

# Wide-eyed

# TERROR



COMPATIBLE WITH

# DCC RPG

JORDAN

# Wide-eyed Terror

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## Overview

*Wide-eyed Terror* is a DCC RPG compatible roadside encounter for 12-16 0-level characters or 4-6 1st level characters. It should take 1.5-2 hours to complete. The encounter takes place at a semi-isolated farmstead which can be placed right off of a road between towns, or stumbled upon as part of a hex crawl.

## Judge Introduction

Hidden in the western foothills, Gorrseck the Lidless has just launched a terror campaign across an already famished countryside, determined to strike fear into the minds of the locals. He is vain, dramatic, and has commanded his nolid minions to herald his coming. They have been instructed to stalk the night, killing livestock along the way and further cutting off the food supply. They have been encouraged to prey on the weak and leave their mark in blood. Their prime directive is to spread the imagery of Gorrsecks' unblinking eyes. Lastly, they have been taught a single phrase in the common tongue:

*"You will kneel!"*

On this day, Gorrseck's eyelidless terror-force has fallen upon the Bushelbearer Farm, and they have succeeded in their directives. They have killed most of the livestock, leaving the mark of Gorrseck both upon the barn door and through the execution of Therace Bushelbearer, patriarch of Bushelbear Farm. Having already accomplished Gorrseck's command, they are simply delighted to trash the place and half-heartedly search for the rest of the Bushelbearer family.

# Wide-eyed Terror

## With and Without The Precipice of Corruption

*The Precipice of Corruption* features two interconnected villainous forces. The first is the Orange Coven, followers of Herlezzect, the Debased God. As manipulative agents of chaos, they have convinced the mighty Gorrsecck the Lidless and his nolid minions that he is a prophesied champion of the Inglorious Lord. In his vanity, he has risen to meet the grandeur of such a distinction.

By no means do you need *The Precipice of Corruption* to enjoy this encounter, and the challenges created by this creepy group of terrorizers. Like their master, Gorrsecck, they have had their eyelids removed in an act of extreme self-mutilation, and the marks they have left upon the farmstead could just as easily represent themselves as a tribe or gang. However, if you want to use this in conjunction with *The Precipice of Corruption* here are two ways:

### **The “Hot Start” Introduction**

*The Precipice of Corruption* traditionally starts with the party arriving in the town of Stennard, attending a meeting in Stennard’s great hall, hearing the town constable speak, and then gathering a few rumors from the locals before setting off on a journey into the western foothills in search of some missing hunters. Instead, you can start with their caravan of would-be cutpurses and mercenaries heading to Stennard in search of work. Along the way, have them pass Bushelbearer Farm. No need to give any explanation in the moment, just read the *Player Introduction* and go.

### **Post-Precipice Terror Campaign**

Gorrsecck was designed to survive *The Precipice of Corruption* and be a recurring villain. The players should hate him so much that they’ll really want to take another crack at him. When this encounter was conceived, it was in that situation, and it was designed to maintain a combination of tension and loathing. In that regard, this encounter plays well a few days after the party returns from the Temple of Herlezzect/*The Precipice of Corruption*. While exploring the region, the threat of Gorrsecck can keep popping up in this fashion.



## Nolids

AC	11	HD	1d6-1	Ref	+1
ACT	1d20	Init	-1	Fort	-2
MV	20'	AL	C	Will	-2
<b>Attack:</b> Claw -1 melee (1d3) or short spear (1d6-1)					
<b>SP:</b> Infravision 60'					

The unblinking eyes of the nolid are their dominant feature. The size of the eyes are enhanced by the rough removal of their eyelids, creating a wild-eyed appearance. Below their eyes is a mouth of sharpened teeth which are broken, rotting, and erratically placed. The true stature of nolid

is hard to determine as they hunch and lurch on their emaciated frames. Clothed in scraps of cloth and armor, they are vile-smelling creatures that revel in filth.

Nolids use primitive, short, javelin-sized spears. If disarmed, they will use their claws, stolen weapons, throw rocks, or set simple traps. They are cowardly creatures that retreat when overwhelmed, but fight with cunning, taking advantage of defensible positions. If their tribal leader is killed, they will break ranks and retreat.

