

**Gregorius21778:**

# **20 Encounters on a Haunted Road in the Carpathians of Old**



**Version 1.4; by Kai Pütz**

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**20 Encounters on a Haunted Road in the Carpathians of Old** is the unexpected child of a movie night with a good friend of mine. We watched a recent "Dracula" movie that was so bad that I won't even drop its name here, it shall be left untold. On my way home I decided to make lemonade out of this lemon of an experience, and the result is this supplement.

It includes twenty encounters that PC may have on or next to a road through a woodland region near a mountain. Nine of the encounters include supernatural elements, all of them will fit into a dark/weird fantasy campaign.

***Enjoy!***

### 01# Hostile Scouts

The PC unwittingly cross the way of scouts of a neighboring fiefdom. There are 1d6+2 of them that try to remain hidden. Unless any of the characters succeeds on a check for *Surprise*, they won't even notice them.

If the PC do not notice the scouts (or do not show that they do) a Reaction Roll determines if these are going to attack them, which they will not on a result of "Indifferent" or better. The scouts are 1st level Specialists that wear light leather armor (AC:13) and small weapons (1d6 damage). Every third of them is armed with a short bow (1d6 damage).

### 02# A Half-Eaten Corpse

The characters find the half-eaten corpse of a lone wanderer that was obviously killed by wild animals (wolves or a bear). A search of the body they will uncover a staff, 5d6 copper pieces, a small water skin, a completely torn backpack and a necklace with a small silver crucifix (worth 1d4 silver pieces).

### 03# The Toppled Coach

Next to the road lies a toppled coach. The horses are missing. When the site is searched, two corpses (the coachman and a passenger) may be found at different spots in the nearby bushes with (their own) short swords (or rapiers) next to them. . Both have grisly throat wounds.

Inside of the coach, a vampire hides himself (from the daylight) among 1d3+1 further corpses of other passengers. It is a "newborn" and will attack when it is disturb, but might be *surprised* (4 out of 6 chance). The creature is a 2 HD monster that fights like a 4th level Fighter that will lose one hit point every second round that it is exposed to the sun. Its claws deal 1d4+1 damage and its AC is 14 (not due to armor but to quickness).

If the characters loot the luggage they will find 2d6+2 sets of regular clothes (worth 2sp each) for both men and a women and three fine sets of middle-class clothes (one for a men worth 6 sp, two for a woman each worth 7 sp). If they search the corpses they will uncover three wedding bands (2 sp each), a total of 1d6+1 sp and 5d6 cp in coins. The coachman has a golden front tooth that is worth 2 sp and the other corpse outside of the coach wears an fine pair of boots (2sp).

### 04# A Patrol

The PC are stopped by a patrol on horses (1d4+2 soldiers of the local ruler). They suspect the characters to be scouts of a neighboring fiefdom and will question them. The group is made up of level 0 Fighters: half of them are equipped with spears, the others with swords and shields. All of them wear leather armor and helmets (AC: 14/15).

The Referee is encouraged to make a Reaction Roll for the patrol, modified by the behavior of the PC. The soldiers themselves are distrusting (-2). A hostile reactions means that they demand the characters to put down their arms so that they can imprison them (for further questioning), an unfriendly reaction leads to the "good advice" to leave the area within the next two days.

### 05# The Sorrowful Peasants

The characters encounter 1d4+1 peasants with a small cart pulled by a mule, all of whom look like they are close relatives to another. They all have a sorrowful expression on their face. While they are not very chatty towards armed strangers, the characters still may learn from them that they just returned from a nearby cloister where they have put one of their family into the care of the monks. They are reluctant to go into any detail, but a character with a Charisma of 13+ may learn that said relative (the brother of the oldest man of the group) suffers from fever, weakness and an aversion to light that started three days ago, and has become worse with each morning.

### 06# Eyes of the Wild

The PC begin to feel watched, but cannot spot any pursuers. On a successful check on *Bushcraft* they will notice that the surrounding has grown quiet, like it usually does when the animals are disturbed by the presence of a predator.

The characters are tailed by a group of 1d6+4 wolves under the command of a local monster. They wait for a chance to attack them off guard. If none such presents itself during the day and the characters stay in the wilderness during the night, the beasts will strike around midnight. Each is a 1 HD monster, deals 1d6 damage, has AC:13, a Moral of 7 and suffers a -2 penalty on attacks against characters with an unmodified AC of 15 or better. As soon as they have **dealt(!)** one serious wound (at least 4 hit points worth of damage), they will back off and return into the wilds after some growling and snarling.

