

Josef Lex





written and illustrated by Josef Bex
editing Maximilian Falk



Index

- 4-5 The Town**
- 6 The Children**
- 7 The Parasite**
- 8 The Priest**
- 9 The Church**
- 10 The Mother**
- 11 The Cattle Farm**
- 12-13 The Mill**
- 14 The Bakery and the Forge**
- 15 The Tailors**

THE TOWN

The party arrives in a town near a river. The landscape is lush, beautiful and surrounded by bees pollinating the flowers. The townsfolk are cheery, gentle, kind, welcoming and deeply religious. Whoever the party meets first in town will instantly offer them a place to stay overnight. They will be served simple but delicious food and even though all of this seems too good to be true, the party will get a good night's sleep here – as long as they do not dig too deep or ask too many questions. All the children, the players are told, are on a “religious diet” and the adults will insist that they may never eat fruit from the orchard or any other sweet foods.

1. the church

A humbly decorated, but sizable church in the midst of town with a beautifully blooming orchard. The first fruits are already hanging on the trees, they look absolutely delicious.

2. the cattle farm

a huge farm north of the church. The cattle seem healthy and the farmhands look happy and well dressed.

3. the mill

a small mill by a river south of town, surrounded by a blooming field of flowers and a knee-high wooden fence. there are some pots placed around the mill with a selection of vegetables growing in them

4. the bakers house

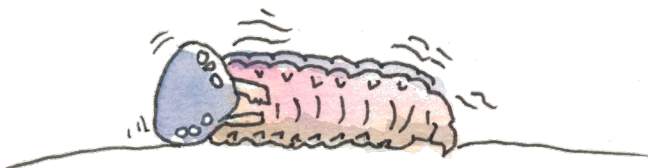
a big house including the town's bakery. The walls are of a grayish, irregular color

