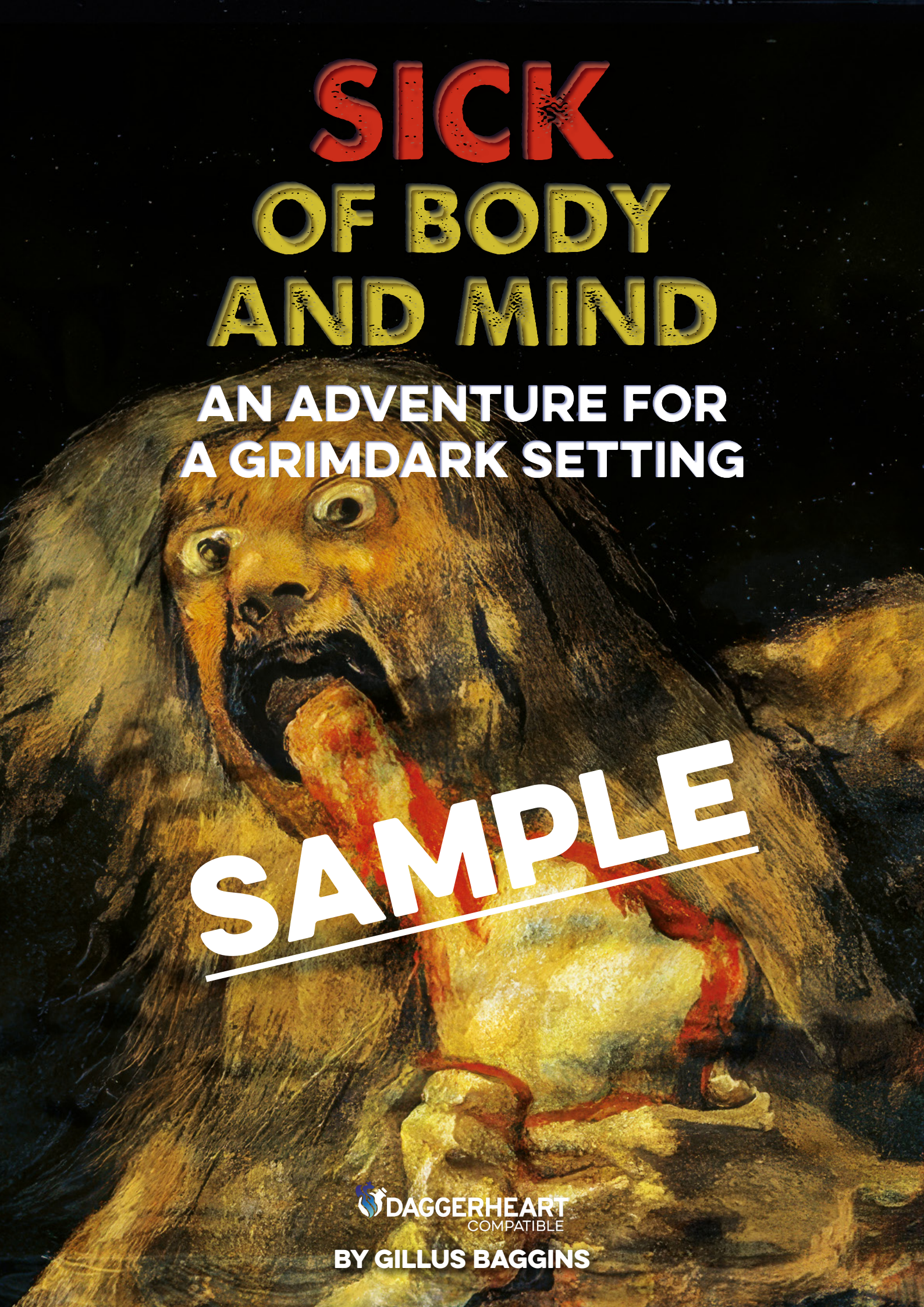




# **SICK** **OF BODY** **AND MIND**

**AN ADVENTURE FOR  
A GRIMDARK SETTING**

**SAMPLE**

 **DAGGERHEART**  
COMPATIBLE

**BY GILLUS BAGGINS**



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## ■ DAGGERHEART

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## ■ AUTHOR AND LAYOUT

Gillus Baggins

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# INTRODUCTION

## OVERVIEW

**“Sick in Body and Mind”** is a Daggerheart adventure intended for a **Grimdark campaign** for 3 to 5 **Tier 2** characters. Ideally, this adventure is played at Level 4 (the difficulty is calculated for this Level) and allows the party to advance to Tier 3, while reaching a milestone in their progression: **finding a way to survive against the Shadow**.

This scenario is the sequel to “Brass Heart,” but it can also be played independently. It is a linear scenario focused on combat and a dark atmosphere, making (very) numerous references to the famous video game franchise that inspired this campaign frame. Note that this scenario is highly lethal and places the PCs in extreme physical and mental distress. They will have to face powerful adversaries while surviving the ailments consuming them. However, a reward awaits them at the finish line.

## TRIGGER WARNING

This adventure is horrific and repulsive. It plays on **body horror, despair, and slow decay**. It is not intended for players who are too young or overly sensitive. The situations are desperate, the characters encountered are all repulsive, and the PCs must face all of this in the faint hope of a better world. The risk of several PCs dying during this adventure is also high. Discuss the themes addressed with your group before running this adventure.

## WHY LEAVE LANGON?

If the party played the previous scenario “Brass Heart” and saved the village of Langon, they might no longer want to leave this place and its prosperity. **One way or another, the village does not have much time left.**

One solution is to say that the Sacred Pyre goes out - either because it was deprived of the Heart for too long, or because the Heart draws upon its magic. The PCs must therefore hit the road again in search of a solution.

