Daria	14	Maria	4	Costache	14	Mihal
5	Dol	15	Minodora	5	Cristian	15	Nandru
6	Elena	16	Miriana	6	Danut	16	Nicolae
7	Fitrat	17	Odeta	7	Dumitru	17	Radut
8	Francise	18	Relia	8	Gabriel	18	Rasvan
9	Ihrin	19	Shimeka	9	Geofri	19	Serghei
10	Imanuela	20	Sofia	10	Haralamb	20	Stefan

THE WITCH'S TERRIBLE MISTAKE...

What place was the site of the witch's ancient mistake? Fill in the blanks on this chart with places which the players come up with during character creation. The place must be at least as old as the characters themselves to be placed on this table.

1d8	Where did the witch make her mistake?
1	
2	
3	
4	
5	
6	
7	The old mill.
8	Grandmother Weavers house.

Someone in the village has willingly or unwilling sided with the evil in secret. As above, fill in the blanks on this chart with people that come up while the players are making their characters. As you piece together later results, decide how this person is helping, and whether they are willing or not.

1d8	Who has sided with the evil?
1	
2	
3	
4	
5	
6	
7	Someone in the smith's family.
8	One of the village elders.



What creature did the witch anger? This will be a monster too powerful for the characters to face directly, and the GM will have to make this clear to the PCs over the course of the adventure, and provide ways for them to overcome the evil. Example monsters are provided in parentheses.

1d6	What is the nature of the evil?
1	A powerful spirit of Chaos, perhaps even a minor god. Now either that spirit itself or one of its chief followers is in the village. (a lesser demon)
2	A beautiful and terrible faerie lord or lady from deep in the woods who wakes one a generation. (a faerie lord)
3	The ghost of a mighty sorcerer which still wields much power. Perhaps banished, the spirit is now free of its shackles. (a wraith)
4	Wicked and deceitful creatures which take the shape of any they choose. They are responsible for many of the elders' stories. (a trio of doppelgangers)
5	Another witch with mighty magic and secretive ways. Once merely a rival, she comes now as a vengeful sorceress. (a level four mage)
6	A risen king and queen from ancient times, whom the witch drove from the village a generation ago. (two wights)

The evil is likely beyond the powers of the characters. The following tables will give the gamemaster an idea of the evil's origin and a way to help the characters overcome it. Further ideas are found with the suggested monsters at the end of this Scenario Pack.

1d6	How, years ago, did the witch anger the power which now rises anew?
1	She foolishly invited the danger into the village without understanding its true powers or motives.
2	Sure of herself, she accepted the evil thing's challenge to a game or contest and lost. Now it has come to claim its prize.
3	Without fully realizing it, the witch empowered the evil thing with her own magic, and was just able to banish it for a time.
4	In her youth, the witch fell prey to a demon's silver tongue and wicked sense of humor.
5	When speaking a word of power, the witch's tongue slipped, and she opened a door to somewhere else. The evil came through.
6	In one way or another, the power is the unwanted child of the witch and her power, and it bears a terrible grudge against its mother.



1d6	What discovery will help the player characters avert this threat?
1	A magical weapon of significant power against this threat is hidden somewhere within a day's travel from the village.
2	A magical item with power against this threat, such as a lantern that illuminates the invisible, or a protective amulet, remains at a location related to the person listed on the second table.
3	The power's true name is hidden somewhere at the location of the witch's mistake. If the PCs can find it, they will have a great advantage against the evil.
4	A powerful ally, perhaps a wandering hero, magician, faerie, or spirit, holds a grudge against this threat, and could be convinced to help the characters.
5	There is a location nearby at which the threat is most vulnerable. The player characters will receive a large bonus against the evil power should they lure it there.
6	The player characters discover the details of an elaborate ceremony that can bar the power from the village forever.

EVENTS DURING THE GAME

Near the beginning of the session, while the characters are starting their investigation, what kicks things into high gear? Bring this result in after 15-30 minutes of play. You might want to ignore this table if the game gets off to a fast start on its own, but you can still use the result to inform your thinking while you are figuring out what is really going on with the evil power.