The will of man to resist chaos magic is strong, but some succumb. These creatures are a manifestation of the degenerative effects of evil magic upon the weak-willed and truly debauched. The body corrupts and changes shape, mutating the bipedal form of the humanoid into a gangly, twisted mess. These goblin-like beings embrace their form and exaggerate it, engaging in extreme body modifications to cement a tribal identity. Nolids are not a race, but a tribe of corrupted individuals who have chosen to cut away their eyelids. Split tongues, hook hands, and others, all exist in the region beyond the covered bridge.

**Possessions:** Nolids care little for conventional treasures, keeping any gold or silver around only because others want it, not because they see much value in it. When searching a nolid's person, they might have a few loose coins, but they will have personal treasures. Nolids value objects like dried grubs and insects, or nice, plump fingers and toes they've been saving as a snack. A lucky adventurer might be fortunate enough to find one of these with a ring still attached.

# Canids

AC	12	HD	1d8-1	Ref	+1
ACT	1d20	Init	-1	Fort	-2
MV	40'	AL	C	Will	0
<b>HP:</b> 5 / 4					
<b>Attack:</b> Bite (1d4)					
<b>SP:</b> Infravision 60', small and agile					

Wherever humans tread, their unshakeable companions tread with them. Sadly, as the corrupting influence of chaotic taint infuses the hearts and souls of master and companion-animal, the two devolve together. Canids exist because of this bond.

Vicious and violent, canids are beyond the help of a caring hand or genuine kindness. It isn't just mangle or abuse that has made them this way, it is chaos magic that sets them permanently on edge, ready to lash out at a moment's notice. These creatures are no longer canines, they are a devolution of their canine cousins, stripped of all that is nurturing, playful, or sweet. Instead, these monsters find twisted comfort in explosions of violence, and perversely delight in the joy that it brings their handlers.

Canids are covered in small patches of fur between large swathes of mangle. The brutality of their lives has accentuated their gnarled skin with scars from cuts, bites, and burns. Their skin is a mottle of skin tones in the rare places where unblemished skin is visible. Their mouth is a disjointed array of teeth, which they use to gnash and tear at their victims. They live on carrion and are riddled with parasites.

Canids retain the bonded relationship with their masters. They are willful and slow to retreat, waiting until their overseers do so first. In the excitement of their own savagery, they will be impossible to command or control. When there are no remaining adversaries, they will devour their kills gleefully while they await the next moves of their masters.





Entreen Bushelbearer			
AC	10	HP	2
STR	10 (0)	SPD	30'
AGI	10 (0)	Ref	0
STA	10 (0)	Fort	0
PER	8 (-1)	Will	-1
LUC	11 (0)		
INT	11 (0)	Init	0
Weapon: knife			
Attack: melee 1d20 (action die)			
Damage: 1d4 knife			
Lucky Sign: lucky sign			

Therace was a good, kind man, but he always played the support role in the Bushelbearer family. Entreen is both beloved and derided by their nearest neighbors for being both vocal and willing to ruffle feathers for the good of her family. Her first priority when the nolds attacked was keeping their children safe. Outnumbered and overwhelmed, she retreated to the only place she thought might cover their smell - the outhouse. Sharp, intuitive, and a bit lucky, Entreen has a strong sense of justice and can be convinced to join the fight once her children are safe and secure.

**Personality:** Protective, strong willed, vengeful

**Motivations:** Protect children, stability, justice

**Possessions:** Kitchen knife, belt pouch, 10cp

**Children (non-combatants):** Kassie (girl, age 7) and Derrill (boy, age 5)

Lochin Tine			
AC	13	HP	10
STR	6 (-1)	SPD	30'
AGI	13 (+1)	Ref	+2
STA	12 (0)	Fort	+1
PER	13 (+1)	Will	+1
LUC	5 (-2)		
INT	13 (+1)	Init	+1
<b>Lvl 1 Outlier</b>			
<b>Weapon:</b> wood axe, short bow, 12 arrows			
<b>Attack:</b> melee 1d20+1d3-1 (action + deed - str)			
<b>Damage:</b> 1d8+1d3-1 (wood axe + deed - str)			
<b>Crit Die/Table:</b> 1d10/ Table II			
<b>Alignment:</b> neutral			
<b>Lucky Sign:</b> birdsong			