Another solution is to say that the prosperity of the Heart and the intensity of the Sacred Pyre decrease a little each day, and an alternative must be found before the end.

A final cruel solution is to set Phase 1 in Langon. After an absence of a few days, the PCs return to Langon only to discover that all the inhabitants have killed each other.

## SUMMARY

### ■ PHASE 1

The PCs discover the ruins of a village devastated by fratricidal madness and encounter a handful of traumatized survivors. During a rest, the demigoddesses Menira and Rya entrust them with the quest to recover the Silver Chalice in exchange for a way to survive the Shadow.

### ■ PHASE 2

Crossing the Swamp of Contemplation, the PCs are struck by the Flame of Madness and the Black Blight, two curses consuming their minds and bodies. At the crossroads, the finger reader Era and the monstrous Golgotha reveal their dark destiny to them.

### ■ PHASE 3

Arriving at the Laughing Hill, the PCs face a horde of smiling maniacs and mad rats. In the windmill-church, they eliminate the Bishop of the Exalted Flame in his monstrous form to retrieve the stem of the Chalice.

### ■ PHASE 4

Penetrating into the Black-Death Swamp, the party escapes giant mosquitoes and slays a giant corrupted hand. They interrupt a frog-folk ritual and kill the Apostle of Sickness to obtain the cup of the Chalice.

### ■ PHASE 5

Returning to the divine emissaries, the PCs deliver the artifact and seal their future with an irreversible choice. Depending on their decision, they found a fortified community with Menira or embrace the raw predation of the Shadow alongside Rya.



## PHASE 1

### A PYRAMID OF BODIES

#### REMAINS OF A MASSACRE

##### Tier 2 Event

*This village is strewn with corpses. It was protected by a Sacred Pyre, but for an unknown reason, the villagers all killed each other and the Pyre was extinguished.*

**Impulses:** a dying person begs, a combatant refuses to stop fighting, suffocate under the smoke, find a heartbreaking scene, despair.