### 07# The Victim

The PC find a red-haired young woman in a night gown on the way. She is pale as death, weak and barely conscious. Characters who check her neck will discover two tell-tale small, round wounds. If the PC nurse her, she will recover quickly but be very confused and afraid until the characters calm her down. She will then introduce herself as **Mara**, the oldest daughter of the blacksmith of a nearby village, and beg the PC to bring her back.

If the characters accompany her back to the village, the inhabitants will be surprised to see her, but her father will not welcome her. Instead, he will check her neck. Upon seeing the wounds, he will cast her out. A small mob will form quickly to drive Mara and the PC out of the village. Characters try to reason with the villagers they risk a fight with an angry mob. If they leave, Mara will beg them to take her along, as she does not know where to go. While she is good at sewing, cooking and other housework she is not fit for the live of an adventurer.

Furthermore, the vampire that has “taken” her will try to “take” her again the very next night (he always knows where she is by magical means). The Undead, a handsome man with long dark hair, has the power to fly (and can take up to one person along if unencumbered), may turn into swarm of bats once every hour in an instant (to escape) and fights as a 5th level Fighter with 20 hit points. He uses a finely ornamented sword in battle (1d8 damage; worth 60sp). All mundane weapons only do half damage to him and he has up to three 3rd level Magic-User spells at the ready which he may cast like an Elf. If he cannot “free” Mara in one night, he will return the next but will stay and fight to the death on the third night. When he dies, he will turn to Mara and scream “MY LOOVEEE!!!” before he decomposes within seconds.

### 08# The Wolfhunter

A lone figure approaches the characters out of the underbrush at the side of the road. It is a man in his late 30s, large and square-shouldered with numerous facial scars in his bearded face. He wears a wolf pelt as a hooded cloak (complete with the beast’s head) and is clad in crudely tanned leathers. A large knife is secured to his belt, and attached to his backpack are numerous small jaw traps and the tanned skins of two wolves.

He will approach in silence and give each of the PC a long, seizing stare before he introduces himself as **Marek, the Wolfhunter**. He has a surplus of jerky made from wolf flesh and is interested in trading it.

Marek is a 1st level specialist (3 out of 6 in Bushcraft and Stealth, 2 out of 6 in Climbing) and the characters might talk him into joining them on their current quest. But, the proud man that he is, he demands the same share as every other PC, no matter what. He is well aware of what is going on in this region, but up to now decided that none of this is his business. “*I care for those that care for me, and did so by burying them as they died*”.

### 09# The Gypsy Camp

A faint trail of smoke up in the sky becomes visible, and later the characters will hear the noise of child’s play resound in woods. Not far from the road a group of gypsies have set up a camp, their 1d6+5 wagons form a rough circle around the family’s fire place at the center. To each wagon belong 1d6 gypsies, all of whom will at first grow wary when the characters approach their camp (Reaction Roll):

*Hostile/Unfriendly:* The old women will bring the young children into the wagons while the older children and women pick up sticks and stones. The men pick up what ever weapon they have. They yell at the characters (in their native language) and try to drive them off. If the characters draw weapons themselves a fight is inevitable (but the gypsies are all level 0 NPC with 1d6 hit points and AC: 12).

*Everything else:* The gypsies will allow the characters to enter their camp, and their leader will welcome them. He is a bearded man with a bit of a belly and invites the characters to drink with them. Later on, he will suggest to the PC to have their fortune told by their “wise woman”. If the reaction was *Indifferent*, one gypsy will try to steal from a PC after they had a little wine, but not before they had their fortune told. If the characters notice it the whole camp will act like the characters are liars and try to throw them out.

The fortune telling is a ruse unless the Reaction was “Helpful”. In that case a character that had her fortune told will be provided with a cryptic clue or warning (up to the Referee). Afterwards, the “wise woman” will demand payment for her service, and will not settle for anything less than a silver piece.

### 10# A Procession

The sound of christian liturgy, intoned by many male voices, can be heard long before the actual procession comes into view. 1d6+6 monks from a nearby cloister follow a priest that carries the reliquary of a (minor) saint (which is usually kept in the largest church around). 1d4 peasants follow behind as flagellants and flog their own bare upper bodies with small whips, all in the rhythm of the liturgy.

Lawful characters that stop and bow their heads in prayer will receive a 1st level *Bless*. Furthermore, any random encounters on this road that are supernatural in nature are discarded by the Referee (till the next sunrise, due to a warding effect of the procession).