Lochin Tine, or “The Ghost of Has-trull” as he is known, has earned a reputation across the foothills. Despite sustaining a severe back injury, he ventures alone into the dark forests and the wild places of the region, fighting to maintain the natural

balance. It is said that he emerges from the forest without warning to undermine aberrations, human or otherwise, and striving for equity. He is even-handed in his problem solving and not vindictive. His cocked-posture and solitary nature were enough to cause unease in others, but each retelling of his deeds has given him a near-supernatural reputation.

**Personality Traits:** Just, deliberate, self-reliant

**Motivations:** Maintain balance, fight for equity

**Possessions:** Leather armor, lantern, rope, 27cp

*“The world has tipped on its side, it needs help being righted to its natural state.”*

## Gameplay Notes

- It is recommended that you read the entirety of the encounter before running your session.
- The action takes place at dusk or night.
- The opening paragraph references autumn but you can substitute the season of your choice.
- When the party signals their approach, ask each player what they want to do. If they don't all stick together we suggest having the party immediately roll for initiative. This way you have an order by which to ask each player questions as they fan out and explore the grounds.
- We prefer to roll all 3 groups of monsters at the same time (3 separate initiative rolls), so that you have a timing by which you can throw out details about the sounds emanating from **1 Farm House** and **4 Barn**. The encounter has several moving parts: **Nolids** are mid-action in **1 Farm House** and **4 Barn**, and **Canids** on the move at **2 Farm Center**.
- You may end up tracking whether the **Farm House** gets **set on fire**. Knowing what's happening in all parts of the farmstead grounds will make the encounter feel more alive and urgent.

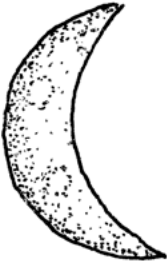
## Entreen Bushelbearer Notes

- Entreen is a very strong woman, and is doing the best she can to ensure the survival of her children by hiding in the **5 Outhouse**.
- Entreen will be in a state of shock for 1d5 rounds after the door is opened unless threatened. If threatened she will throw herself violently at anyone who approaches her and her children, fighting to protect them.
- Once her shock wears off, Entreen does have some nuggets of information that she can share with the party that can be rolled at random or carefully chosen to plant new leads.

## Lochin Tine Notes

- Lochin should only emerge from the darkness during the fight if the party is outnumbered or facing a TPK.
- Lochin can be used as a source of rumors, or as a tracker. He should show up without warning and disappear the same way. As such, he can be a helpful tool for moving a stagnant party.
- Lochin is listed as a **Lvl-1 Outlier**. See *Rabid Dogs Zine* for the Outlier rules. If you don't have *Rabid Dogs Zine*, use the Ranger rules from *Crawl! Zine #6*, or just play him as a Warrior.
- Lochin was created and played by Christophor Rick at *Bride of Cyclops Con 2020*. I liked the character so much that I asked him if we could include him. Lochin is not necessary for the encounter.





## Weather During the Encounter

Roll 1d6	Weather Result
1	Torrential rain
2	Steady rain
3	Light rain & fog
4	Fog
5	Partly cloudy
6	Clear



## Moonlight During the Encounter

Roll 1d5	Moonlight Result
1	New
2	Crescent
3	Quarter
4	Gibbous
5	Full

Note: The weather and moonlight are for atmosphere, but feel free to use these to apply modifiers.