**Difficulty:** 15

**Potential Adversaries:** Jagged Knife Kneebreaker, Weapon-master, Cave Ogre, Patchwork Zombie Hulk, Zombie Pack, Knight Of The Realm, Cult Adept.

#### FEATURES

**Disaster Site - Reaction.** When the PCs arrive in this village, you gain **1d4+2 Fear**.

**Lost Souls - Passive.** Start a countdown at **6**. Every time a PC rolls with Hope, decrease it by 1. A roll with Fear decreases it by 2. Once at zero, ALL corpses on this battlefield awaken and become a gigantic horde of undead. The only option left is to flee.

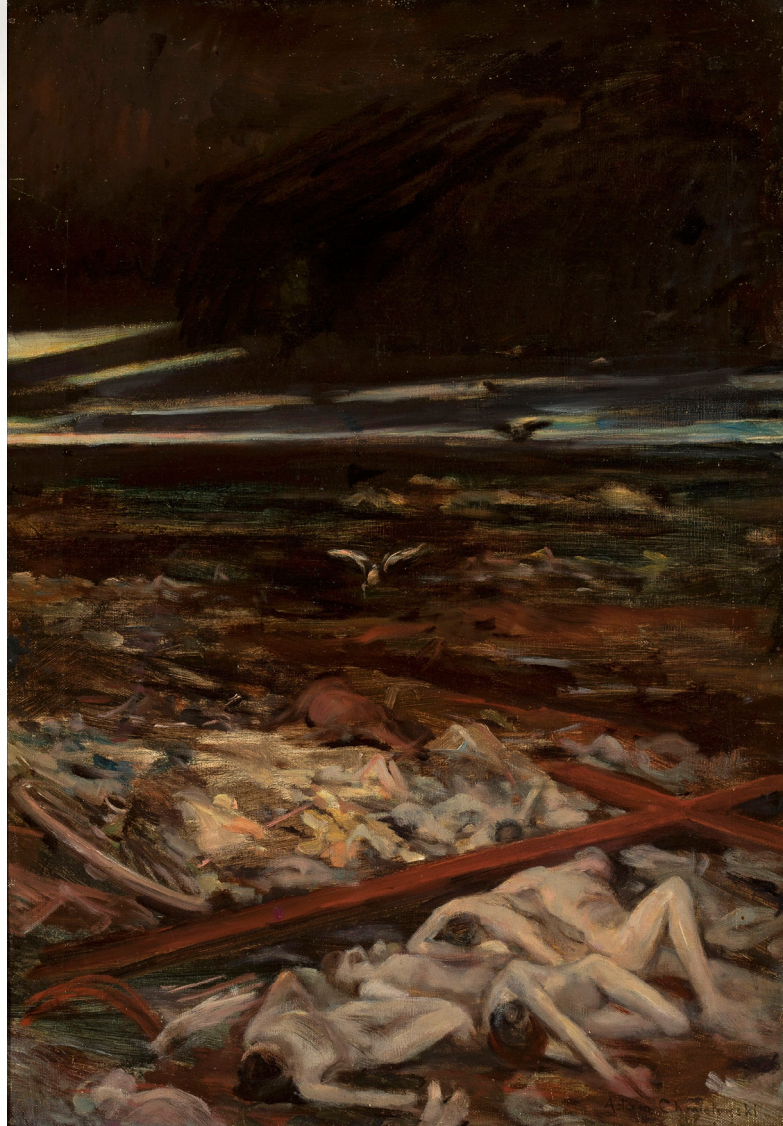
**Endless War - Action.** Spend **2 Fear** to spawn an adversary who hasn't realized the battle is over and mistakes the PCs for enemies.

**They Don't Need It Anymore - Action.** If a PC searches for resources to loot, they can make an Instinct roll. On a success with Hope, they can roll on the Loot table with **1d12**. On a success with Fear, they can roll on the Consumables table with **2d12**.

