

HEROIC WORKS



Turnip Harvest

The Dark Eye

ORIGINAL GERMAN VERSION

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To make a scene easier for the heroes, use these suggestions.



To make a scene more difficult for the heroes, use these suggestions.

Quality, Price, and Beds

Taverns and Inns are rated by levels that indicate (*Q*) *uality*, (*P*)*rice*, and (*B*)*eds*. Quality is the quality of the establishment, price modifies the price of rooms listed in the *Core Rules* by the given percentage, and beds is the maximum number of beds offered by the inn or tavern.

Level	Quality	Price
1	Miserable hovel	Very cheap (50% of normal price)
2	Dirty dive	Cheap (75% of normal price)
3	Simple inn	Normal (normal price)
4	Good middleclass tavern	Expensive (150% of normal price)
5	Exquisite hotel	Very expensive (200% of normal price)
6	Luxurious hotel	Extremely expensive (400% of normal price)

Currency Calculator

Unless noted otherwise, any mention of money refers to Bornland's currency. Most areas of Bornland accept Middenrealm coin.

Bornland	Middenrealm	Value in Silverthalers
Batz	1 ducat	10
Groat	1 silverthaler	1
Farthing	1 haler	0.1

• These boxes contain important information for the game!

HEROIC WORKS

Turnip Harvest

“The awakening of the land isn’t just some teacher’s analogy. It is real. The animals feel it, and even the spirits of the dead are stirring. The land has power, and it is growing.”
- Owl Witch Tshinjusha ter Sappen, to her pupil

“Jadvige of Hummegarben knew the land like no marshal before or since. Before her mysterious disappearance, she conquered countless sites of power and learned how to use them.”
-an unnamed knight of the Alliance of Kor’s Sign, to his followers

The Adventure at a Glance

Notes on the Adventure: Release of a ghost, clearing a magical phenomenon, exploration of an old Hesinde temple

Genre: Detective adventure, dungeon adventure

Location: Wulzen and New Wulzen on the coastal road, Lowermarches, Bornland

Date: This adventure takes place during Efferd and Phex, 1039, and is set between *The Black Forest* and *The Green Platoon*, the third and fourth adventures in the Theater Knights campaign. If played separately, it takes place from 1036 FB onward.

Prerequisites: none

Complexity (Players/GM): medium / medium

Suggested Hero Experience Level: *Competent*

Challenge Level

Social Skills	◆◆◆◆
Combat	◆◆◆◆
Stealth	◆◆◆◆
<i>Living History</i>	◆◆◆◆

Background

The Alliance of Kor’s Sign made its presence known in 1039 FB during the month of Firun, as related in the adventure *Theater Knights II: The Blue Tome*. After Firun 1039 FB, most heroes (and other powers in Bornland) begin working against the Alliance of Kor’s Sign. *Turnip Harvest* is a side quest set during the Theater Knights campaign that touches on recurring themes and hints at upcoming events. You may also play *Turnip Harvest* as a stand-alone scenario because the antagonist (a member of the Alliance of Kor’s Sign) does not appear in other adventures.

Turnip Harvest focuses on a very old ghost story and the phenomenon known as the Awakening, which is introduced in the Theater Knights campaign. A dismissive bronnjar and terrified villagers combine to create a mysterious atmosphere in the village of New Wulzen, where the heroes find themselves investigating the strange secret of the turnip crop....

Selection of Heroes

Explorers, scholars, herbalists, and worshippers of Peraine are especially suited for this adventure. The research and organization chapter might prove a bit tedious for physically oriented characters, while heroes with negotiation skills also have a chance to shine.

Getting Started

There are many ways to get the heroes to New Wulzen. The simplest starts with the heroes journeying from Vallusa to Festum (or vice versa). When they reach New Wulzen, someone invites them to the village festival that evening. Few adventurers turn down such a friendly gesture. Perhaps a noble or other dignitary receives a rather crazed-sounding letter from the Esquire of Wulzen and asks the heroes to check in on him and make sure everything is in order. Or, if the heroes are already on the hunt for Kor’s Sign cultists, they might be asked by the Temple of Rondra in Festum, the Order of the Ram, or their quest giver from the Theater Knights campaign to investigate a lightning strike on an ash tree in New Wulzen. Weird occurrences like this are known to attract agents of the Alliance of Kor’s Sign...

The Story Thus Far

Strange events began occurring with this year’s harvest in New Wulzen. The turnips were unusually large and difficult to pull from the ground, and some bled when sliced. Naturally, the population found this highly disturbing. Furthermore, some villagers are having strange dreams, but few are willing to talk about them, and quarreling is becoming more common. The last straw came when a terrible plague of rats invaded the village. Even though many of the animals were killed during the ensuing roundup, the village cartwright, *Tineke Tuljev*, pleaded with a passing carriage driver to seek help at the Temple of Peraine in nearby Skorpsky.

The Awakening

Bornland is seeing an increase in elemental phenomena and hauntings, and its inhabitants experience dreams and visions of power and rage. Many people see signs that the land itself is angry and that old forces are returning, and they watch helplessly as anything new is destroyed or reclaimed by rampaging, primeval entities. Few scholars understand that these events are related. Instead, they believe that the land is seeking revenge for some grievous insult. This undirected energy sometimes takes magical form but often simply manifests as pure life force.

The temple sent an acolyte named *Praehngunde* to New Wulzen. She volunteered to lead the turnip festival and ask for the blessing of the Merciful Goddess.

The village is under the sway of *Pjerov of Jellinske*, who came to New Wulzen to investigate a lightning strike on an ash tree. While here, he took notice of the strange turnips, and also stumbled across a dark secret about the local bronnjar, *Libussa of Wulzen*, and began blackmailing her. Now she grudgingly obeys his orders and actively hinders the heroes.

Jadvige of Hummegarben, the Marshal of the Order of the Theater Knights, began investigating the awakening of the land in 250 FB, when the Dragon Stones was still a margravate. *Jadvige* found that the power of the land manifested itself most strongly in certain sites, such as the Trollhead of Wulzen—an outcropping of bedrock that possessed magical properties. When the last Margrave of Dragon Stones died heirless in 274 FB, both *Jadvige* and the Duke-Protector of Tobimoria vied for the title. This resulted in a peculiar historical episode known as the Turnip War, in which the only targets of attack were the enemies' food supplies.

Jadvige was interested in Wulzen's field crops, specifically its turnips, which apparently became vessels for the power of the awakening due to their proximity to the Trollhead. When the Theater Knights fell from power, the Blessed One of Hesinde in Wulzen arranged to hide the magical outcropping by burying it and planting an ash tree on the site.

The old ash tree became a focus for this energy when the power of the land recently began building again. When lightning struck the tree in the month of Ronda, 1039 FB, and split it almost to the ground, the power of the land left the wood and entered the turnips, just as it did more than 750 years ago.

