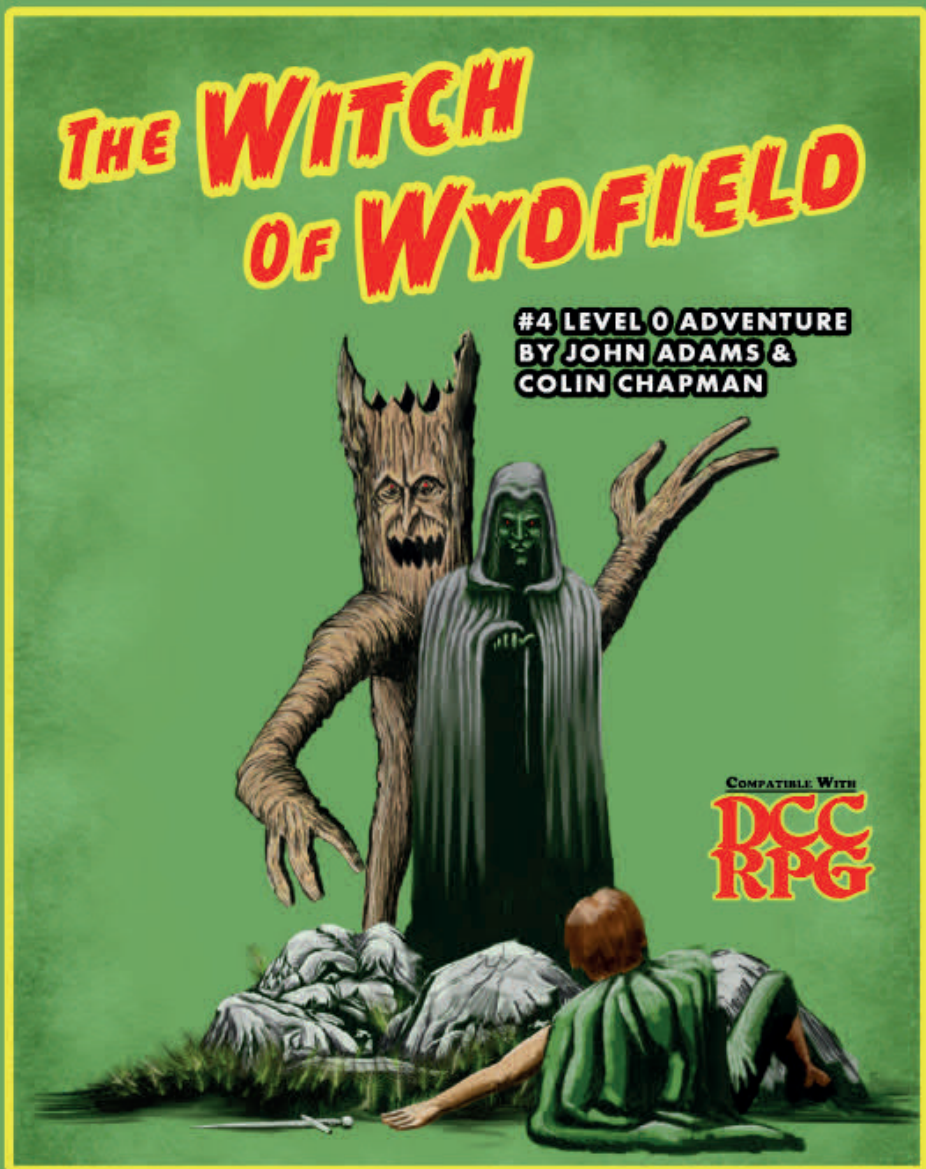


Appendix N

Adventure Toolkit

THE WITCH OF WYDFIELD

#4 LEVEL 0 ADVENTURE
BY JOHN ADAMS &
COLIN CHAPMAN



COMPATIBLE WITH
**DCC
RPG**

BRAVE HALFLING PUBLISHING

THE WITCH OF WYDFIELD

A Level 0 Adventure

By John Adams and Colin Chapman
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• The NPCs, "Reed" and "Peter" and
the location, "Potbelly's Pub", are
courtesy of Brandon Homes.