### 11# A Drunkard

A farmer with a hay wagon pulled by an oxen comes from the direction the characters came from and slowly catches up with them. As he reaches the PC the old farmer will signal his trusty draft animal to stop, and offers to take the group along (one of them next to him at the front, the others on the back of the wagon). His high-red face and nose make it clear to everybody that he is a heavy drinker even before they can smell his breath.

Right behind him in the hay rests a large clay jug with booze, and when the characters come along he will offer each of them to drink. His name is **Mihai** and he is on his way to a guest house to deliver hay (for their stables) in exchange for booze "which is a good trade, eh? "

Mihai will become upset if the PC who sits next to him is not drinking [or, not enough that it would demand a *Save vs. Poison* to see if the character gets drunk (see p.36 of the player core book)]. If the character repeatedly turns down his generosity, Mihai will grow angry and work himself into a fit of drunken rage. At some point he will stop the wagon and get himself a pitch-fork from the side of it to attack the character! It takes a PC with a Charisma of 14+ to talk some sense into the drunken peasant. If the characters fight and kill Mihai (level 0 character, 1d4 hit points, AC:10), all they will find are the hay, the booze, another pitch-fork and a total of 3d6 cp.

### 12# The Ghost of a Woman

*(The characters may or may not have heard stories of the ghost of Valeria: the young woman disappeared while gathering mushrooms and was never seen again. Her ghost is told to appear to wanderers and bring them bad luck).*

A randomly determined PC will see a woman with long brunette hair in a long, white dress in the wood next to the road, about 30' away. Although she is that far away the character is able to perceive her face with impossible and eerie clarity: she looks her straight into the eyes with an empty expression. From one moment to the next, she is gone like she would have never existed at all. But the character knows exactly where she stood just the moment before (a fact the Referee should stretch to the player once).

Valeria had been raped, killed and later buried in a shallow grave. Her ghost appears to show the people where her remains can be found. If a character looks around at the spot she appeared at, she will find a human finger bone with a successful *Search* test (the bone was dug up by a wild animal). If the PC start to dig up the earth, they will be able to recover most of Valeria's remaining bones. Once those have been handed to a priest for a proper burial her soul can find rest.

A character that sees Valeria but does not help her will be cursed by her ghosts: the character will have to re-roll the next successful saving throw once.

### 13# A Traveler in a Hurry

A coach dashes over the road at breakneck speed. A random character must pass a *Save vs Breath Weapons* or will be grazed by it (1d6 hit points worth of damage) and send off the road. No matter the outcome, a piece of the luggage will come loose and falls off without the coachman noticing it. It contains a fine suit of clothes for a man (worth 50 sp), three sets of more mundane clothes and one set of winter clothes (22 sp in total) as well as a wooden box with a pair of duel pistols (100 sp). If the characters turn around to follow the coach they will find it at the next village or inn, and may learn that it is the personal coach of a wealthy young traveler. Should they hand over the belongings to their owner, the young (but arrogant) man will be most thankful and give the PC 50sp for their effort. If the characters do not, the coach will turn around after arriving at the next inn or village, as the missing luggage is noticed

after a while and the owner wants it back. He is still armed with a rapier and will confront the characters when he meets them on the road or at the next village or inn down the road: the coachman remembers them and guesses that they might have the luggage now. Both the coachman and his master count as first level level Specialists (6 hp for the coachman, 9 hp for the young ruffian), the coachman is armed with a whip and a pistol.

#### **14# A Hut along the Way**

The characters come along a hut on their way. It is the home of a lone woman and her young son. When she hears the characters on the road (which will happen unless the characters move by quietly) she will come outside and whistle before she starts to wiggle and touch her own curves shamelessly. The unkempt woman lives from what she can gather in the woods but makes money as whore. The boy, who will look at each PC with barely suppressed anger, will be ordered away by her and leave with a crude short bow and stone-tipped arrows.

Both the woman and her boy are werewolves. A witch-hunt killed off all of her pack mates years ago, and she moved to this area to start a new pack. Both the mother and the boy transform into half-wolves on nights of the full moon, in rage or when in grave danger. In that form, the boy is a 2 HD monster that deals 1d6 damage and has AC:13, and the mother is a 4 HD monster that deals 1d8 damage and has AC:15. If they are killed they will come back to life after one turn unless they have been killed with silver weapons or with fire. The boy started mating his mother after he transformed a month ago and now cannot stand the fact that she still has other men.