**Chase - Reaction.** If the PCs are in the village when the bodies awaken, they must flee very quickly to avoid being torn to shreds. This simply requires each PC to succeed on an Agility roll to leave before all the corpses rise. A success with Fear or a failure inflicts **2d6+4** physical damage. A failure with Fear makes the character temporarily Restrained.

*"Your steps lead you north, to a nameless village in which you hope to find shelter. Unfortunately, it is quite the opposite. Crossing the destroyed gate, you find yourselves in the middle of a battlefield that took place less than half a day ago. It was not even beasts or creatures of the Shadow that killed them. Indeed, even in a dying world, human nature does not change. The inhabitants killed each other. You do not know the origin of the conflict, but only death reigns in this place. Humanoids of all species, combatants and civilians alike, lie motionless. A gigantic troll is crucified in the center of the battlefield, like a mockery of the Old Gods.*

*"The sight is apocalyptic, and there are over a hundred mutilated bodies. You spot a pyre further along, surrounded by silhouettes. Survivors. The smell of burning flesh fills your nostrils and makes you nauseous. These people, covered in the ashes of their neighbors, carry an expression between despair and urgency. They throw as many bodies into the flames as fast as they can."*



There are five survivors left in the entire village: Taures, a faun blacksmith; Damon, a human builder; Daria, a galapa herbalist; Vidal, a human guard; and Claudius, a very old goblin.

They have a precise goal: burn all the bodies before they awaken as Shadow zombies. **It is a foolish and impossible quest**; they have only burned about thirty people, and a hundred bodies remain that will soon rise. Alas, they are gripped by a mad frenzy, and it is very difficult to make them listen to reason. They have lost everything, and the PCs' intervention feels surreal to them.

They are not really in the mood to talk, but if the PCs manage to convince them to tell what happened, here is what they say:

*"Everything is confused. Resources were becoming scarce, and the leader of this community died recently. A fight broke out around the Sacred Pyre regarding the troll that had been accepted into the village. Some wanted to exile him. In the brawl, the Pyre was trampled and went out. People blamed one another, all tensions reached a breaking point, and the entire village was seized by a bloodthirsty madness."*

If the PCs manage to save these people, they can direct them toward Langon, which is a five-day walk away. The journey is very dangerous, and there is little chance they will make it. If they bring them along, a ray of hope will present itself at the next stop.

## THE ABANDONED CHURCH

*"As you flee the ruined village, you see in the distance giant ravens, 10 feet tall, frantically feasting on the lifeless bodies and Shadow zombies. Prudence forbids you from getting too close to them.*

*"Back in the cursed lands of the Idol Hollow, you walk for hours without direction. Just as you reach the end of your strength, you spot the ruins of a church dedicated to an Old God. Impossible to tell which one - the face of the statue representing it is smashed. Despite everything, this place has something soothing about it. As you set up camp, you feel a hard object beneath the dirt: a chest buried by the former occupants of this place."*

This chest contains, for each PC: 1 minor health potion, 1 minor stamina potion, and a potion drawn randomly from the consumable table using 3d12.

The party can then take a long rest. During it, two women magically appear in the middle of the camp to speak with the PCs and offer them a quest.

### MENIRA AND RYA, DEMIGODDESSES

#### Tier 4 Social

*Menira is a frail young woman wearing a grimacing porcelain theater mask. Rya has all the attitude of a coquettish young girl, despite her appearance as a humanoid lizard standing over 6 feet tall. They have different motivations, but they are not hostile toward one another. They seem to know each other well.*

**Motives & Tactics:** recover the Silver Chalice, disappear, use divine magic.

**Difficulty:** 19 | **Thresholds:** 27/47 | **HP:** 5 | **Stress:** 5

**ATT:** +5 | **Light:** Close | 4d8+5 mag

**Experiences:** Theology +3, Forbidden Knowledge +3, Detect Lies +2

#### FEATURES

**Untouchable - Reaction.** For 1 Stress, these demigoddesses teleport to Very Far range if they feel threatened.

**Menira's Story - Action.** It is possible to convince Menira to speak about herself with a successful Presence roll. She then reveals to the PCs that she is the daughter and granddaughter of the Old God Dearogh. She wears this mask to hide her face, which she mutilated herself to avoid attracting the lust of her father-grandfather. Her mother-sister died at her birth. She chose to stay among mortals and does not know what became of the Old Gods who abandoned this world to the Shadow.