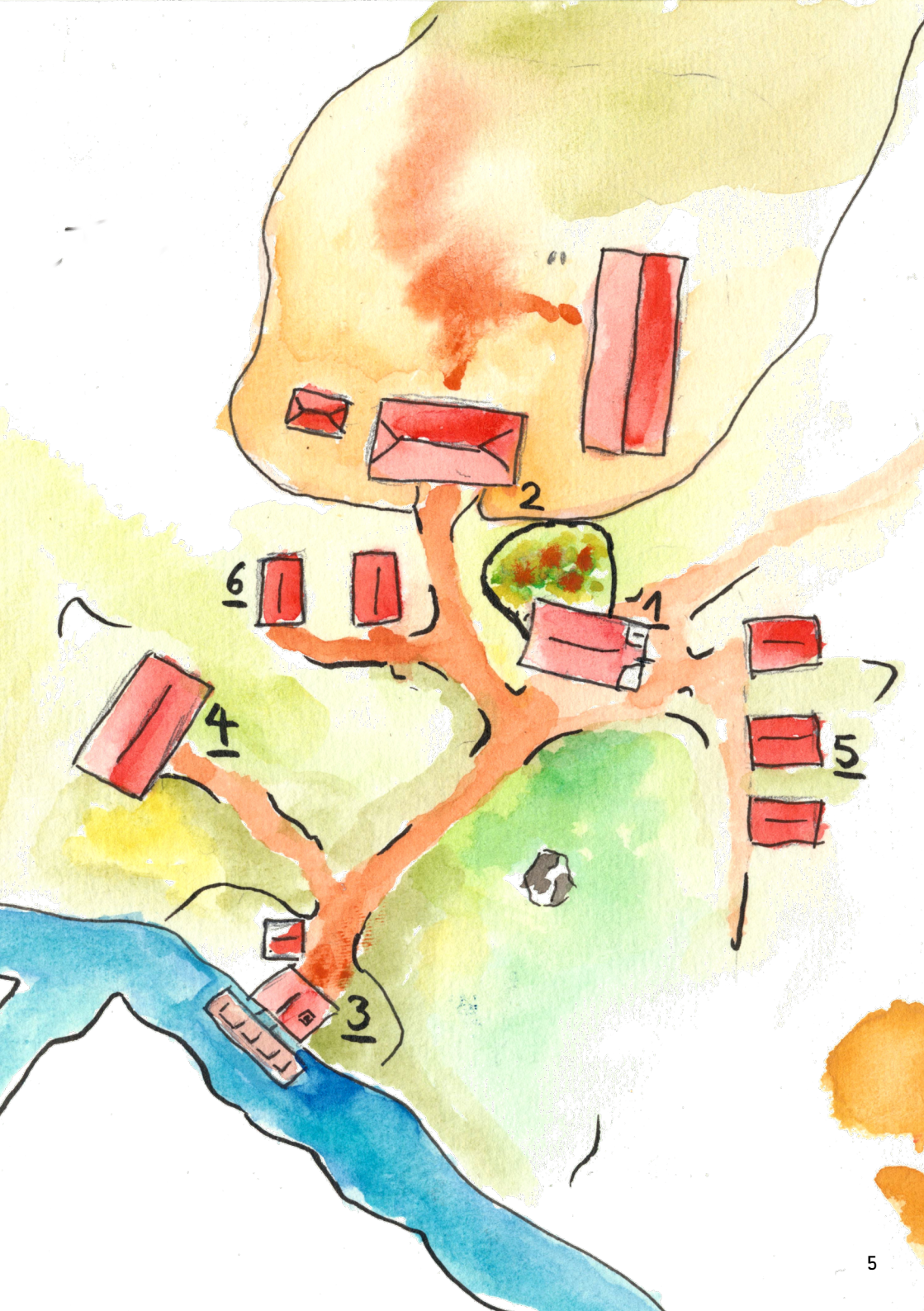
5. the Blacksmith's workshop

A modest house with a small (but well organized?) smithy up front

6. the seamstress's house

a beautifully decorated house painted with flower ornaments







The Children

The Children are, with rare exceptions, infected with a weird, bug-like parasite. The small creature is injected into the stomach of a dead human. It will bond with the host, revive them and share their caloric intake with them. The host will function as normal and will have individual thoughts and urges. They will almost be as they were before their death. The host will look a bit sickly and will lose a substantial amount of weight. Aging is also halted.

Upon meeting one of the children, they will be friendly and playful and will welcome the adventurers with some innocent requests:

- they all beg (or even demand) that they be given fruit from the Orchard, since they are explicitly forbidden to have it by the adults
- if within the players rations there is any fruit juice, dried fruit or confectionary, they will beg the players to hand those rations to them

Some of the children have round scars upon their skin like they survived a serious case of measles or a pox-like disease. Others have slightly swollen looking heads.

They meet up every afternoon at the rock south of the church. Should they meet a group of children there, the distinct smell of rubbing alcohol becomes noticeable to the players.

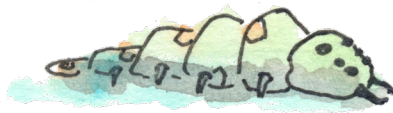
As soon as they are fed with either fruit, fruit juice or confectionery (anything with high amounts of sugar really) the childrens' bellies will simply explode. For sheer shock value I recommend to describe this in excruciating detail as soon as it happens.

When the players (against their better judgment) see this happening, the townsfolk will form a mob and start hunting them until the players eventually die.



The Parasite

- can be installed in the body of a dead person to make them seem perfectly alive
- reacts to the fructose in fruit or any other form of sugar with spontaneous explosion of the host's belly.
- the mind of the host is mostly unaffected by the parasite until the fructose is introduced
- needs meat to function within the host.
- The hosts' skin needs to be rubbed with alcohol daily to disinfect them. Otherwise, round wounds will appear on the skin since the immune system does not fight dermatological infections anymore





1. The church and the Priest

The priest is a humble man with a stunning aura. He is gentle and understanding– and of course, he has a secret.

The priest has struck a deal with a huge bug-like creature that is living in a cellar room under the church. One night this strange creature of god landed in the orchard, hurt and frightened. The priest cared for it and now lovingly calls it “the mother”.

When one night the priest collapsed in the cellar where he hides the “the mother”, she disgorged one of her spawn from her egg sack and placed it in his mouth. With his last bit of strength, he swallowed the parasite and instantly felt better.

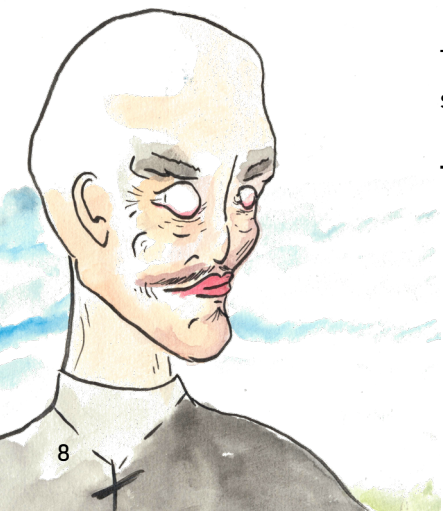
This was his epiphany: The disgusting creature must, in truth, have been an angel, here on earth to defeat death with his help.