Wulzen and New Wulzen

The old village of Wulzen used to lie on the shore, but it was lost beneath shifting sand dunes. The residents built a new village, which they named New Wulzen, on the Emperor's Road, which runs near the coast. People continued farming and fishing, much as they had for ages, but the carriage traffic on the road brought new prosperity, and the village soon opened an inn for travelers.

Wulzen and New Wulzen

Population: 100

Governance: Esquire Elkwin of Wulzen, represented by his daughter, *Libussa of Wulzen*; retinue of the counts of Geestwindskoje

Temples: -

Inns: *Inn Village Green (Q3/P3/B7)*

Trade and Commerce: Inn, cartwright, turnips and other crops

Military: Three bailiffs

Special: An ash tree split by lightning. The fortified tower of the Esquire of Wulzen sits on a rise in the direction of the Sea of Pearls. An old and decrepit warehouse lies to the northeast, close to the buried ruins of Wulzen.

The Turnip Festival

When the heroes arrive in New Wulzen, the village is bustling with activity. People are moving all sorts of dishes, sacks, and baskets into the inn, where an acolyte of *Peraine*—*Praehngunde*, a Servant of the Grains—is organizing this year's turnip festival. She invites the heroes to join everyone at the event.

The feast is a local custom thanking the goddess for a good harvest. It is a humble celebration, but there is no shortage of food and the atmosphere seems positive... at first. The local bronnjar, *Libussa of Wulzen*, sits apart from everyone else at her place of honor and occasionally glares into the common room with obvious discontent.

As the sun sets, *Praehngunde* calls for silence so she can lead a final prayer. The following then occurs:

Read Aloud or Paraphrase

The window shutters rattle as the large front door bursts open and a cold wind sweeps through the common room, causing the torchlight to sputter. A figure appears in the doorway—a human male, perhaps 40 years old, wearing robes marked with the symbol of grain. His green and white robes seem to glow, and his body bleeds from many fatal wounds. It is the ghost of a Blessed One of Peraine!

Ashfred of Hamkeln (Bound Soul)

Size: 5'5"

Weight: No weight

COU 13 **SGC** 12 **INT** 15 **CHA** 12

DEX 12 **AGI** 11 **CON** 13 **STR** 13

LP 15 **AE** 30 **KP** - **INI** 12+1D6

DO 12 **SPI** 3 **TOU** 7 **MOV** 10

Unarmed: **AT** 11 **PA** 6 **DP** 1D3 (ignoring
PRO) **RE** long

PRO/ENC: 0/0

Actions: 1

Special Abilities: -

Skills: *Intimidation* 5, *Perception* 7, *Self-Control* 6, *Stealth* 5,
Willpower 4

Size Category: Medium

Type: Ghost, humanoid

Loot: None

Combat Behavior: when enraged, Ashfred casts
Horriphobus as much as he can.

Escape: Ashfred does not flee.

Pain +1 **at:** -

Magical Lore (Magical Beings)

- ◆ **QL 1:** Bound Souls are the ghosts of the deceased.
- ◆ **QL 2:** A Bound Soul is tied to a place, an item, or a person.
- ◆ **QL 3+:** A Bound Soul finds rest when someone completes its unfinished task.

Special Rules

Ghost Rules: The general rules for Ghosts also apply to Bound Souls (see *Ghost Rules*, on page 6).



He gazes grimly around the room and says, "The land is in turmoil. The Lady grants you her power but you must prove yourselves worthy! Dark powers arise! Beware, for they serve false gods and seek only to defile the land and spoil the crops of your fields! Work hard and remain vigilant, as the good goddess commands. Look to your fields, and fortify your storehouses! We must do the work of the Twelve!"



Interaction with the ghost proves difficult. He reacts if addressed but he does not answer questions and does not defend against attacks. After his speech, he fades away and disappears. This is the ghost of Ashfred of Hamkeln, who died 750 years ago. He is here only due to the awakening of the land. His sermon is an echo of the one he delivered to the villagers of his day, inciting them to protect the magical turnips from Jadvige's henchmen.

A Word of Command

The witnesses panic, call upon the Twelve for protection, and talk over each other in confusion. They mention the words *turnips*, *blood*, and *rats* often. Eventually, the bronnjar, Libussa, weighs in, raising her voice to silence

the crowd. She forbids everyone from speaking of this, and then tells them to return to their homes and pray, assuring them that everything will be all right. The villagers respect the bronnjar's words and dutifully file out of the inn.

Libussa then leaves as well. If the heroes continue to raise concerns, she tries her best to assuage their fears but reminds them that she alone decides what happens on her land. However, she is unable to conceal her own doubts on the subject. She refuses to discuss it further at this time.

What Now?

The innkeeper, Arlin (see *Other Villagers*, on page 9), has already gone to bed. Only Praehngunde remains behind, waiting to speak with the heroes. The young

On the Nature of Ghosts

Ghosts are the restless souls of the dead, and as such have no bodies of their own. They sometimes control the actions of living creatures via possession, but killing or destroying a possessed creature does not harm the ghost. The following general rules apply to ghosts.

- Ghosts are not normally affected by the conditions *Fear*, *Pain*, and *Confusion*.
- Ghosts do not receive levels of *Pain* (see *Core Rules*, page 33) from losing LP
- Ghosts are incorporeal and can walk through solid matter, float up into the air, or sink into the ground, although some habitually avoid such behaviors
- When a ghost is destroyed, nothing physical remains
- Mundane weapons cannot harm ghosts
- Sanctified weapons dedicated to gods of death (such as Boron or Tairach) affect ghosts normally
- Spells, liturgical chants, magic weapons, and sanctified weapons dedicated to gods other than death gods inflict half damage to ghosts (roll for damage, halve the result, and then subtract PRO, if any)
- Ghosts are immune to spells with the properties *Healing*, *Illusion*, *Telekinesis*, and *Transformation*
- Ghosts are immune to poisons and diseases
- Ghosts do not normally benefit from liturgical chants, although some exceptions exist
- Ghosts perceive the world with magical senses and do not require light or sensory organs, such as eyes and ears; their senses have a range of about 220 yards
- Ghosts heal during *Regeneration Phases* as usual, but have no need for sleep in the conventional sense.

Servant of the Crops wishes the heroes to help lay the ghost of the Blessed One of Peraine to rest. She knows that the bronnjar is technically responsible for dealing with such matters, but since this is the ghost of a Blessed One of Peraine, she wants someone to act quickly.

If the heroes ask for a reward, she mentions the prospect of payment through the temple in Skorpsky. If necessary, she agrees to as much as 10 batzen per person, but the heroes can easily tell that she has no authority to promise them this much.