**Rya's Story - Action.** It is possible to convince Rya to speak about herself with a successful Presence roll with disadvantage. She then reveals to the PCs that she is the daughter of Komode, a God of the Depths venerated among subterranean communities. She hopes the PCs will help her in her quest so that the subterranean people will dominate those of the surface. The inhabitants of the depths are nomads who do not form villages protected by a Sacred Pyre and who practice survival of the fittest.

- Ask each player to describe a very strange detail in the appearance, clothing, or demeanor of one of these demigoddesses.



The two demigoddesses ask the PCs to retrieve the two halves (the cup and the stem) of the Silver Chalice of Toga and Guilla. This quest is more than a physical trial; it is a purification of body and mind that will destroy the weak. The PCs must cross the Swamp of Contemplation located to the east. Their very being will be tested. To survive, they must find and kill the Apostle of Sickness and the Bishop of the Exalted Flame, who each possess a piece of the Silver Chalice.

Each demigoddess offers a different price: Menira offers to give them a Blessed Branch that will allow them to found a village they will rule over, welcoming and saving as many people as possible; Rya offers to make them more resistant to the Shadow, so they no longer have to rely on Blessed Pyres for protection.

The demigoddesses disappear as mysteriously as they appeared. Once rested, the PCs can head toward the Swamp of Contemplation.



## PHASE 2

### THROUGH A STINKING MARSH

#### SWAMP OF CONTEMPLATION

##### Tier 2 Traversal

This swamp is full of pitfalls, secret depths, hallucinogenic gases, and blood-sucking creatures. The crossing carries no real danger, but it is painstaking. There is no way to walk on trees or stones the entire way, and they are forced to wade through.

**Impulses:** something unknown touches a character's leg, a winged character gets dizzy and must land, someone gets stuck.

**Difficulty:** 13

**Potential Adversaries:** Green Ooze, Spectral Archer, Juvenile Flickerfly.

##### FEATURES

**Choking Gas - Passive.** It is impossible to fly above the swamp for long, and mounts tire quickly. One way or another, the PCs are forced to walk. If the players do everything to avoid the swamp, they will still suffer its effects; it is a curse.

**Mired to the Waist - Passive.** Start a countdown equal to the number of PCs. Each player explains how their character helps cross this swamp and makes a corresponding roll. Emphasize the Difficulty of the crossing. Each roll requires the character to **mark 2 Stress** in addition to any other consequences. Each success decreases the count by 1. Once at zero, **they undergo the "Sick in Body and Mind" event, then they arrive at the crossroads.**

*"The beginning of the path indicated by the demigoddesses presents no issue. However, after a few hours of walking, you smell the pestilential stench of a swamp. The passage into it lies between two impassable cliffs, making it a single path. You have discovered the Swamp of Contemplation. You feel watched, and you understand that this is the beginning of your quest - the one leading to redemption or death."*

- Ask each player to describe a hallucination their character experiences.

## THE TRIAL

#### SICK OF BODY AND MIND

##### Tier 2 Event

This event applies to the rest of the adventure. It outlines the rules regarding the sickness and madness affecting the PCs.

**Impulses:** make uncontrolled gestures, laugh creepily, have flames in one's eyes, scratch one's wounds, lose control of one's body, have skin covered in black spots.