#### **15# A Small Shrine**

Along the way a small shrine with the statue of a saint has been erected, and a number of trinkets and simple jewelry has been left in front of it. Taking the trinkets has no ill-effects and all in all they might be sold for 5d6 sp, but anybody in the next village will recognize them and the PC will either be captured and put into the pillory for a day and a night or will be thrown out of the village if those are seen in their possession.

#### **16# That Crow**

A lone crow flies to a point not far away from the characters, from where it caws at them and flaps its wings. The creature is the familiar of a witch or warlock that is in league with an antagonist of the characters (or a local evil that wants to drive all strangers out of the area). The familiar will cast a *Confusion* spell upon the characters like it would be a 5th level Magic-User, but the spell only lasts as long as it is nearby. The effect will thereby last for 5 turns unless the characters drive off the crow. This can be done with a successful attack (AC:16 due to its small size and agility).

#### **17# Bandits**

A band of 1d6+4 robbers lies in wait in the bushes (*Ambush*). They are all level 0 fighters with 1d6 hit points and AC:13. Half of them are armed with axes and spears, the others are armed with short bows. If they manage to surprise the characters, they will demand a "toll" from them: if they hand out items and/or coins that are at least worth 50 sp in total the bandits will let them pass (or take all they have). In case of a fight, the bandits have Moral: 6.

#### **18# The Fog**

Suddenly and out of nowhere a thick mist begins to form that seems to creep up around the characters to engulf them. After a few minutes it will have grown so dense that the PC can barely see 10' wide. A little later, the first character begins to see something in the mist: a human face that forms, opens up its mouth wide and loses form again. From that moment on all PC need to pass a *Save vs. Magic* each minute that they are inside of the mist. Those who fail will find it next to impossible to inhale for that minute as their breath is sucked out of their lungs (and thereby start to suffocate). Those who fail three times in a row must pass a *Save vs. Death* or will die.

The characters are under the attack of an otherworldly, demonic being that cannot be harmed by their weapons. The creature will vanish after a turn, but the characters can escape it if they run for five minutes. *Protection from Evil* will protect from it, *Dispel Evil* will drive it off.

19# A sudden storm

The weather worsens quickly and a thunderstorm 19#

### 19# A Sudden Storm

The weather worsens quickly and a thunderstorm gathers. The characters have about 10 minutes before it becomes dangerous to be in the open due to lightning strikes. There will be plenty of them.

The violent storm will last for 2d6 turns before it disappears as quickly as it came. Every character that does not seek shelter must roll 2d6 for every turn she is in the open. On “doubles” of any kind, the character gets struck by a lightning and must *Save vs. Death*. On a failure, the character dies. On a success, the character is reduced to -1 hit points.

### 20# The Siren Song

Out of the wild the characters hear a beautiful female voice singing. Those who listen to it must pass a *Save vs Devices*. If they fail, they become mesmerized and will want to find out who is singing (and thereby follow the sound into the wilderness). They won't allow other characters to stop them. After a mesmerized PC has wandered for a turn, she may roll another *Save vs. Devices*. If it is passed, the character realizes that she could have never heard a song so clearly from that far away, and is therefore able to shake off the spell.

Characters that continue to follow the voice will reach what looks like the entrance of a bear cave in the side of a hill. Numerous bones lie scattered in front of it, and any PC unaffected by the siren song may recognize that these are the bones of a black bear as well as of a number of humans, so there are no skulls of the latter. The cave leads into the hill and grows smaller while it describes a curve. At a point where no sun reaches into the darkness anymore, the ground is lined by half a dozen human skulls in irregular intervals, all placed so that their empty eye sockets stare up to those who enter. The air reeks of decay and death. At the end, a naked feral woman rests on a rotten, untanned bear skin. She looks at any “intruder” with yellow-gleaming eyes as she gets onto all fours. As she opens her mouth a set of fangs briefly comes into view before the character's light source suddenly dies and everything becomes dark.

The character now faces a feral vampire. It will not leave the dark parts of the cave and is a HD: 3 monster with AC:12 that deals 1d6+1 damage in melee, while itself only receives half damage from non-magical weapons. It casts *Darkness* in the very first round, and is itself so accustomed to it that it only receives half of the regular penalties for *fighting blind*.

Inside of the small cave it is impossible to fight with a great weapon, attacks with a medium weapons suffer a (-2) penalty. If the feral vampire woman is killed by non-magical weapons, burned, destroyed by sunlight or a stake through the heart, she will come back to life the next night.



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