The Residents of New Wulzen

The heroes must try to learn more than the shy inhabitants of New Wulzen are willing to tell them. To do so, make competitive checks of *Intimidation* (*Threats*

or *Interrogations*), *Fast-Talk* (*Manipulation* or *Sweet-Talk*), or *Seduction* (*Flirting*) versus the relevant villager's *Willpower*. A successful check on *Empathy* (*Discern Motivation*) grants a +1 bonus to these checks. Each check takes a varying amount of time depending on the situation, though usually somewhere between half an hour and an hour.

The descriptions of individual residents, below, include modifiers for checks on *Intimidation*, *Fast-Talk*, and *Seduction*, as well as the information they possess. The letter code indicates the information they possess. Some topics include additional modifiers to apply to the heroes' skill attempts.

Available Information

Feel free to adapt and vary the following statements or even omit certain facts to fit your campaign.

- **A (Wulzen):** Wulzen was buried beneath shifting sand dunes about 400 years ago and rebuilt closer to the Emperor's Road as New Wulzen.
- **B (Turnips):** The turnips grew particularly large this year and the turnips even overran nearby fields. When stored with the turnips, other vegetables remained fresh longer. The largest turnips grew in the fields near the old ash tree.
- **C (Blood):** Some turnips were very difficult to extract from the ground and required every available hand to help pull them free. When sliced, some turnips seemed to bleed human blood. When Vanja tried to slice a turnip, it remained unscathed but a bad cut appeared on her hand.

• Certain holy objects, spells, and liturgical chants can cause *Fear* and *Pain* in ghosts even though they do not have bodies to feel pain and do not fear death because they are already dead.

•• Keep track of time. Conversations are not always short. Things like attempts at sweet-talking can take a long time, as can discussions of findings between the heroes. Additionally some events occur at noon and that evening, independently of the heroes' actions.

••• If the heroes' investigation stalls, Danja Ouvensen approaches them to gauge their plans and abilities. She is open to bribery and willing to sell them information for five batzen, if she believes that they are as morally flexible as she is. For a few more batzen, she even offers to sell them Libussa's secret.

- 👉 **D (Dreams):** The innkeeper Arlin, the farmer Boronje, and Elkwin of Wulzen all had nightmares about a malevolent presence lurking within the village's old storehouse.
- 👉 **E (Brawl):** An argument between Dulgjev and Rudwisha recently came to blows, and it took six people to separate them.
- 👉 **F (Noises):** Eerie noises such as hollow rattling and muted screams have been heard coming from the old storehouse.
- 👉 **G (Rats):** the village was recently overrun by an unusually large number of rats (GM note: the explosion in the rat population was not caused by the Nameless One or some other evil power, but rather by the region's uncharacteristically bountiful harvest).
- 👉 **H (Ghost at the Ash):** Just after the last planting, lightning struck the old ash tree, and a ghost appeared there later that night. Not all the villagers have seen it, but they all know of it.
- 👉 **K (Ghost in the Wood):** Laborers chopped the stricken ash tree into firewood, which was then piled up at the fortified tower of the Esquire of Wulzen. A ghost appeared there later that night, but it did not speak. The kitchens burned the wood soon afterwards.
- 👉 **L (Ghost at the Harvest):** Shortly before the harvest, the ghost reappeared at the stump of the old ash tree.
- 👉 **M (Curse):** The old storehouse is cursed. A demon lives there.
- 👉 **N (Libussa):** When the local bronnjar, Libussa, was an adolescent, her brother fell through the ice in a lake. Rumor says she did not save him from drowning out of jealousy, even though she could have.

👤 Praehngunde of Skorpsky

The Temple of Perian in Skorpsky sent this acolyte (22; optimistic; diligent; naïve; *Treat Wounds* 11 (12/13/13), *Willpower* 3 (11/12/13), SPI 1, TOU 1) to New Wulzen in response to a plea for help from Tineke, the village cartwright. When Praehngunde arrived, Tineke told her of the rat plague and mentioned some additional concerns, so the acolyte organized the turnip festival to seek the blessing of the Merciful Goddess. The appearance of the ghost has convinced Praehngunde that something is amiss in New Wulzen.

Modifiers: *Fast-Talk* +3, *Intimidation* +1, *Seduction* +3

Information: B (Turnips), G (Rats)

👤 Esquire Elkwin of Wulzen

The esquire, Elkwin of Wulzen (71; sunken features; white beard down to his waist; grumpy; *Willpower* 6 (14/12/13), SPI 1, TOU 1) suffers from gout and rarely leaves his bed, which sits next to the stove. He is proud to be a liege of the famous House Geestwindskoje. He

is the only one in the village who knows of the buried Hesinde temple but he has little reason to tell anyone of it. If the heroes have a hard time freeing the ghost, Elkwin eventually informs them of the temple. If the heroes traveled to New Wulzen at the behest of one of Elkwin's friends, the esquire voluntarily informs the heroes of his recurring dream and asks them to help find its cause.

Modifiers: *Fast-Talk* -3, *Intimidation* -5, *Seduction* -1

Information: A (Wulzen), D (Dreams), K+1 (Ghost in the Wood), M +1 (Curse)

👤 Libussa of Wulzen

Elkwin's daughter, Libussa of Wulzen (38; silver armor; proud; quick-tempered; *Willpower* 6 (15/13/11), SPI 1, TOU 2), has assumed most of her father's duties. She rejects meddling from any outsiders, including Praehngunde, the heroes, and the mage Telergo, who arrives later. Moreover, Pjerov blackmails her into interfering with the heroes' investigation.

Libussa has a dark secret: when her brother fell through the ice on the lake one winter, she refused to help him due to her jealousy. She believed nobody would ever learn of her moral crime, but then Pjerov of Jellinske confronted her with the secret. She has no idea how a stranger came to know her story. Libussa seeks an opportunity to rid herself of her blackmailer. The bronnjar does not know that Danja Ouvenson sold her secret to Pjerov.

If the heroes discover Libussa's secret early on and help her rid herself of her blackmailer, she becomes their ally. If they find out later or simply confront her with it, she tells them that Pjerov is blackmailing her and demands that they kill him. If they refuse, or if someone reveals her secret to the villagers, she flees from Wulzen at the earliest opportunity. If desired, she can appear in a future adventure as a friend or foe. For her combat stats, see the *Appendix*, page 14.

Modifiers: *Fast-Talk* -3, *Intimidation* +/- 0, *Seduction* -5

Information: A (Wulzen), G (Rats), H +1 (Ghost at the Ash), N +3 (Libussa)

👤 Pjerov of Jellinske

This member of a landless noble family (31; bald; fashionable beard; spoiled; *Empathy* 6 (13/13/12), *Fast-Talk* 9 (14/13/12), *Willpower* 5 (14/13/12), SPI 2, TOU 1) tries to make a name for himself by exploring mythical places and events in Bornland. He traveled to Wulzen to investigate the lightning-damaged ash tree, though he has not yet learned very much. He is enjoying the hospitality of the esquire and considers the heroes an annoyance. He bought Libussa's secret from Danja and now uses it to blackmail the bronnjar into acting against the heroes. If you are playing this adventure as a side quest in the Theater Knights

campaign, Pjerov is a member of the Alliance of Kor's Sign. He learned from their records (or possibly even the Book of the Theater Knights) that a magical site sits somewhere in or near Wulzen. For his combat stats, see the *Appendix*, page 15.