1d6	What pushes the characters to action?
1	Precious items of either monetary or sentimental value start to go missing in the village.
2	Livestock are found dead, with strange wounds.
3	Fires are set in two or three places in and around the village.
4	A named NPC is found dead.
5	The village well is poisoned.
6	Children are taken in the night.

If things are going slowly or the characters seem stumped, it may prove beneficial for the GM to have another moment of crisis occur with the evil power. Use this table if you need to spice things up or make things more urgent.

1d6	What does the power do during the game?
1	Crops wither or are burned.
2	A wandering merchant comes wounded to town, telling stories of his strange assailant.
3	As part of some cruel game, the threat fans the flames of a feud between two local families.
4	The graveyard is disturbed as if by some dark ritual.
5	Unwittingly or not, another threat comes to town in service of this power's goals.
6	A band of cruel adventurers comes to make their names against the power, but fails.

THE ROAD GOES ON

If you are playing this scenario as a one-shot, success in stopping the witch's nemesis will probably be satisfying enough for the players. However, if you plan to continue with these characters on further adventures, it might be nice to give them a reward. The following tables will give you some ideas for such rewards, as well as seeds to plant for further adventures.

1d6	What do the characters find after defeating the evil power?
1	A treasure hoard; the characters manage to acquire a great deal of money. They may share 6d12 gold pieces amongst themselves.
2	The power kept a precious ring in its lair. This unique ring is potentially magical, and likely very valuable to one with the wealth and power to discover its true nature.
3	The characters stumble over a pile of forgotten tomes lying in the corner. The books contain the spells Ancestor's Prowess and Ghostly Commandment, as well as the rituals Magic Stones and Continual Light.
4	By way of thanks, the witch weaves a powerful magic over our heroes. Each character receives an additional Fortune Point on their next adventure.
5	The witch thanks each of the heroes with a potion of healing. Each character receives a single magical potion which heals 1d8 points of damage.
6	In the course of defeating the evil power, the characters learn the witch's true name. Will they utter it?

You may want to leave the players hanging with a threat of more danger from the nemesis or its ilk. This allows you to continue your story with the same characters later. If you think you might want to do that, roll on this table and have the hint show up at the end of the session.

1d6	What hints to further dangers?
1	The witch's sister comes for help with a similar power she has angered.
2	Once word of their deeds spreads, a distant lord summons the characters to court, saying his keep is haunted, and he has need of their help.
3	Defeating the dark power has, incidentally, freed a faerie lord to pursue her own vendetta against the witch.
4	While they are thankful that the characters have saved the day, the villagers are furious with the witch, and wish to cast her out. Can the characters solve this conflict?
5	So much of the witch's life was tied up with this power that defeating it has left her deathly ill. Only a shadowless flower found in the northern reaches can cure her.
6	The witch is so proud of the characters that she asks them to escort her to the Witch's Brooding come next midwinter. It is a perilous journey, and a gathering of dangerous magicians which awaits them at the end.

THE DEN OF THE BEAST

A good dungeon is a staple of fantasy gaming. Of course, the place doesn't have to be a literal dungeon (and, in fact, often should not be). Have the adventure culminate with the characters infiltrating a place important to the witch's nemesis, such as a witch's burial chambers or a hidden fastness in the deep woods. This is the exciting climax which comes after the characters have investigated the history of the witch's mistake and, hopefully, found a way to counter the evil power. An extra clue as to how to defeat the evil is suggested in the third table of this section.

1d6	Where does the power dwell?
1	In a wilderness area outside the village, perhaps a swamp or a dark forest.
2	It inhabits the site of the witch's ancient mistake as determined on the earlier table.
3	A foreboding and cursed cave outside of the village.
4	A holy site of some sort, perhaps beneath a ring of stones or in a gathering place for villagers.
5	Somewhere threatening the major trade route into the village.
6	A markedly cursed location half a day's journey outside the village.

