

This adventure is recommended as an introduction for players new to the Homebrood game system. A Curse has fallen over the farmlands that supply the town of Newhaven with all of its food. The players must investigate and put a stop to the ancient curse that is causing all of the trouble.

The High Steward of Newhaven has just summoned you to his offices. "The festival of twelve moons is almost upon us and the shipment of pumpkins has not yet arrived. I need you to journey to the farmlands and find out why. It is of utmost importance to me that Farmer John and his family be found safe."

The players take the south road

You follow the road out of town through an orchard of apple trees. After a short while you come across the body of a man lying in the dirt at the side of the road. He appears to be dead, though you will need to make a closer examination to determine the cause.

Will someone examine the body?

This corpse is the body of a thief who is wanted back in town. If the players dig deep enough they may find this out. He was killed by a shadow hound. If he is not buried properly he will return as a ghost later to haunt the party. If they also took his money he will be extra mad and will attack at the same time as the Shadow Hound.

Searching the body WIS

SUCCESS: A thorough examination reveals that his body is covered in bites and scratches. He appears to have fought his attacker off, but sustained fatal wounds. You find a coin purse in his shoe.

FAILURE: You examine the body and find many bites and scratches. You are not able to learn anything more about the body.

OPTIONAL: Bury the body

You bury the body a short distance from the road under a pile of rocks. It is a crude burial, but it will have to do. You don't know who he was but he deserved better than to be left to rot.

Continue along the road

Darkness encroaches ever closer as you reach the waypoint shrine. You notice a nearby spot that is perfect for a campfire and decide to make camp. As you set up your tents and blankets you hear howling off in the distance. A cold wind rattles through the leafless trees as you decide who should take first watch.

OPTIONAL: Attacked by Ghost

Notice the Ghost WIS

SUCCESS: Your keen eyes alert you to the approach of a shadowy form.

FAILURE: A chill runs down your spine.

Ghost

ATTACK: The ghost attacks the nearest player twice each round. If more than one player is nearby the ghost shrieks and attacks all players within 3 squares but 2 dice ranks lower than normal.

SPECIAL: The ghost has advantage when defending against all attacks.

OPTIONAL: Attacked by Shadow Hound

Notice the Shadow Hound WIS

SUCCESS: Your keen eyes alert you to the approach of a shadowy form.

FAILURE: A chill runs down your spine.

Shadow Hound

ATTACK: The Shadow Hound makes a lunging attack against a new player each round. If it succeeds it will pin that player to the ground and bite them twice each round until they avoid both attacks or become unconscious.

SPECIAL: None.

Resolving the encounter(s)

After either fight the attacker disappears like it was never there. The ghost leaves behind a funeral shroud and the hound leaves behind a tooth. Either one of these can be used later as part of the ritual to banish the ghosts back to their crypt.

After the excitement of the fight you find it difficult to sleep. But you must sleep, for your journey has only just begun.