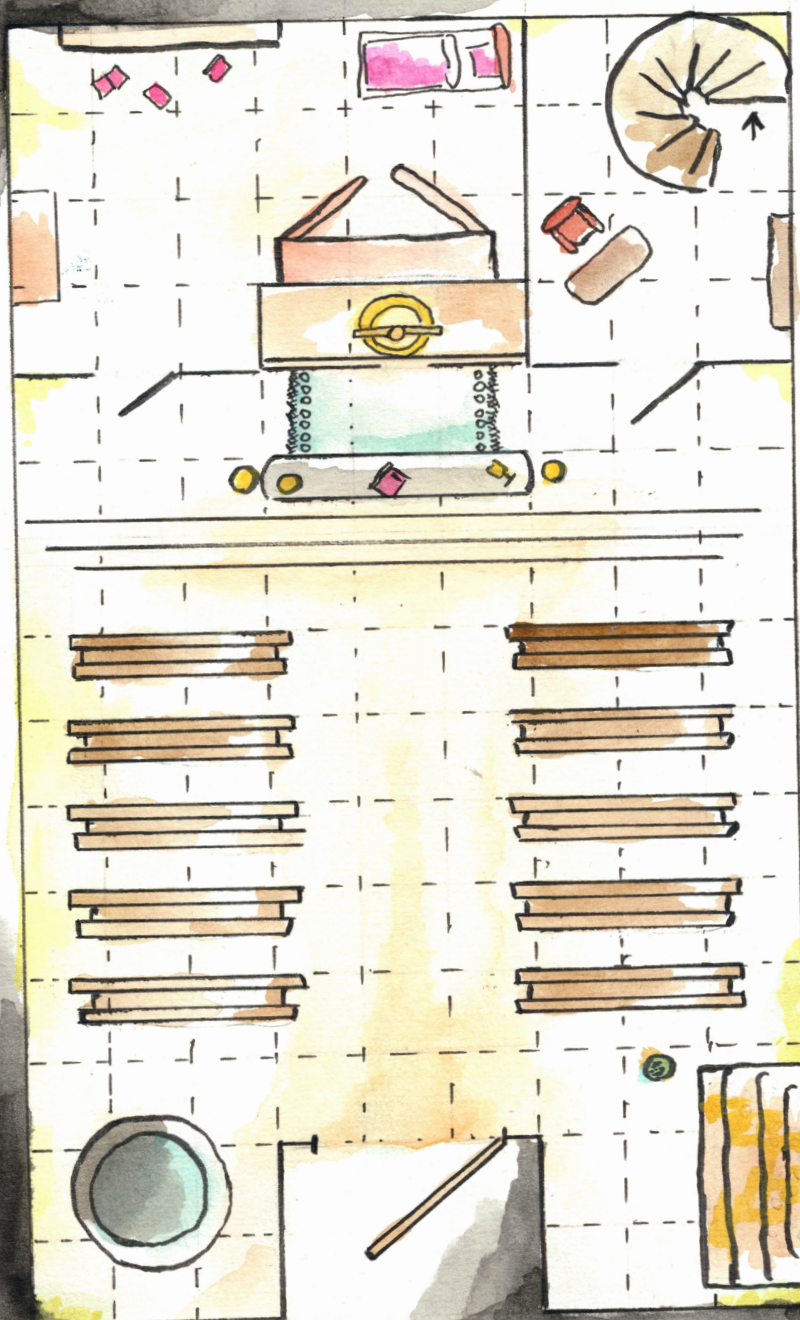
People from all over the Country visit the priest to bring back their loved ones.