1d6	What guards the evil's lair?
1	A group of minions guards the entry to the creature's lair. An undead power might be guarded by four skeletons, while a fae power might be guarded by five sprites.
2	The entrance to the location is sealed by magic. Perhaps a door is covered in warding runes which keep the party out, or a ferryman poses a riddle that must be answered before crossing into the location. The party may be able to research for clues if they need help, or they may just have to find another, more hidden entrance to the den of the beast.
3	Heavy gates, spring storm damage, or another physical barrier bars the way. The characters will have to make their way into the den of the beast through strength or ingenuity.
4	The characters must survive a punishing gauntlet to make it into the villain's lair. A dungeon located deep in a dangerous swamp would work, as would an entry passage filled with dangerous traps.
5	Lesser creatures guard the lair. Some might have other monsters do this, but they could also hire or trick human guards to do it for them.
6	The entrance is unguarded, but concealed. Perhaps the only way in is through a hidden trap door in a villager's house, or perhaps the entrance is a small cave hidden in the mountains.

1d6	What challenge will provide an insight into how to defeat the threat?
1	A pit trap still holds the corpse of its last victim. This was another, unluckier hero, and upon the body, the characters find a weapon granting +2 to hit and damage against the power.
2	The power has begun constructing a magical defense. If the heroes can breach its borders, they will find the very blueprints of its architecture: a short green leather book containing the rituals Last Call and Wizard's Home, and the spell Abjuration. The power knows these spells and has likely already prepared its home.
3	Trapped together are 4-6 NPCs from the village who have been trapped or taken prisoner. Can our heroes free them? Will they join our heroes against their former captor?
4	Throughout the creature's lair, only minimal illumination is available. Characters without illumination will usually be at -4 because of the near-darkness. The power itself suffers -2 penalties whenever anything brighter than a single torch illuminates it.
5	As part of its evil plans, the power has collected a solid arsenal of weapons, which it has distributed to its servants and hidden about its lair. If the creature is immune to ordinary weapons, the PCs will find that some of these are able to harm it.
6	In addition to the villager who has sided with this evil power, there is another who was aware of it. That NPC asks questions in town, and is soon thereafter targeted by the power; if our heroes are able to gain their trust in time, the NPC reveals the power's own secret way in and out of its lair.

RECENT EVENTS

The previous tables all help the GM get some ideas about how to set up the adventure with the goblin infestation in their village. The Recent Events table on this page pushes things into high gear.

The recent events described in this Scenario Pack are different from those in the Hidden Cult or Angered Fae Scenario Packs. Instead of each character in the group rolling an individual event and having someone beside them help, the entire group will experience one major event to jump start the adventure.

Something terrible or foreboding has happened in the days leading up to the adventure. Roll once for the entire group on the following table to determine what they were doing just before the session and how well it went for them. This result will potentially give the characters a hint as to the strength of the evil power, or perhaps a clue as to its nature, and may change the NPCs and village for the duration of the adventure. Whatever the case, this horrible event is connected to the returned power.

Each of these events gives a necessary die roll. If it is a saving throw or attack roll, every character in the group must make the test. If it is an ability score check, then, while everyone is working on the problem together, only a single character may take the lead and make the roll. Discuss the scene and determine which character will make the test; others may help as normal. If there is any serious argument about who gets to test, use Initiative to solve the dispute.

When the characters resolve this event they are ready to play, and the game is on!

1d8 What happened recently?