COMPATIBLE WITH
**DCC
RPG**



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HIGHLIGHTS FOR THIS ADVENTURE

This module is a short, but challenging funnel for 0-level characters. It may even provide a “torch and pitchfork mob” atmosphere for the beginning of some adventuring careers. It should begin with the characters investigating what happened last night in the village. Next, the party should make their way to **Area 1** where they will be attacked from two sides by Aryk’s bow and the evil ivy-beast, Grakash. Once inside **Area 2**, the party will have to deal with the primeval slime in the cauldron and may find Yulina’s locked chest under her bed or her potions on the shelves. The discovery of the hidden trapdoor under the straw will lead them down a set of roughly carved stairs and through a long, winding pathway into **Area 3**. There, they will need to face Turgaub, a minor demon Yulina has summoned to remove Dela’s spirit from her body, as well as the witch herself (still in possession of Dela’s body). An added challenge in this area concerns members of the party possibly noticing the connection between the glowing eyes of the goat-head statue on the room with how the very floor of the pathway animates and grabs anyone it can!

BACKGROUND

The good people of Wydfield make a living farming the nearby fields. Unlike any year in memory, this year’s plantings yielded scant few crops. It was so poor in fact, that if staple foodstuffs are not brought to the village in sufficient quantity before first snow, the winter will be an arduous one. Blame for the terrible harvest was quickly placed upon Yulina, a witch that dwelt some four leagues to the north and about halfway up Lythdowne Mountain.

An experienced adventurer and Lawful cleric by the name of Thara settled down in Wydfield just over ten years ago, constructing a small fane to her god. Over time, Sister Thara became known as a loyal protector and healer to the good folk of Wydfield. Only thirteen days ago, Thara gathered a small party of former adventurers who confronted and killed the witch.

However, Yulina’s spirit survived and possessed her rat familiar’s body. After many days of traveling, she eventually made her way to Don the shopkeeper’s house in Wydfield. Don’s wife and only child both perished during childbirth over twenty years ago, and not long after that, Yulina, in the guise of his late wife, began making occasional night visits to him. Over the years, she stopped altering her appearance and she and Don have spent many nights together since. He placed the rat familiar just outside of Dela’s quarters last evening.

Dela was an orphan just twelve winters old when old man Peter took her in. He raised her as one of his own alongside his own two children. Dela has lived in Wydfield for the last five years, and is commonly found serving tables at Potbelly’s Pub (if the party has spent any amount of time in Potbelly’s Pub, then they have already seen her). Dela is a pretty thing with long, wavy raven tresses.

Yulina was able to temporarily transfer her spirit into Dela. Once she got her bearings, she took a knife from the pub and went over to Thara’s chapel. There, she convinced Thara to come outside to talk with her (in Dela’s body). Taking Thara

by surprise, Dela-Yulina cursed the cleric, stabbing her repeatedly before slitting her throat. Realizing her attacker had been the witch, but unable to utter a prayer of healing, Thara scrawled the first three letters of Yulina's name in her own blood as her life fled her collapsed body.

Dela-Yulina hastily fled on a horse provided by Don and headed for her home. She knows that the only way her spirit can permanently remain in Dela's body is if she removes Dela's spirit, and that she has less than a day to accomplish this before her own spirit is ejected and departs for the afterlife.

ENCOUNTER TABLE

| | | |
|----------------|-----|---|
| Area 1a | C | Aryk |
| Area 1b | C | Grakash |
| Area 2 | C/S | Primeval Slime / Secret Trapdoor |
| Area 3a | T | Animated Cave Floor |
| Area 3b | C/P | Yulina (in Dela's Body) / Minor Demon Terguab / Goat-Headed Statue |
| Area 3c | S/C | Alcove with escape ladder & flying broom behind curtain |



PLAYER'S BACKGROUND

You are abruptly awakened by the frantic sounding of the chapel bell. As you gather with the other villagers in the village square, you are told that the light of morning has revealed that Sister Thara has been murdered and the young maiden Dela, is missing. The only clue to this terrible mystery are three letters written in blood beside Thara's body; "Y U L."

Guurda, Thara's young novice cries out, "It was that witch! The one Sister Thara killed a couple weeks ago. That has to be it. Her name was Yulina!"

"But if that witch has come back from the dead," begins Don the shopkeeper, "as powerful as she was before, surely she is too great a foe to face again? Maybe we should all leave town?"

As the crowd digresses into arguments about leaving or staying, a young boy shouts, "I know where the witch lives! And pointing towards a dirt path with fresh horse tracks he continues, "That way!"

The crowd becomes quiet and Lyr, the town leader, puts his hand on the young boys' shoulder.

"Aye, little Reed is indeed a brave young man. He was the torchbearer for those who went to slay the witch. He does know the way to where the witch dwelt. It looks like whoever did these terrible deeds rode off in the direction of the witch's house."