Modifiers: *Fast-Talk* -3, *Intimidation* -3, *Seduction* -1

Information: A (Wulzen), B (Turnips), G (Rats), N +3 (Libussa)

👤 **Tineke Tuljow**

The village cartwright, Tineke (44; long, black hair with gray streaks; wears her sleeves rolled up; looks worried; *Driving* 8 (12/11/14), *Willpower* 3 (13/12/12), SPI 1, TOU 2) wears an iron necklace that marks her as a particularly important serf. Due to her rank, she always maintains a certain air of restraint, but she feels responsible for the entire village and its inhabitants. She requested help from the nearby temple when the local bronnjar, Libussa, seemed unwilling to lift a finger over the recent strange events. She acts supportive and open towards the heroes, particularly if she learns that Praehngunde trusts them. The heroes should approach her if they need villagers to help with manual labor during the adventure.

Modifiers: *Fast-Talk* +1, *Intimidation* +/- 0, *Seduction* +1

Information: B (Turnips), F (Noises), G (Rats), H (Ghost at the Ash), E +1 (Brawl), M +1 (Curse)



👤 **Albin Rodensen**

Farmer Albin (58; big nose; wags his hands all the time; smells of onions; *Willpower* 5 (12/12/11), SPI 1, TOU 1) is also a very important serf, as he is one of the oldest and most experienced farmers in the village. He knows much about the strange recent events, but he is a terrible pessimist who sees only risks and dangers. Conversations with Albin are particularly longwinded and tedious. He describes every piece of information he shares with the heroes as a bad omen and a punishment from the gods. If present, Albin interrupts the heroes' conversations with other villagers and incites unrest, particularly if the heroes quickly seek to ally themselves with Telergo the mage.

Modifiers: *Fast-Talk* -1, *Intimidation* +/- 0, *Seduction* -1

Information: B (Turnips), C (Blood), F (Noises), G (Rats), H (Ghost at the Ash), E +1 (Brawl), M +1 (Curse)

👤 **Danja Oувensen**

Danja (51; slender; nimble; good instinct for discerning others' moods; *Commerce* 8 (13/13/12), *Empathy* 11 (13/13/12), *Willpower* 7 (12/13/12), SPI 1, TOU 1), was born and raised in Wulzen. During the Borbarad Crisis, she ran away from home and enlisted in Xeraan's forces to serve the Demon Master. She took advantage of the chaos of the war to hide her crime by pretending she was a victim of fate, and she escaped punishment. A patient person, she waits for good opportunities, and she found one in Pjerov (years ago, she saw Libussa commit her nefarious deed, and she sold this knowledge to Pjerov).

A check on *Perception (Search)* with a penalty of -1 reveals a disturbed section in the dirt floor of Danja's hut. Here she hides the 10 batzen she received from Pjerov, and four gold medallions bearing symbols of Xeraan's Borbarad Church (each medallion is worth three batzen). For her combat stats, see the *Appendix*, page 15.

Modifiers: *Fast-Talk* -1, *Intimidation* +/- 0, *Seduction* +1

Information: A (Wulzen), B (Turnips), G (Rats), H (Ghost at the Ash), E +1 (Brawl), M +1 (Curse), N +4 (Libussa)

👤 **The Bailiffs**

The bronnjar employs three bailiffs: *Hurdo* (21; freckles; insolent), *Alinja* (48; tall; vain), and *Zorjan* (53; gap-toothed; quick-tempered). They are all rather simple minded, enjoy their privileges as bailiffs, and are unpopular in the village (*Willpower* 3 (13/12/11), SPI 1, TOU 1). For their combat stats, see the *Appendix*, page 15.

Modifiers: *Fast-Talk* -1, *Intimidation* +0, *Seduction* +1

Information: B (Turnips), G (Rats), E (Brawl), H +1 (Ghost at the Ash), K +1 (Ghost in the Wood)

👤 **Other Villagers**

The villagers are very reserved, partly due to their superstitious nature and partly due to recent events, but mainly because they distrust strangers and fear punishment from the bronnjar. For simplicity's sake, all

villagers use the same stats (*Willpower* 2 (11/12/11), *SPI* 1, *TOU* 1), but feel free to vary them, if desired.

Modifiers: *Fast-Talk* -3, *Intimidation* +1, *Seduction* -1

Information: B (Turnips), G (Rats), H (Ghost at the Ash), E +1 (Brawl), M +1 (Curse)

Except where noted, not all of the villagers know the following information:

- All farmers in the village know the strange events that occurred during the harvest (C) at QL 2. This includes *Vanja* (24; whiny), who can also show her wound.
- The innkeeper *Arlin* (46; male; dutiful) and the farmer *Boronje* (27; female; withdrawn) have been having strange dreams (D). Either they mention this directly to the heroes, or another villager tells the heroes that these two have been acting strangely.
- The fisher *Dulgjev* (24; Irinja's son; cheerful) and *Tineke's* servant *Rudwisha* (30; female; serious) got into a brawl (E). They have no explanation for why they became so angry.
- *Irinja* (53; pious) and *Fredo* (31; talkative) heard suspicious noises at the old storehouse (F).
- *Dulgjev* (mentioned above) and *Halvja* (27; Fredo's wife; smart) are also aware of the noises (F). They made the noises to scare away Irinja and Fredo and prevent them from discovering Dulgjev's and Halvja's affair.

Transients

The number of travelers passing through New Wulzen depends on the weather and the time of year. As travelers know nothing about the events pertinent to the adventure, no further details are necessary here. Feel free to introduce travelers and perhaps insert small encounters in the form of a bard or some ruffians, or even an old carriage driver who gives useful advice.

Village Life

Conversations with the villagers are just one source of information, and the heroes may follow other leads as presented in the following events. Also, remember that some NPCs are pursuing goals of their own, independent of the heroes' actions.

The Turnips

Time: Any time, but especially on the eve of the turnip festival

Event Summary: The turnips carry a strange kind of magic. Heroes may study them with either mundane means or with magic or liturgical chants.

Check with *Plant Lore (Crops)* +3

QL 1: The turnips are remarkably large and fresh

QL 2+: The soil in this region should not be able to produce such unusually healthy crops

Magical analysis reveals the following information:

Magical Analysis

QL 1: The turnips register as weakly magical, but only when piled together

QL 2: The turnips register as weakly magical

QL 3: The turnips store a small amount of arcane energy

QL 4: No specific Tradition is discernable

QL 5: The turnips would serve as suitable ingredients in alchemy (they have similar qualities to mandrakes)

QL 6+: Spellcasting in close proximity to a large number of turnips can result in chaotic discharges

The Mage

Time: Midday, on the day after the turnip festival

Event Summary: The mage *Telergo* arrives in New Wulzen and causes some mischief.