## Player Introduction

*A **blood-curdling scream** rings out, traveling in the autumn air. A **door slams**. The sound of **breaking branches tears through the brush** and is followed by **several sharp** and **unnatural barks**. Then, near **silence** as the wind kicks up. The only thing heard for the next few moments is the rustling of the wind and blowing leaves.*

*Approaching the direction of the sounds, you see **several wattle and daub buildings**. There is a **mid-sized house**, a **large barn**, and some **outbuildings**. Trees, tall grasses, and shrubbery **obscure your sight lines**.*



# 1 Farm House

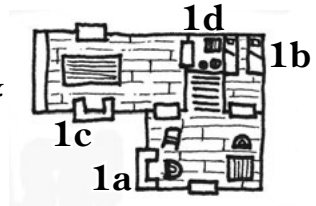
An **L-shaped house** with a **small second floor** stands in the foreground. The main entryway is a simple **plank wood door** under a short overhang. To the left of the entry, along the front of the building, are **two chimney stacks**. A **stack of firewood** is neatly piled along the side of the house. Light emanates from an **oil lamp** that is suspended **under the overhang**. The **door is ajar**.

## 1a Parlor

Stepping into the **parlor**, you see a **lit fireplace** on one end of the room and a **small writing table** on the other. In front of the fire are **two chairs**. **One chair is tipped over** and the **other holds a man facing the fire**, watching it intently.

The room has **3 exit doors** and a set of **stairs leading up** to the second story.

**Focusing on the man:** Maneuvering to see the **face of the man**, it first appears that he is staring, **fixated on the fire** with wild intensity. You blink and realize there is **blood running down his face** and his **eyelids have been removed**. He does **not** appear to be **breathing**.



The man is Therace Bushelbearer, the patriarch of this farmstead. His body is still warm but he is quite dead. He has a pouch with 10sp and 25cp.

## 1b Children's Beds

This **tight room** has **two short and narrow beds** with **crumpled linens** on each. A **straw doll** is **tossed in the middle of the floor**, arms sprawled with a single leg sticking upright, in discarded fashion.

## 1c Kitchen

As you enter this room there is an **eruption of clatter** as **cast iron pots, pans, and utensils scatter**. **Inhuman cackling** accompanies the clanging of kitchen wares as **three grotesque, skulking humanoids** turn their **focus on you**. **One** brandishes a **hot poker**, the **second** has a jagged makeshift **knife**, and the **third** holds the last **cast iron pan** not strewn about the room. Illuminating the room and hanging **by the back door**, an **oil lamp burns**. The **kitchen fireplace** is lit with **smoldering embers**. Behind the filthy eyelid-less intruders is a disheveled **wall of cupboards** with **broken bowls** and **spilling grains**.

*A pitcher rests on the central table.*

**Nolid tactics:** Three nolids are ransacking the kitchen.

- The first nolid will jump on the table and use a hot poker as a weapon (1d4+1). He will be striking from high ground giving him +1 to hit.

- In the first round of combat, the pan-wielding nolid will strike with it as a club. In the second round, it will shove the pan into the embers and launch them at the nearest foe. The rain of embers will do 1d3 damage to anyone within 5' of the target. Additionally, the target character must roll a DC15 Ref save to avoid being blinded by the smoldering ash for 1d4 rounds. If someone doesn't pour the pitcher of water onto the embers, they will start the house on fire in 1d3 rounds.

- Any remaining nolids will flee on round 3. Roll 1d6 for each nolid that remains: 1-3 they attempt to flee out the back door; 4-6 they attempt to flee into the parlor. If they escape the room safely they will flee into the night rather than joining the others.

## 1d Pantry

*This room under the stairs holds stores of moldy grain and a barrel of pickled radishes and turnips. Numerous other jars, sacks, and casks sit stained and empty.*

## 1e Master Bedroom

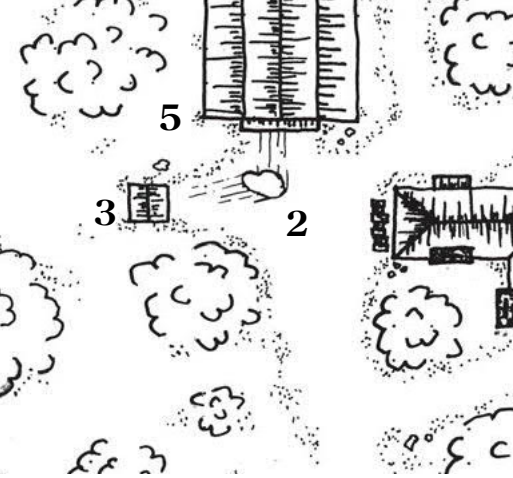
*The stairs creak loudly as you ascend. They rise into a bedroom with a rustic bed that has two crumpled pillows and roughly straightened blankets on top. An oil lamp sits on a small writing desk at the right flank of the stairs. A dressing chair sits under one of the angled walls of the roof peak above. A stained shirt is draped over the back.*