Lyr then turns to the crowd, "Thara was our protector. Now she is gone. Who will protect us now? Who will right this wrong? No man, woman or child will sleep again in Wydfield until this evil is dealt with and defeated. If there was ever a time when Wydfield needed new heroes, now is the time! Who will go?"

AREAS OF THE MAP

The Path to Yulina's House: The party will travel through the scanty crop fields of Wydfield and up a simple dirt path into a deep forest.

Area 1 – Approach to the Witch's House: A small, ivy-clad stone house with a turf roof stands on the side of a rising mountain blanketed in pine trees. A cleared dirt path winds its way to the door of the house.

There are two dangers for the party to face as they approach Yulina's house:

Area 1a: Yulina's newest companion, an ensorcelled hunter named Aryk, lies in wait behind some trees. He will begin firing arrows at any obvious spell caster first and then face one or two members of the party with his long sword in melee combat. However, Aryk will flee if more than two members of the party try to engage him in melee.

Aryk: Init +0; Atk longbow +1 missile fire (1d6) or short sword +0 melee (1d6); AC 13; HD 1d8; HP 4; MV 25'; Act 1d20; SV Fort +1, Ref +1, Will +0; AL N.

Area 1b: The evil goddess Yulina serves gifted her decades ago with a protector - an evil, animated tangle of ivy called Grakash. Unless a character makes a DC 15 INT check to notice something odd about the ivy covering the house's walls, Grakash will attack the party by surprise, lashing out from the wall surrounding the door with long rough tendrils. Grakash will fight until destroyed.

Grakash: Init +0; Atk vine tendrils (2) +1 melee (1d6); AC 14; HD 2d6; hp 8; MV 0'; Act 1d20; SV Fort +2, Ref -4, Will -1; AL C.

Area 2 - The Witch's House: A large, fire-blackened cauldron dominates the center of this room, a bilious ochre liquid visible within. Against the southern wall stands a wooden dresser of great quality and a bed. Next to the western wall are a chair and a battered workbench. On the northern wall are several shelves atop which rests a dried, shrunken goat's head and vials of various sizes and colors. A three-foot high fence stands in the northwest corner of the room, surrounding a scattering of straw on the packed earth floor.

Anyone approaching within 5' of the cauldron is immediately attacked by the sickly yellow-brown primeval slime that rests within it.

Primeval Slime: Init (always last); Atk pseudo pod +4 melee (1d4 plus paralysis and protoplasmic breakdown); AC 10; HD 1d8; HP 5; MV 5', climb 5'; Act 1d20; SP half damage from slicing and piercing weapons, paralyzing touch (victims struck must make DC 14 Fort save or be paralyzed for 1d6 hours), protoplasmic breakdown (victims struck also temporarily lose 1d4 Stamina from the slime's digestive juices. A creature that reaches 0 Stamina is immediately killed); SV Fort +6, Ref -8, Will -6; AL N.

Yulina's treasure is in a locked (DC 10 Pick Lock check, or may be smashed open with 10 damage) chest under her bed.

Her treasure consists of:

- 113 gold pieces
- 56 silver pieces
- A miniature statuette of carved serpentine depicting a voluptuous goat-headed woman with four breasts (worth 150 gold pieces)

Among the tiny bottles on the wooden shelves are potions of Love (swirling midnight blue speckled with red granules; DCC pg. 224) and Animal Control (viscous neon pink fluid; DCC pg. 224), and a vial of poison (thin ochre liquid streaked with black) created from the primeval slime in the cauldron. Once in the bloodstream, this poison causes permanent paralysis on a failed DC 10 Fortitude save or temporary paralysis on a successful save (1d4 days). The dried, shrunken goat's head is strange, but unremarkable.

A simple trapdoor is barely hidden beneath the straw in the small fenced area of the room (DC 5 INT check to notice). This trapdoor opens onto a set of roughly carved wooden stairs that lead down about fifteen feet.

Area 3 - Yulina's Sanctuary

Area 3a: A roughly carved, narrow passage (5' wide x 50' long) snakes off to the north. Forty feet down the passage lies an invisible Runic Alarm that will alert Dela-Yulina to the presence of intruders. As soon as she receives the warning, she will shout the command word, "Rhunok," and the floor of this narrow passage animates and attempts to grab hold of any character that fails a DC 12 Reflex save, holding them for 1d4+6 rounds. It is up to the Judge to decide whether flying or invisible characters will set off the Runic Alarm.