The mage ♀ *Telergo* (*1009 FB; recent graduate from a mage academy; hawk nose; black curls; aloof but brilliant scholar; *Willpower* 8 (14/14/12), *SPI* 2), from *Festum*, stays for one day to visit New Wulzen while passing through.

Once he hears about the events, he starts to ask around. *Telergo* is highly intelligent but socially inept. He seems suspicious to the villagers, and they quickly turn against him when he announces that he is taking their entire turnip harvest to *Festum* to conduct research. Seizing even a portion of their winter stockpile of food would quickly lead to unrest.

The bailiffs soon approach him and order him to leave the village. *Telergo* indignantly refuses, and the bailiffs rough him up. They do not use weapons, since they want only to teach the cheeky mage a lesson, not kill him, and he agrees to leave after suffering a few punches and kicks.

The heroes are free to chase away the bailiffs with *Intimidation (Threats)* -1, or perhaps mediate with *Fast-Talk (Manipulation)* -1 (treat both as competitive checks versus the bailiffs' *Willpower*). They might also join the brawl and chase away the bailiffs that way. *Libussa* scolds the bailiffs later, but all subsequent social checks made against the bailiffs (and *Libussa*) receive an additional -1 penalty. In any case, the heroes gain an ally in *Telergo* who can magically examine the turnips if the heroes do not have a mage in their ranks.

Despite being punched and kicked by the bailiffs (and even if the heroes do nothing), *Telergo* remains in New Wulzen for the rest of the day. Feel free to use him as a further disruptive element to rile the villagers or interrupt conversations. His actions impose a penalty of -1 to the heroes' checks to garner info from the villagers. Note, however, that *Telergo* is not a villain and does not want to hurt anyone. He simply gets on everyone's nerves.

Libussa's Admonition

Time: Any time, after the heroes collect their first clues
Event Summary: Libussa attempts to obstruct the heroes' investigation

Pjerov demands that Libussa put a stop to the heroes' investigation. To do so, she rides into New Wulzen and demands that her subjects gather in the village square. The villagers quickly assemble and Libussa gives them a stern speech. She reminds them of her interdiction at the inn and of the serfs' duty to obey their bronnjar. After all, the Esquires of Wulzen have always treated their subjects fairly. Since most villagers agree with this assessment, her speech has the desired effect, and all subsequent heroes' checks on social skills for questioning villagers receive a -2 penalty.

Only a hero who is a Bornish noble or a Blessed One, or otherwise possesses authority that the villagers recognize, may openly contradict Libussa's words. Each QL achieved on a successful check on *Persuasion (Oratory)* with a penalty of -1 subtracts 1 from the heroes' penalty on social skills (to a minimum penalty of +/- 0).

Wild Animals

Time: At any time

Event Summary: The heroes avert a disaster and win sympathies among the villagers.

Warning cries sound throughout the village. A pack of grimwolves attacked some villagers who were collecting wood, and the victims are now trapped in a tree. If the heroes agree to help, they face a pack driven by hunger to seek prey outside of the forest.

If the heroes chase away the grimwolves, the villagers express their gratitude and all subsequent checks on social skills with them receive a +1 bonus. If the heroes react too slowly (or not at all), Libussa learns of their danger and immediately takes steps to rescue her serfs, in which case the villagers show their gratitude to the bronnjar and take her speech to heart (resulting in an additional -1 penalty on the heroes' social checks with the farmers). While the heroes are fighting the grimwolves, the bailiffs of New Wulzen use the opportunity to search any packs the heroes left at the inn. They confiscate any suspicious items, such as unmarked valuables, seemingly magical artifacts, thieves' tools, or similar things. As soon as they return, the heroes notice that someone has searched their belongings. Arlin the innkeeper watched the fight with the grimwolves from a distance and was not present at the inn when the bailiffs entered. Thus, he does not know who took their items. Since the heroes' recover their possessions at the end of the adventure, feel free to take important items from them, to add drama.



Grimwolf

Size: 3.6' to 4' (not including tail)

Weight: 110 to 132 pounds

COU 14 **SGC** 14(a) **INT** 13 **CHA** 12

DEX 14 **AGI** 13 **CON** 13 **STR** 13

LP 22 **AE** - **KP** - **INI** 14+1D6

DE 7 **SPI** -2 **TOU** 0 **MOV** 12

Bite: **AT** 14 **DP** 1D6+3 **RE** short

PRO/ENC: 0/0

Actions: 1

Advantages/Disadvantages: Darksight I, Exceptional Sense (Smell)

Special Abilities: Locked Jaws (Bite; the grimwolf makes a bite attack with a penalty of -2. If the target does not defend, the wolf bites down hard. In the following CR the bite attack succeeds automatically (the GM does not have to roll). The bite attack does +1 additional DP per CR (no additional DP in the first CR, +1 DP in the 2nd CR, +2 DP in the 3rd CR, and so on). Roll damage as per usual. The target also suffers the state *immobilized*. The wolf's defense drops to 0 as long as it holds a target in its jaws. The wolf can release its target at the end of a CR by spending a free action.)

Skills: *Body Control* 7 (13/13/13), *Climbing* 0 (14/13/13), *Feat of Strength* 5 (13/13/13), *Intimidation* 7 (14/13/12), *Perception* 7 (14/13/13), *Self Control* 4 (14/14/13), *Stealth* 7 (14/13/13), *Swimming* 7 (13/13/13), *Willpower* 4 (14/13/12)

Number: 1, or 1D6+2 (small pack)

Size Category: small

Type: Animal, non-humanoid

Loot: 15 rations meat (tough), fur (5 silverthalers)

Combat Behavior: Grimwolves are not particularly brave and usually attack only if driven by hunger or when threatened in their territory. They avoid fire. To approach a torchbearer or a campfire, a wolf must make a successful check on *Self Control* or flee (or at least move no closer). If the alpha wolf dies, the rest of the pack flees. Identifying an alpha wolf requires a successful check on *Perception (Spot)*.

Escape: Loss of 50% of LP or if the alpha wolf dies

Animal Lore (Wild Animals)

QL 1: Grimwolves avoid fire.

QL 2: Grimwolves can transmit diseases.

QL 3+: If the alpha wolf dies, the rest of the pack flees.

Hunt: -2

Elkwin, the Old Bronnjar

Time: Any time

Event Summary: Someone who, if needed, can set the heroes on the right track.

The heroes might not encounter Elkwin at all during the adventure. He tells them of his dreams only if they visit him and ask how he is faring (see *Getting Started*, page 3).

If needed, arranging a meeting with the old bronnjar gives the players an opportunity to rethink their strategy. Elkwin remains in his bed, which sits next to the lit stove, and asks them about their findings and conclusions. He brushes off questions about his welfare and ignores any criticism about his daughter Libussa or Pjerov, his guest.