## Nolids

AC	11	HD	1d6-1	Ref	+1
ACT	1d20	Init	-1	Fort	-2
MV	20'	AL	C	Will	-2
<b>HP:</b> 4 (poker) / 3 (pan) / 2 (knife)					
<b>Attack:</b> Hot poker (1d4+1), pan (1d4), embers (1d3), knife (1d4), claw (1d3)					
<b>SP:</b> Infravision 60'					





## Canids

AC	12	HD	1d8-1	Ref	+1
ACT	1d20	Init	-1	Fort	-2
MV	40'	AL	C	Will	0
HP: 5 / 4					
Attack: Bite (1d4)					
SP: Infravision 60', small and agile					

## 2 Farm Center

*Between the trees, adjacent to the farmstead, is a well-worn clearing with puddles of reddish-brown sinking into the dust. Slicks of moisture drag from the barn and into the well. A third path turns toward the back of the house. Creeping out from between the trees are two canine creatures with splotches of mottled fur dotting skin that is scabbed and scarred from mange. Displaced and broken teeth jut from slavering jaws. Overexposed eyes leer at you as the two canids slink into the center of the clearing. Behind them, the barn door has been hastily marked with a large eye, scrawled in blood.*

These corrupted, mange-maddened canine creatures will savagely attack anyone who approaches. They will only flee after their nolid masters do so.



### 3 Well

A **stone well** with a **timber gable roof** overlooks stacks of firewood against the house. The **top stones** of the well are **splattered in blood** and smears of defecation. The **well-shaft** is **clogged with** some sort of unfortunate **dead animal**.

A goat has been eviscerated and is lodged in the well. The well is spoiled and will require extreme effort or magic to clear.

### 4 Outhouse

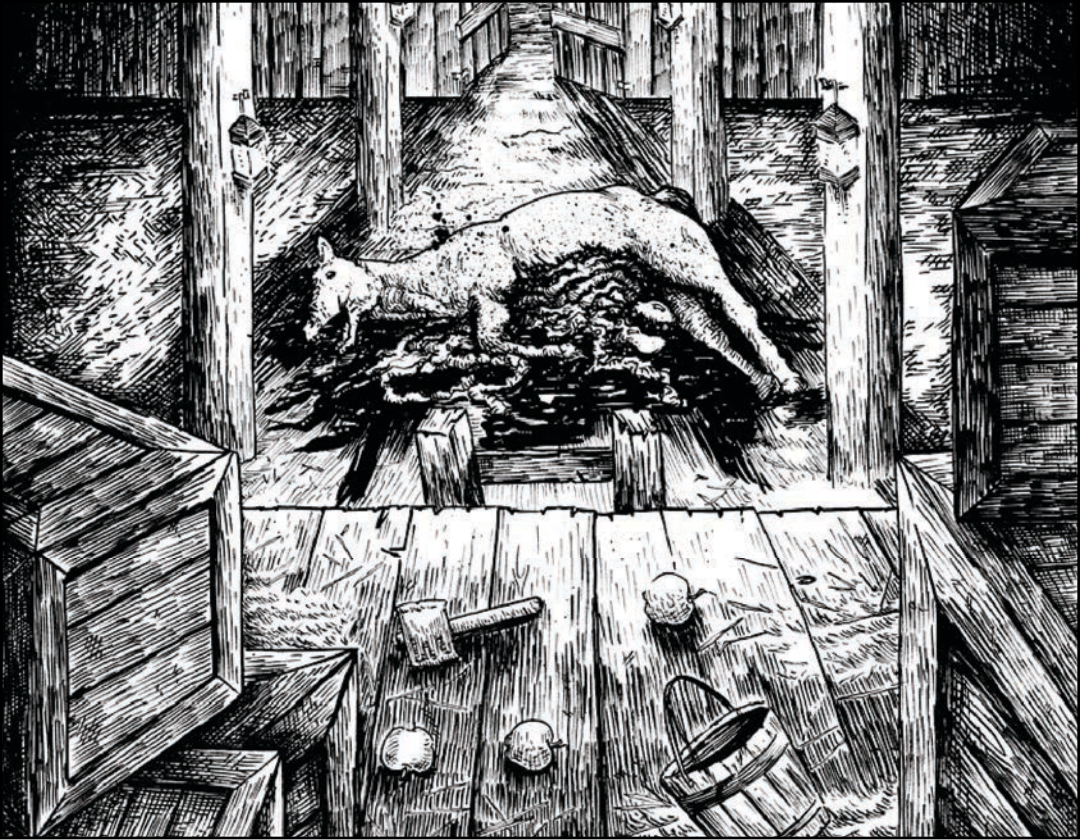
This is an unlit, **small**, and **ramshackle outbuilding** with **wide gaps** in some of the **planks**. The **smell of waste** faintly hangs in the air when you approach.