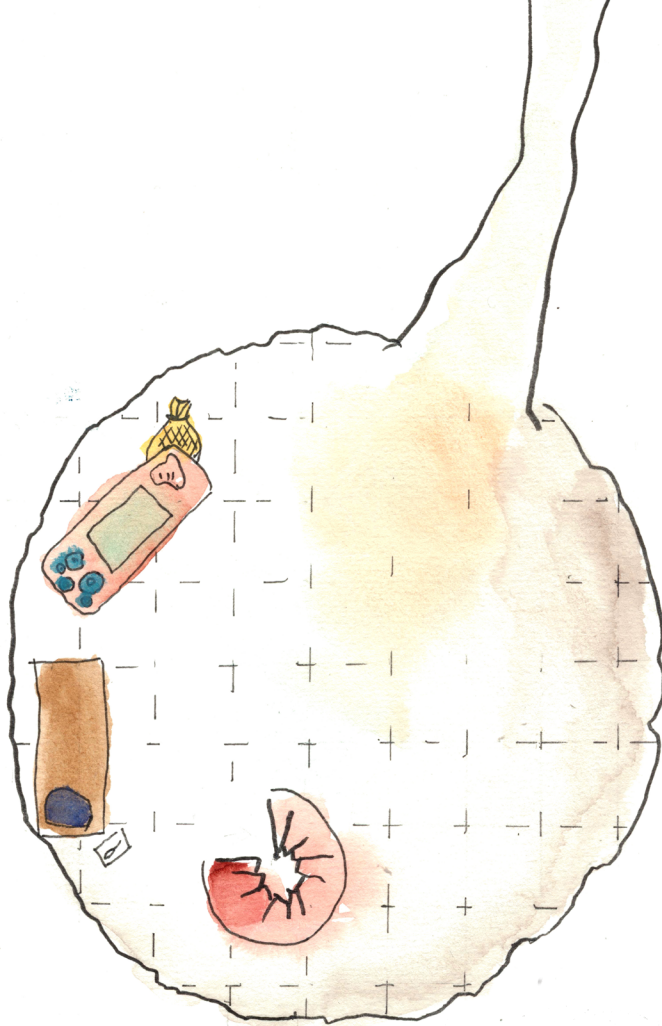
Once the players learn what was and is happening in the cellar of the church, the priest will deny everything. He will, though, become immediately hostile as soon as the party finds out about the creature and confronts him. He will defend it with his (un-)life anytime.

The priest can be found day and night inside or in close proximity to the church.

The priest is a Level 4 Cleric







The Mother

AC 4[15] HD 3 [12HP]
Attacks 1x Claw (1d8) 1xBite (1d8)
THACO 18 [+1]
Movement 60'
Alignment Chaotic
XP 40



2. The Gattle Farm

A sizable cattle farm that not only feeds the town but also delivers its goods to a big settlement nearby.

the farmer and his wife

The farmer couple have two children, both are infected with the parasite – one after his death, the other "just in case". When they saw the effect on their beloved second child they poisoned their firstborn daughter and let the priest infect the child as well. The girl is 11 years old and found out about this eventually. She will talk about it if pressured enough. If she does so, the farmer will become physically hostile.



The farmer is a proud, yet cheerful man. His wife is very skeptical about the party and will ask when they will leave as the very first question. The farmer's wife has second thoughts about the transformation and will contemplate suicide if the party has spoken to her and stays the night in town after talking to her.



The kids have infected one of the cows by accident. The animal is hostile to everyone but the family, but also locked in a barn.

If the farmer dies, the rest of the town will automatically become physically hostile.

The Farmer and his Wife are both Level 1 Fighters



3. The Mill

the miller and his wife

The miller and his wife are deeply in love. Even though he is a bit taciturn, his wife has a deep affection for him – and he repays the favor. The wife loves to spill the beans on any inoffensive gossip in town.

The miller misses an arm but is otherwise a fairly attractive man. His wife, commonly known as the town beauty, is absolutely stunning looking.