- 1 A family was murdered three weeks ago. Their bodies were found arranged into a strange pattern outside the witch's hut. *Test Intelligence* (History and Lore skills may help). Success: The wounds on the bodies give you a clue as to the perpetrator. Failure: you are mystified by these strange events (GM: the power watched the characters investigating the bodies).
- 2 The milk in the witch's hut curdled and she found herself drained of power for a day. *Test Charisma* to query the witch. Success: She tells a story of the first time this happened, hinting at the power the characters must face. Failure: She bars the characters from her hut, saying she fears for their safety if they stay by her.
- 3 The village hunters come back beaten and bloody. *Test Charisma*. Success: The hunters relate some details of the power that overcame them. Failure: While they relate nothing particularly useful but their fear, it is still clear this threat is far too powerful for the characters to face directly.
- 4 A seasoned adventurer crawls into the village at death's door, wheezing a warning about a threat just outside of town. *Test Wisdom* to patch her up. Success: She gives the player characters a non-magical piece of equipment and owes them a favor. Failure: She dies in her sleep that night, leaving the characters only a dire warning about the threat facing the village.
- 5 Last night, the player characters were attacked in the fields outside the town and barely escaped with their lives. Each character should *test Constitution*. Success means losing a quarter of the character's hit points and identifying the foe. Failure means the character comes to with a single hit point in the witch's hut at the beginning of the game.
- 6 People have started trading strange tales over beer at the Inn most evenings, lately. There are patterns in the villagers' troubles. *Test Charisma* (gossip related skills may help). Success: from the stories, the player characters are able to gather important clues about the threat, such as its food source or patterns of attack.. Failure: the regulars at the inn are tired of your questions. -1 to all Charisma checks in the inn.
- 7 Yesterday, while walking in the woods, you overheard a strange conversation and tried to remain hidden. *Test Dexterity* (stealth related skills may help). Success: you overheard everything; you now know which of the villagers are in league with the threat, as per Table 2. Failure: You were attacked and chased off. Be careful! Both the power and its servant are on to you.
- 8 The characters find the body of the great boar Maialis which has frightened and chased the village hunters for the past five years. *Test Intelligence* (hunting skills might help). Success: you learn the creature's preferred method of attack. Failure: The power comes upon you by surprise while you are studying its handiwork. The game starts with the players running for their lives or leading a desperate fight against a stronger power.

SUGGESTED MONSTERS

The dark power at the center of this adventure will probably be too powerful for a group of level one players to face in direct combat. To help with this power imbalance, the table “What discovery will help the player characters avert this threat?” gives players some help. Even better is when you, the GM, reveal the nature of the threat and its weakness through its actions. How you portray the monsters can be an invaluable tool for game-mastering a fun, challenging adventure for your players.

Below is information on the threats mentioned in this Scenario Pack. Each of these entries represents one of the results from the third table of this Scenario Pack which describes the nature of the evil facing the village. For the lesser demon result, we present a particular demon created with the rules for Making Demons as described on p.100 of *Beyond the Wall and Other Adventures*. Likewise, we have created Arianrhod as a sample level four mage to be a villain in the scenario and a rival to the witch.

ARIANRHOD, VENGEFUL SORCERESS

This bitter and tireless sorceress holds an eternal grudge against the witch. She uses the magics of the dead and curses to enfeeble and haunt her foes, and the weather follows her moods and whims. Her true age is unknown, but she appears as a thin woman showing the first signs of grey.

Arianrhod’s magic gives the GM a guide to her character and motivations. Spells like Second Sight, Ghostly Commandment, Terrifying Presence, Faerie’s Call, and Friends speak to her power over thinking creatures of this world and the next. Hexing, Blight of Loneliness, and Clear Eyes cast her as a malicious power that cannot be tricked. Frozen Wind and Call Storm align her with weather that mortals find dangerous and unpleasant. Consider Arianrhod to have whatever spells, cantrips, and rituals you see fit, using the above as guidelines. Her entry below lists her favorite spells.

Hit Dice: 4d6 (22 HP)

AC: 12

Attack: +3 to hit, 1d6+1 damage (enchanted staff)

Alignment: Chaotic

XP: 250

Notes: *Spellcasting* (may cast spells, cantrips, and rituals as a level 4 mage; assume that Arianrhod has an Intelligence of 13 and a Wisdom of 15 for the purpose of any casting rolls; her favorite spells are Ghostly Commandment, Frozen Wind, and Blight of Loneliness) *Sense Magic* (Arianrhod can sense magic as a Mage)

DOPPELGANGER

This mischievous faerie can take the shape of any man and has caused no end of trouble throughout the ages. Some stories say that there are many such creatures, others that there is only one very active trickster who goes by this name.