Hiding and trembling in the outhouse are a woman in her mid 20's and two small children (a boy age 5 and a girl age 7). They are doing everything they can to stay silent and thus far the nolds haven't looked for them.

Entreen will be in a state of shock for 1d5 rounds after the door is opened unless threatened. If threatened she will throw herself violently at anyone who approaches her and her children, fighting to protect them.



Entreen Bushelbearer			
AC	10	HP	2
STR	10 (0)	SPD	30'
AGI	10 (0)	Ref	0
STA	10 (0)	Fort	0
PER	8 (-1)	Will	-1
LUC	11 (0)		
INT	11 (0)	Init	0
Weapon: knife			
Attack: melee 1d20 (action die)			
Damage: 1d4 knife			
Lucky Sign: lucky sign			



## 5 Barn

A large, rickety barn stands before you. **Displaced knots in the wood planking** give glimpses into the **interior**, lit by multiple **hanging lamps**. As you approach the **barn**, you notice the **doors are ajar**. The sound of **frantic neighing** and **kicking of horses** emanates from **some-where inside**.

### 5a Interior

The **barn interior** is **well-lit** by **flanking oil lamps** suspended from the barn support beams. They are staggered **every 10 feet**. The **dirt floor** of the barn has patches of **muddy, trampled hay** and **pools of fresh blood**. A **dead horse** lays **splayed** near the **center** of the **barn floor**. In the **northeast stall**, a **horse** is **frantically kicking the barn planking** and **braying**. It is panicked and trying to escape its stall. **Above you**, it **sounds as if multiple beings** are **throwing things** around in the **loft**.



**Nolid tactics:** Three nolid are destroying the stored goods in the barn loft. They will turn their attention to anyone who enters the barn. The nolid will have +1 high ground bonus to their attack rolls.

- One nolid will throw empty crates down upon any character(s) that enter the barn. Crates do 1d4-1 hit points of damage. There are 3 empty crates in total.

- One nolid will throw a single bushel of apples (1d5-1 hit points of damage). After that they will throw a hay bale (1d4-1 hit points of damage). Lastly, they will throw a pitchfork (1d8-1 hit points of damage).

- One nolid has found a toolbox and will throw random tools. Roll 1d4: 1) chisel (as dagger) 2) hammer (as club) 3) crowbar (as club) 4) handaxe

- After 3 rounds of combat, they will attempt to flee into the night using a rope hanging out of the back of the barn loft.

- If anyone attempts to climb the ladder into the loft it will take two actions to climb. The nolid with the pitchfork will stab at the climber. Any damage will force a DC 15 Agility check. A failure will result in the character falling and taking 1d6 hit points of damage.