If the heroes have difficulty laying the ghost to rest, Elkwin gives them a clue about the buried Hesinde temple in Wulzen. In truth, he is the only person who knows about it.

The Old Storehouse

Time: Any time, but works best during the heroes' second night in New Wulzen

Event Summary: Since the Blessed One of Peraine was murdered here, he must be released here.

The storehouse was originally a simple wooden shed with a large cellar. A flight of stairs led from a hatchway on the first floor down to the cellar. The entire village use to store their turnip harvest here. The building's roof has partially collapsed, and the four walls are all that holds the building together.

A successful *Perception (Search)* check with a penalty of -2 reveals human bones buried beneath the floor. If the heroes dig around simply because they suspect something is buried here, no check is needed. A bronze medallion bearing the image of a stork lies among the bones. These are the remains of Ashfred of Hamkeln, who died in 274 FB during the Turnip War. A check on *Treat Wounds* with a bonus of +1 reveals that some of Ashfred's bones are notched and broken—clues that hint at a violent death.

Ashfred died defending the turnip cellar from the henchmen of Jadvige of Hummegarben. His soul did not find its way to the realm of the dead because he did not fulfill his pledge to defend the cellar and safeguard the villagers' winter food supply. If the heroes have no idea how to release a ghost, a check on *Magical Lore (Magical Beings)* with a bonus of +1 provides additional clues, as follows.

- The ghost mainly appears in the vicinity of his mortal remains and the place of his death
- Someone must complete his unfulfilled task (whether literally or symbolically)
- A *Grave Blessing* wouldn't hurt

The Ghost Appears

The ghost also appears on the nights following the turnip festival, wherever farmers store large numbers of turnips that grew close to the Trollhead. Clues H (Ghost at the Ash), K (Ghost in the Wood), and L (Ghost at the Harvest) point to his conclusion. If the heroes obtained all three bits of information, they can draw this conclusion by making a successful check on *Magical Lore (Magical Beings)* with a bonus of +3. Bringing the majority of the turnips—probably by using Tineke's carriage—to the old storehouse causes Ashfred's ghost to appear there at night and enact several chores repeatedly: he sows the soil and then starts to repair the storehouse. This is a clue to the symbolic work that Ashfred must still complete in order to find peace. The heroes can try to enlist the help of some villagers for the necessary work. If they didn't consider this option beforehand, they may rush to the village and find aid, even at night, but a nighttime excursion is too spooky for many of the villagers, so the heroes must make a check on *Persuasion (Oratory)* with a penalty of -1. For every QL, they find 1D3 villagers who agree to work side by side with a ghost for a few hours. Adjust the modifier and number of helpful villagers depending on the relationship between the heroes and the villagers.

The Ghost Finds Peace

To free the ghost, the heroes must perform three important tasks: repairing the old storehouse, tilling the soil around the storehouse, and (if desired) performing a *Grave Blessing*. Each QL collected with checks on *Woodworking (Carpentry)* +1 and *Plant Lore (Crops)* +1 grants one Salvation Point. Additionally, award one Salvation Point for each villager that helps. A pious blessing or a prayer performed over Ashford's remains provides two further Salvation Points, while an actual *Grave Blessing* provides five Salvation Points.

If the heroes collect at least 15 Salvation Points in this manner, they lay the ghost to rest. Otherwise, Ashfred's mood changes to fear and hate, and he attempts to chase everyone away. The villagers flee immediately, and Ashfred; he casts one *Horriphobus* after the other at the heroes until either they flee or he runs out of arcane energy. The heroes may try again the following night, but they must come better prepared. For example, they might carry out the work at the old storehouse during the day and then use the accumulated QL that night.

The Ghost's Gratitude

When the heroes accumulate 15 Salvation Points, they finish repairing the storehouse and tilling the surrounding ground—even if only symbolically. Ashfred's ghost thanks the heroes and the villagers for saving him, and gives them Peraine's blessing. He then explains that the turnips of Wulzen were strangely magical in his day, too, and the Blessed One

of Hesinde from the village examined them as well. Ashfred can point the way to the lost Hesinde temple, even though it now lies buried beneath shifting sand dunes.

If you are playing this adventure as part of the Theater Knights campaign, Ashfred also tells them how Marshal Jadvige of Hummegarben ordered detachments of Theater Knights to confiscate harvests throughout the land, a policy that led to the starvation of entire villages. Ashford intervened on behalf of the villagers and someone murdered him for his compassion.

Upon laying the ghost to rest, every hero who spent at least one Fate Point during the adventure immediately regains one Fate Point.

The Buried Temple in Wulzen

Time: Probably after the heroes free the ghost

Event Summary: The heroes search the buried temple and learn more about the turnips and the Turnip War of 274 FB.

Like the rest of the village of Wulzen, shifting sand dunes swallowed the old Hesinde temple. However, the ghost's description of its location is precise enough to make a targeted dig. With a cumulative group check on *Feat of Strength (Lifting or Dragging & Pulling)* +1, 1 hour, 10 attempts, they find part of the temple's dome. Breaking into it requires a cumulative *Earthencraft (Stonecutter)* check +1, 10 minutes, 10 attempts. The villagers provide support but do not enter the buried temple.

By means of a rope and a *Climbing* check with a bonus of +1, the heroes descend to the floor of what used to be the old temple's Great Hall, 20 feet below the breach they made in the dome (the same modifier applies when climbing up again). Any hero that fails a check without a safety line sustains falling damage from a height of 1D3+1 yards (see *Core Rules*, page 340).

Four rooms are still accessible. The heroes start in the *Great Hall*. Archways or doors lead to the *Sanctum*, the *Reading Room*, and the stairs to the *Archives* in the temple's basement.



The staff evacuated the temple in an orderly fashion when the dunes began swallowing the village, and they took most portable objects with them. Despite the temple's age and condition, frescos and reliefs of varying quality remain visible on the walls. Motifs of snakes and sea serpents dominate the imagery.

The Great Hall (1)

Sand fills this central hallway. The Great Hall clearly had four entrances. To the east lies the temple's main door, which remains intact, though sand blocks it completely from the outside. The roof of the north wing gave way to the weight of the sand long ago, and sand fills that section. A metal door, rusted shut, leads west to the Sanctum. A short passage leads south to the Reading Room. The only light in the temple comes from the new opening in the dome. The heroes need a torch or other source of light to search the building.

The Sanctum (2)

Heroes can open the metal door with a successful check on *Feat of Strength (Breaking & Smashing or Dragging & Pulling)* with a penalty of -1. The room is empty except for a rusty iron key hanging on a hook next to the rusted door. This key opens the inner door to the archives.

The Reading Room (3)

This room is unadorned and empty. A few stone pedestals are all that remain of the former furniture. A successful check on *Religions (Hesinde)* with a bonus of +3 indicates that this was probably the temple's exhibition or reading room, a common feature in temples of Hesinde. A winding stair leads to the Archives, below.