Hit Dice: 4d8 (18 HP)

AC: 15

Attack: +3 to hit, 1d8 (sword)

Alignment: Chaotic

XP: 200

Notes: *Change Shape* (the doppelganger has no true shape of his own, but may instead change its shape to that of any other human or roughly humanoid form once per day), *True Name* (the doppelganger has a true name which gives its foes power over it), *Vulnerable to Iron* (the doppelganger takes double damage from iron)

ANAXAMANDER, A LESSER DEMON INCARNATE OF TEMPTATION

Anaxamander appears as a slightly soft middle aged male, with short cropped dark hair and an almost corpulent body dressed in impeccable court fashion. He keeps a small book in a satchel by his side, and a ritual basalt dagger hidden in his belt. Anaxamander is charming and a generous host, but stays far inland, avoids the creek near his house, and seems uncomfortable near even the gutters on a rainy day.

If the characters get to observe Anaxamander alone, have him reveal the dagger as a potent tool. When Anaxamander interacts with those mortals he is trying to tempt to dark magic, he could take them on long walks that always avoid any sources of water. Sometimes, his dark magics might require that he reveal his true name.

Hit Dice: 6d8 (26 HP)

AC: 16

Attack: +8 to hit, 2d4 damage (basalt dagger)

Alignment: Chaotic

XP: 800

Notes: *Illusions* (Anaxamander can create illusions as described on p.102 of *Beyond the Wall and Other Adventures*), *Invulnerable* (may only be hit by magical attacks), *Magic Resistance* (Anaxamander has a 40% chance to resist magic), *True Name* (this demon has a true name which gives his foes power over him), *Vulnerable to Running Water* (Anaxamander cannot cross running water; he is banished if submerged fully in water)

FAERIE LORD

Every fae lord or lady is a unique creature. Some are stately rulers of majestic courts, others twisted gremlins living in dank holes and commanding the dark things that live beneath the earth. These statistics give you a rough form on which to hang your particular great fae lord; they would be particularly good for representing an elven king or a princess of the wild hunt. Other types of faerie lords might differ significantly from the statistics provided here.

Hit Dice: 6d10 (33 HP)

AC: 17

Attack: +6 to hit, 1d8+3 (magic sword)

Alignment: Chaotic

XP: 650

Notes: *Awful Presence* (attempting to attack the Faerie Lord requires a successful saving throw versus spell), *Spellcaster* (the Faerie Lord can cast four spells per day and is particularly fond of Commanding Word, Obscurement, and Wild Call; additionally, he can cast any ritual of level four or lower with automatic success while within his domain), *True Name* (the Faerie Lord has a true name which gives his foes power over him), *Vulnerable to Iron* (the Faerie Lord takes double damage from iron)

WIGHT

Wights are the spirits of long dead kings, found wandering their barrows and the surrounding lands. They sometimes attack with ancient blades of iron or bronze instead of their deadly touch. The strength drained away by a wight's touch may only be recovered by slaying the wight and cleansing its tomb, or by powerful magic.

As an example of a pair of wights, consider the following. Many generations ago, Aristaios and Melitta carved the pastures and farmland from the Dark Forest itself and brought civilization to this land. For years, they ruled with iron swords and unflinching justice, but always with the best interest of their people in mind. They died, as they lived, together, and were buried with great reverence and honor, but their tombs were disturbed, and they rose again, intent on resuming their rule.

Hit Dice: 3d10 (15 HP)

AC: 15

Attack: +3 to hit, 1d4 damage (touch)

Alignment: any

XP: 100

Notes: *Drain Strength* (anyone touched by a wight must make a saving throw vs. Polymorph or lose a point of Strength)

WRAITH

Wraiths are incorporeal spirits trapped between this world and the next, caught in agony between worlds and hungry to spread their pain. Plants wither as they pass, and any creature touched by a wraith's icy presence loses its personality and will.

These are the most spiteful of the spirits of the dead, for there is no escape for them. Only the destruction of a wraith will end its pain; there is no other way to cause it to leave the world of the living.

Hit Dice: 5d8 (22 HP)

AC: 15

Attack: +6 to hit, 1d8 damage (touch)

Alignment: Chaotic

XP: 550

Notes: *Drain Will* (anyone touched by a wraith must make a saving throw vs. Polymorph or lose a point of Charisma), *Incorporeal* (the wraith has no physical form, and is only affected by magic and silver weapons)