## Nolids

AC	11	HD	1d6-1	Ref	+1
ACT	1d20	Init	-1	Fort	-2
MV	20'	AL	C	Will	-2
<b>HP:</b> 4 (crate) / 3 (bushel) / 3 (tools)					
<b>Attack:</b> Crates (1d4-1), bushel (1d5-1), hay bale (1d4-1), pitchfork (1d8-1), tools (1d4/1d6), claw (1d3)					
<b>SP:</b> Infravision 60'					

## 5b Stalls

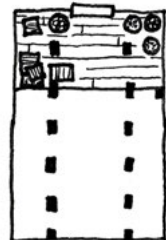
*Each stall has a wood plank double-hung door with a pair of wood block latches that rotate on a center dowel. Both of the northern stalls are open at the bottom. Blood spray coats the walls and ground.*

Each of the stalls has hay on the floor. Only the southeast stall is still occupied.

**Occupied stall:** The horse is kept in the pen by a rotating wooden latch. If released, the horse will bolt out of the stall, out of **4 Barn**, across **2 Farm Center**, and charge down the path away from the farmstead, completely. It will return in a few hours. Anyone in its path must make a DC 5 Reflex save to get out of the way or take 1d4 hp damage.

## 5c Loft

*The loft is a mess of strewn objects. Hay, apples, tools, crates, and bushels are thrown everywhere. Many of the apples have been crushed into the plank floors of the loft.*



## Corruption Spreads - Ending the Encounter

Nolids are very cowardly beings, and after 3 rounds of combat each group of nolids will retreat if not pinned down. The canids will only retreat after the nolids retreat, following after their masters. The goals of this nighttime assault on the Bushelbearer farmstead were causing terror and sounding the impending threat of Gorrseck the Lidless. The nolids were successful in their mission before the PCs arrived on the scene, but their arrival will only spread the word further. The nolids will delight in returning to their lair to the west and passing their success back to Gorrseck (see *The Precipice of Corruption* if you want more info on Gorrseck or just make something up.)

If any of the nolids are captured they can only say the following words in hissed common, “*Kneelllllll! You will kneelllllll!*” Otherwise they will gibber, hiss, and spit nonsense unless one of the PCs attempts to speak to them in goblin. Goblin communication will be broken and sparse, but will indicate they serve Gorrseck the Lidless. He is coming and all will kneel before him. If asked, “*from where?*” they will point to the mountains to the west.

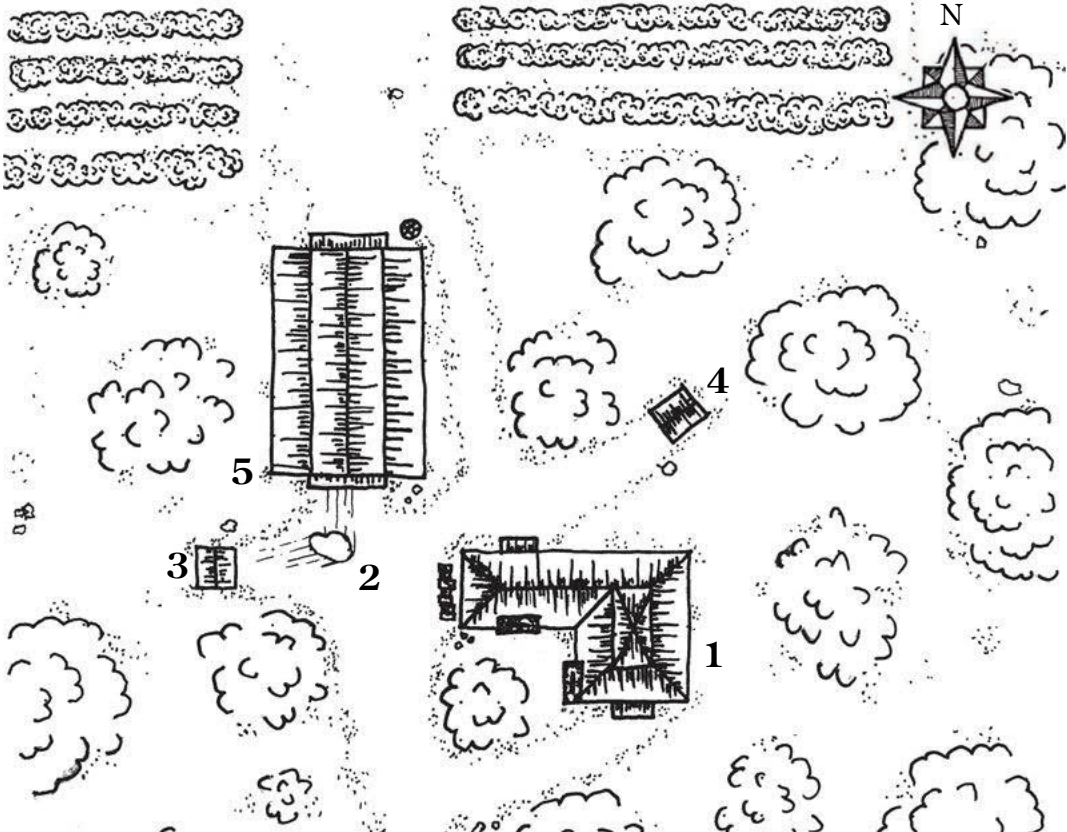
Entreen will bravely carry on farming if given no other option, but if offered the opportunity to relocate someplace safer, she will accept. She will also join the party to seek justice or to replace a dead 0-level if the party comes up with a plan to place her children in the care of a lawful temple.