When the heroes return this way, Libussa's bailiffs—acting under Pjerov's orders—ambush the heroes in this room. As the heroes ascend the stairs from the Archives, a successful check on *Perception (Detect Ambush)* with a bonus of +1 lets them notice the enemy and prepare themselves. If the heroes succeed at a *Stealth (Sneak)* check versus the bailiffs' *Perception*, they may ambush the ambushers.



The bailiffs brought some reinforcements in the form of mercenaries hired by Pjerov or Libussa. They have the same stats as the bailiffs.

The Archives (4)

The stone door to the archives is locked. Opening it requires a great deal of force (*Feat of Strength (Breaking & Smashing* or *Dragging & Pulling)* check with a penalty of -5) or by using the key from the sanctum. The lock can also be opened with *Pick Locks (Bit Locks)* +1.

The flagstones and the underlying ground have shifted over the years, and some spots on the floor are now dangerous pitfalls (marked with faint rectangles on the map). Detecting them requires a successful check on *Perception (Spot)* with a penalty of -1. Failure means 1D3 random heroes each sustain 1D6+2 DP as they fall waist-deep into holes that suddenly open up beneath their feet. A successful check on *Mechanics* with a penalty of -1 allows the heroes to identify the weakened flagstones and prevent further injury.

Stone shelves line the walls of the archives. Some still hold scrolls and books. Exactly why these records remain here is unclear. They consist mainly of drafts, lists, and copies of original documents. The collection includes fragments of the village chronicle from the years 89 FB to 523 FB as well as a copy of the results from research on the turnips of Wulzen.

Browsing the data reveals the following rough information:

- Records indicate the area began having bountiful harvests from 250 FB onwards
- People begin reporting bleeding turnips in 269 FB

Once the heroes leave the temple with their newfound knowledge and return to the village, they hear cries of help from the direction of the old storehouse. Someone, it seems, loaded all the turnips onto a carriage and set out on a narrow path in the direction of the Emperor's Road a short time ago.

Who took the turnips depends on two things: which NPCs the heroes defeated before entering the buried temple of Hesinde, and which NPCs they have on their side. Use the following examples as guidelines.



- Experiments conducted by the Blessed One of Hesinde revealed that the turnips began exhibiting the alchemical properties of mandrakes as early as the harvest of 267 FB
- A magical accident occurred in which a powerful spell cast in close proximity to a large number of turnips resulted in a severe explosion
- Blessed Ones identified the Trollhead, a diffusely magical outcropping of bedrock that acts like a ley line, as the cause of this accident. The temple recommended binding the power it collected into a tree that they would plant on top of the Trollhead.
- The research halted when the Theater Knights began confiscating the region's annual harvests in 274 FB, and magic was not detected there again.

Finale

- Pjerov wants to use the turnips for the Alliance of Kor's Sign and their rituals, and ordered Libussa to help secure them.
- If Libussa allied herself with the heroes, Pjerov hired Danja to provide assistance
- If Pjerov is unmasked, or you play this adventure without referring to the Alliance of Kor's Sign, Danja alone makes a suitable mastermind and intends to sell these special turnips to Yol-Ghurmak for a large profit

If desired, supplement any of these options with more opponents, such as the bailiffs (if they weren't killed in the temple), mercenaries, cultists of the Alliance of Kor's Sign, or even some of Danja's old war buddies (for stats, use the stats for the bailiffs—see page 15)

The heroes must give chase. Tineke's cart is hitched and ready to go, and Tineke offers to act as carriage driver, if needed. If none of the heroes is a spellcaster, Telergo volunteers to accompany them as well. Play out the chase in a narrative manner, or use the rules for chases from the *Core Rules* (see page 349). The carriage's MOV is 12 and the initial distance is 60 yards. Also, use the skill *Driving (Chases)* instead of *Body Control*. If the heroes win, they catch the other carriage and combat ensues.

Once they get close enough to the escaping carriage, mages may attempt to use the turnips' strange feedback effect to stop the villains. To do so, cast a spell with a cost of at least 10 AE on the turnips. An *Ignifaxius* is a particularly suitable choice. Alternatively, the spell could target the carriage or its passengers, in which case the spell must cost at least 15 AE. The heroes can calculate the appropriate cost by making a successful check on *Magical Lore* with a bonus of +1. Otherwise, they must guess how many AE to use. If the spell succeeds, the resulting arcane explosion cripples the carriage and inflicts 4D6 DP on everyone within a 15' radius of the target.

If you are not playing this adventure within the context of the Theater Knights Campaign, and Pjerov (or Danja) wins the chase, give the heroes a second chance to catch their enemies near Geestwindskoje, where a kaleshka with a broken axle blocks the road.

The Heroes' Reward

Each hero earns 20 AP for investigating the secret of the turnips of Wulzen and for freeing the ghost of Ashfred

of Hamkeln. If someone hired them to undertake this adventure, they receive the agreed upon reward from their employer. Otherwise, Elkwin of Wulzen gives them five batzen each. If the bailiffs confiscated any of the heroes' belongings, the esquire orders them to return the items.

The Secrets of New Wulzen

Maybe the heroes did not learn about Libussa's and Danja's secrets, or maybe they have decided to keep them to themselves. Neither expects much mercy from Esquire Elkwin, especially if the heroes make any formal accusations before him. However, it is difficult to prove Libussa's nefarious deed ever occurred, as her word carries more weight than that of most heroes.

The Turnips and the Trollhead in the Theater Knights Campaign

The New Wulzen turnips are more than just root vegetables with close ties to the awakening of the land. They are also quite valuable as alchemical ingredients. If Pjerov escapes and delivers them to the Alliance of Kor's Sign, some cultists in future adventures possess a special potion, such as a Healing Potion or a Potion of Will.

Whatever the outcome, Elkwin orders a new ash tree planted on top of the Trollhead.

NPC Stats

Libussa of Wulzen

COU 15 SGC 10 INT 13 CHA 11

DEX 10 AGI 15 CON 13 STR 15

LP 31 AE - KP - INI 14+1D6

DO 7 SPI 1 TOU 2 MOV 7

Advantages / Disadvantages: Noble I / Personality Flaw (Arrogance, Envy)

Special Abilities: Feint I+II, Forceful Blow I+II, Inured to Encumbrance I, Mounted Combat, One-Handed Combat (already applied to the stats), Suppress Pain, Sweep I, Tilt

Unarmed: AT 10 PA 6 DP 1D6 RE short

Long Sword: AT 15 PA 9 DP 1D6+5 RE medium

PRO/ENC 4/1 (Chain Armor) (includes armor modifiers)

Skills: *Body Control* 7, *Feat of Strength* 9, *Intimidation* 9, *Perception* 6, *Riding* 11, *Self-Control* 5, *Stealth* 2, *Willpower* 6

Combat Behavior: Libussa uses feints and fights in a tricky manner, but she is adaptable enough to use forceful blows against armored enemies.