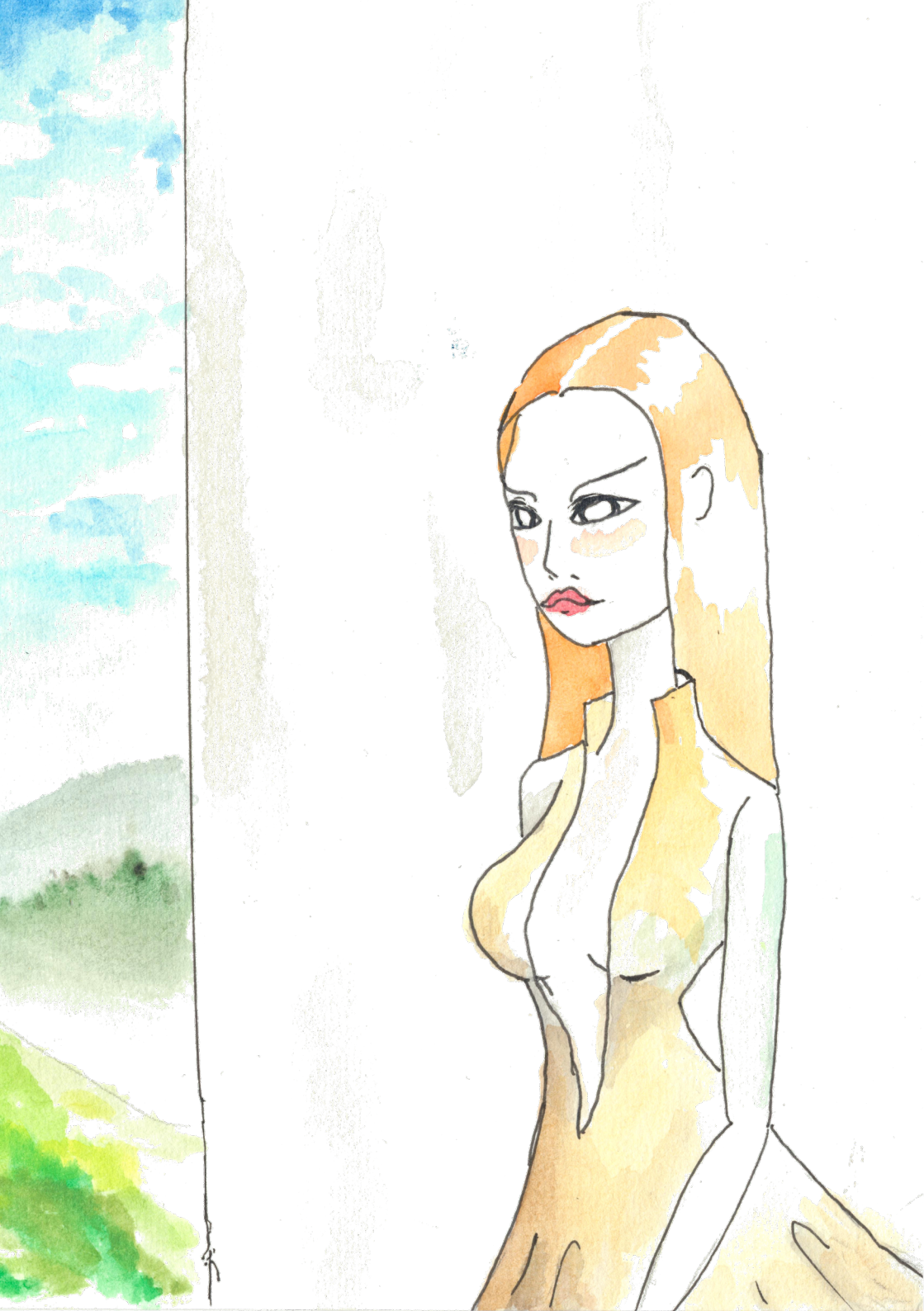
The miller is infected with the parasite, too. On the day he lost his arm in the mill, he also bled to death. His wife took him to the priest for a swift parasite treatment. Eating Fruit will therefore have the same effect on him as on the children.

They both have an animalistic lust for each other and are always flirting with each other.

Whenever the party enters the Millers property there is a 1 in 4 chance the party catches the couple during the act of love.

**The Miller is a Level 2 Fighter
his Wife is a Level 2 Thief**





4. The Forge

the hoof smith and his daughter

The hoof smith is a racist and abusive alcoholic. He suffers from incredible guilt because he could not save his wife with the parasite procedure. He was able to save his daughter at least, but her skin remains burnt by the fire she and her mother died in. Regularly disinfecting her burns is necessary, but it causes her enormous pain. She only endures this ordeal for the sake of what little is left of her father. She is 13 years old and will under no circumstances talk about the parasite, but she knows of it and regards it as a curse.



The hoof smith is a Level 2 Fighter

5. the Bakery

the baker and his wife

The bakers are a happy and loving couple and infinitely grateful for having their daughter back. The girl died due to a pox infection, but today she is eight years old and is as playful as any other child her age. The three of them are newcomers to the town: Earlier in life the baker was a very successful merchant, but he always dreamed of a peaceful life in the countryside. The couple gets their flour from the miller by the river. They regard the miller and his wife as close friends and regularly invite them for dinner.



The baker and his wife are both Level 1 Fighters

3. The Tailory

the seamstress and her husband



The seamstress is a very talented and also very proud woman. She regularly makes dresses and clothes for the rich folks living in the surrounding towns and will always tell the party about this within the first two minutes of talking to them. She is humorous and will crack jokes with the party.

Her husband is laid back and very courteous. He delivers the wares his wife creates to wherever she needs them to go.

The couple will sell clothes to the party and will in turn buy any textiles the players have on hand.

If there is a party member who is attracted to men within the party, the seamstress will brag about her husband's good looks and general attractiveness.

Their son is completely unaware of the infection.

The seamstress is a Level 2 thief
her husband is a Level 2 fighter