These rumors reference *The Precipice of Corruption (2020)* and *The Protectorate of Jenulane (coming 2021)*, both from *Breaker Press Games*.

Roll 1d6	Rumors Entreen might Know
1	<i>Lastor Bagbearer of the Protectorate of Jenulane collected taxes just days ago.</i>
2	<i>The worsening famine has some of our neighbors packing up and moving east.</i>
3	<i>The corruption in the west has spread to these lands.</i>
4	<i>The Protectorate of Jenulane once kept evil at bay, but no more.</i>
5	<i>I heard the corrupting influence might have something to do with the Wood Witch of Stennard.</i>
6	<i>I want to see justice for what these creatures did to our home and my beloved Therace. He was a loving father.</i>



Roll 1d6	Rumors Lochin might Know
1	<i>The crows and rodents have taken on increasingly twisted forms in the last year.</i>
2	<i>This isn't the first farm these creatures have attacked, but this has been their most brazen assault yet.</i>
3	<i>These creatures are not particularly hard to track, they are not cautious by any means. I'm going to follow these tracks heading to the west.</i>
4	<i>House Jenulane and the promises of the Protectorate are an embarrassment. If we leave our safety and security to them, we are all doomed.</i>
5	<i>Assertions of the Wood Witch of Stennard being behind this don't line up. Vela Correnwood, from my observations, is just a young woman trying to live her life, but bad fortune seems to follow her every move.</i>
6	<i>Bandits have started stalking these paths, preying on those fleeing the famine and taint. It will serve you well to be cautious of travelers on the road.</i>



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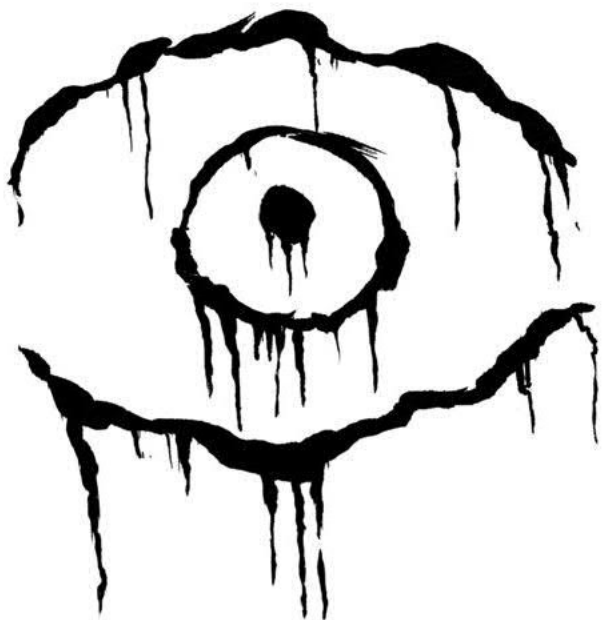
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