Escape: Libussa yields if her LP fall below 8.

Pain +1 at: 23 LP, 16 LP, 8 LP, and 5 LP and less



The Bailiffs: Hurdo, Alinja, and Zorjan

COU 13 SGC 10 INT 12 CHA 11

DEX 11 AGI 11 CON 15 STR 14

LP 35 AE - KP - INI 11+1D6

DO 6 SPI 1 TOU 2 MOV 7

Advantages / Disadvantages: -

Special Abilities: Forceful Blow I, Inured to Encumbrance I

Unarmed: AT 13 PA 8 DP 1D6 RE short

Mace: AT 11 PA 6 DP 1D6+4 RE medium

PRO/ENC 3/1 (Leather Armor) (includes armor modifiers)

Skills: *Body Control 6, Driving 2, Feat of Strength 7, Intimidation 5, Perception 5, Self-Control 4, Stealth 5, Willpower 3*

Combat Behavior: The bailiffs use Forceful Blows. They do not try to kill enemies that yield or are incapacitated.

Escape: When brawling, they retreat when they lose half their LP. In armed combat, they fight until they lose more than ¼ of their LP.

Pain +1 at: 26 LP, 18 LP, 9 LP, and 5 LP and less

Pjerov of Jellinske

COU 14 SGC 13 INT 13 CHA 12

DEX 10 AGI 15 CON 12 STR 12

LP 29 AE - KP - INI 14+1D6

DO 7 SPI 2 TOU 1 MOV 7

Advantages / Disadvantages: Natural Orator, Noble I / Personality Flaw (Spoiled, Vanity)

Special Abilities: Feint I+II, Mounted Archer, Mounted Combat, Precise Shot/Throw I, Two-Weapon Combat I+II

Unarmed: AT 12 PA 7 DP 1D6 RE short

Long Sword: AT 14 PA 8 DP 1D6+4 RE medium

Long Sword in the Off-Hand: AT 10 PA 4 DP 1D6+5 RE medium

Light Crossbow: RC 12 RT 8 DP 1D6+6 RA 10/50/80

PRO/ENC 2/1 (Fur Clothes with Gambeson) (includes armor modifiers)

Skills: *Body Control 7, Driving 4, Empathy 6, Fast-Talk 9, Feat of Strength 7, Intimidation 6, Perception 6, Riding 10, Self-Control 9, Stealth 5, Willpower 5*

Combat Behavior: Pjerov combines quick feints with two-weapon combat. He always seeks a quick victory.

Escape: Pjerov does not flee.

Pain +1 at: 22 LP, 15 LP, 7 LP, and 5 LP and less

Danja Ouvensen

COU 12 SGC 13 INT 13 CHA 12

DEX 11 AGI 16 CON 12 STR 12

LP 29 AE - KP - INI 14+1D6

DO 8 SPI 1 TOU 1 MOV 8

Advantages / Disadvantages: Nimble / Negative Trait (Avarice)

Special Abilities: Combat Reflexes I, Feint I+II, Sweep I

Unarmed: AT 11 PA 7 DP 1D6 RE short

Dagger: AT 11 PA 7 DP 1D6+3 RE short

Spear: AT 13 PA 8 DP 1D6+5 RE long

Throwing Dagger: RC 12 RT 1 DP 1D6+1 RA 2/10/15

PRO/ENC 1/0 (Winter Clothes) (includes armor modifiers)

Skills: *Body Control 5, Commerce 8, Driving 4, Empathy 9, Feat of Strength 4, Intimidation 3, Perception 6, Self-Control 4, Stealth 8, Willpower 7*

Combat Behavior: Danja can mount her dagger onto a special staff and use it as a spear. She attempts to defeat her enemies with quick feints.

Escape: Danja uses every opportunity to escape. If someone reveals her past or her connection to Pjerov, she quickly flees from New Wulzen and heads toward Yol-Ghurmak.

Pain +1 at: 22 LP, 15 LP, 7 LP, and 5 LP and less

Telergo

COU 13 SGC 17 INT 13 CHA 13

DEX 13 AGI 11 CON 10 STR 10

LP 25 AE 37 KP - INI 11+1D6

DO 6 SPI 2 TOU 0 MOV 7

Advantages / Disadvantages: Aptitude (Magical Lore), Spellcaster / Sensitive to Pain

Special Abilities: Analyst, Tradition (Guild Mages)

Unarmed: AT 7 PA 3 DP 1D6 RE short

Mage Staff, long: AT 8 PA 7 DP 1D6+2 RE long

PRO/ENC 1/0 (Mage's Robe, Winter Clothes) (includes armor modifiers)

Skills: *Body Control 2, Feat of Strength 1, Intimidation 1, Magical Lore 11, Perception 3, Self-Control 2, Stealth 2, Willpower 5*

Spells: *Analys 11, Balsam 4, Glow Sphere 7, Ignifaxius 6, Manifest 11, Odem 9, Silentium (Elves) 6, Wall of Fog (Elves) 5*

Combat Behavior: The mage attempts to keep enemies at a distance by wildly flailing his staff.

Escape: Telergo fights only if he fears for his life. Otherwise he yields immediately.

Pain +1 at: 19 LP, 13 LP, 6 LP, and 5 LP and less

AVENTURIA

Turnip Harvest

by Niklas Forreiter

Every year, the turnip harvest in the tranquil Bornlandish village of New Wulzen is reason for joy and celebration. This year, the village community celebrates a particularly bountiful harvest, and all are welcome at the festivity, but it quickly becomes clear that this harvest is anything but normal—some turnips even bleed when sliced. Superstitious minds immediately leap to curses, but the evidence continues to mount. A plague of rats overruns the village, farmers suffer evil dreams, and the ghost of a Blessed One of Peraine utters a sinister prophecy. The heroes uncover dark truths from the past as they struggle to investigate these eerie events. What is the secret of the turnip harvest?



Genre: Detective adventure, dungeon adventure

Location: Wulzen and New Wulzen on the coastal road of the Lowermarches, in Bornland

Date: At any point from 1036 FB onwards. If played as part of the Theater Knights Campaign, this adventure is set between *The Blue Tome* and *The Green Platoon*, during the months of Efferd and Phex, 1039.

Prerequisites: none

Complexity (Players/GM): medium / medium

Suggested Hero Experience Level: Competent

Challenge Levels

Social Skills	◆ ◆ ◆ ◆
Combat	◆ ◆ ◆ ◆
Stealth	◆ ◆ ◆ ◆
<i>Living History</i>	◆ ◆ ◆ ◆

You need only *The Dark Eye Core Rules* to play this adventure. The *Aventuria Almanac* is useful but not required. This book contains all other supporting information, such as stats, maps, and handouts.



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