Area 3b: This 15' x 15' room features a large esoteric symbol scratched into the floor and a crude stone effigy of a goat-man woman set upon a carved-out shelf in the western wall. Dela-Yulina rises from a kneeling position having just finished a ritual to summon Turgaub, a demon. Turgaub will arrive in a puff of smoke in the center of the symbol on the next round. If Dela-Yulina is currently engaged in melee with the party, Turgaub will attempt to drain the spirit of a character until she is free or it is defeated. If not, the demon will begin leeching Dela's spirit from her body.

Dela-Yulina (Witch): Init -2; Atk claw -2 melee (1d4-1) or curse (DC 16 Will save; see below) or spell; AC 9; HD 3d6; HP 14; MV 20'; Act 1d20; SP curse (DC 16 Willpower save or be struck blind), spellcasting (+8 spell check for Sleep, Charm Person).

On any round that Turgaub is not removing Dela's spirit out of her body, Dela-Yulina may bestow a curse of blindness as an attack action or cast Sleep (DCC, pg. 155) or Charm Person (DCC, pg. 131).

Turgaub (Type I Demon): Init +1; Atk gore +4 melee (1d8+2); AC 13; HD 2d12; HP 10; MV 20'; Act 1d20; SP demon traits and Spirit Drain (see below); SV Fort +4, Ref +2, Will +0; AL C.

Turgaub is a goat-headed, minor demon in the service of Yulina's goddess, and takes the form of a goat with the horned head of a beautiful woman. It is the demon's job to gather spirits for its abysmal master to consume. It will take three uninterrupted rounds for Turgaub to fully extract a spirit from a body. During the process, a ghostly outline of person will appear to be painfully sucked out of their body. Turgaub will continue or repeat the process until either it or Yulina are defeated or Dela's spirit is completely extracted. If Yulina is actively engaged with members of the party, the demon may attempt to drain the spirit from a character. When the demon focuses upon a character they must make a DC 15 Willpower Save or be held fast, unable to move. Turgaub will then begin draining their spirit. Any character so drained cannot be returned to life.

Possible Outcomes:

If Turgaub successfully drains Dela's spirit from her body, the demon will disappear and Yulina will run to the secret alcove (**Area 3c**), mount her broom, and fly off into the night. Most certainly, she will make it her business to punish the characters some time in the future for nearly foiling her plan.

If Dela-Yulina is killed, her spirit will slip out of Dela's body, utter a blood-curdling scream, and then violently dissipate in all directions. Dela's spirit will peacefully rise above her body, pause to look at the party and then moan in an ethereal voice as she ascends up and out of the chamber, "Why did you not save me?"

If Turgaub is defeated, Yulina's spirit will slip out of Dela's body, utter a blood-curdling scream, and then violently dissipate in all directions. Dela will collapse to the floor, unresponsive but alive. She will recover after 1d4 days, though any kind of magical healing will revive her immediately. Dazed and weak, Dela will thank the characters for saving her before she passes out again.

Area 3c: An old wooden ladder ascends this 5' x 5' shaft, rising 20' to a wooden hatch that opens into the woods a stone's throw from the witch's house. Yulina keeps a spare enchanted broom here for a quick escape.

Enchanted Broom – The handle of this well-crafted broom is made from polished hazel, its entirety finely carved with occult symbols. The broom head is of birch twigs interwoven with long strands of human hair. The handle feels slightly greasy to the touch.

When held parallel to the floor and sat upon, it begins to fly. It can bear aloft a single lightly-burdened human-sized individual, but does not handle more individuals or heavier loads.

Controlling its flight in perilous situations requires an Agility check of at least DC 10, but normal flight and control requires no roll.

It may be used but once a day for a single hour and flies at MV 40'. When its time of use draws to a close it slowly drifts ground ward.



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Appendix N

Adventure Toolkit

THE WITCH OF WYDFIELD

#4 A LEVEL 0 ADVENTURE BY JOHN ADAMS & COLIN CHAPMAN

You are abruptly awakened by the frantic sounding of the chapel bell. As you gather with the other villagers in the village square, you are told that the light of morning has revealed that Sister Thara has been murdered and the young maiden Dela, is missing. The only clue to this terrible mystery are three letters written in blood beside Thara's body; "Y U L."

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This digest module features cover art by Steve Zieser and includes a detachable cover with map by Mark Allen

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