##### FEATURES

**Slow Decay - Passive.** At the end of their crossing of the Swamp of Contemplation, each character must **note two countdowns**: one for the *Flame of Madness* starting at the equivalent of their maximum Stress, and one for the *Black Blight* starting at the equivalent of their maximum Hit Points. Certain Adversaries or Environments can affect these countdowns. When a player scores a critical success, they can **increase one of their countdowns by 1**. If one of these countdowns reaches zero, the player must **roll the Duality dice**. On a roll with Hope or a critical success, the count goes back up to 1. On a roll with Fear, the character is permanently lost. If it is the *Flame of Madness*, they are consumed by insanity, their eyes fill with flames, and they attack their former companions. If it is the *Black Blight*, the character is impaled by black branches and roots bursting from their body, forming a shrub with their body impaled upon it. They are dead, and all their companions must **mark 1 Stress**.

**Draw your bad luck - Reaction.** Print and cut out the nine cards at the end of this book and ask each player to draw a card face down. The one who draws "*La Liberté*" is very lucky and receives no mark. Those who draw "*La Mort*" eventually find black frogs sitting on their body. Where they rested, the character's flesh has turned black and necrotic. Briar thorns also sprout from these wounds. These characters note that they are "*Marked by the Black Blight*". Those who draw "*L'Oeil Sauvage*" are seized by fever and their mind becomes confused. When they catch the eye of their companions, the latter can see their eyes turn bright yellow-fire. Yellow sparks even physically shoot from their eyes! These characters note that they are "*Marked by the Flame of Madness*". The unfortunate soul who draws "*L'Abyesse*" notes both marks! The PCs immediately **decrease the countdown(s) of their mark(s) by 1**.

**Marked by the Flame of Madness - Passive.** The *Flame of Madness* tracker for these PCs is decreased by certain events.

**Marked by the Black Blight - Passive.** The *Black Blight* tracker for these PCs is decreased by certain events.



## THE CROSSROADS

### THE CROSSROADS

#### Tier 2 Social

After realizing their state, the swamp becomes less gloomy and deep. They have time to talk among themselves briefly if they wish. Continuing on their way, they come upon a fork. Two paths open up before them: north or south. At this fork stand two somewhat humanoid silhouettes: a wizened old woman enthroned on a high seat, and a gigantic knight in armor inside a gibbet cage. A small shack, as tiny and wizened as the woman, also stands at this fork.

**Impulses:** rest, choose a path, learn one's destiny, push to error.

**Difficulty:** 15

**Potential Adversaries:** Green Ooze, Spectral Archer, Juvenile Flickerfly.

#### FEATURES

**Destiny in the Fingers - Reaction.** Era warns that knowing one's destiny is as dangerous as it is precious. A PC who has their destiny read gains no rest during the party's next rest. They cannot take a rest action the next time they have the opportunity. However, they can turn a success into a critical success before their next long repos.

**Fleeting Symbol of Redemption - Passive.** The finger reader possesses 2 *Fleeting Symbols of Redemption* that she offers to trade to the PCs. They must offer her 5 bags of coins or an interesting item per symbol. These resemble terracotta medallions. Breaking one increase a countdown by 1.

**Curse - Reaction.** The finger reader is harmless, but a PC who kills or robs her is cursed. They must mark a Scar and thus see their maximum Hope decrease by 1.

**I Told You It Was a Bad Idea - Reaction.** If a PC attacks the Golgotha and gets a failure or a roll with Fear, you can **spend 3 Fear** to have the prisoner find a way to escape his cage. He uses the statistics of the Fallen-Warlord: Realm-breaker p. 235 of the core rulebook.

## ERA, THE FINGER READER

This lady is extremely old, frail, and wizened, sitting high on a chair that elevates her small frame to the height of the PCs. Upon their arrival, she flashes her best toothless smile and strongly insists on looking at their fingers. Play into the character and make your players uncomfortable by analyzing their fingers with fascination.

*"The fingers indicate the destiny imposed upon you by the Old Gods! Your path leads toward greatness and death, but before that, your body and mind will be torn, swallowed, and spat back out by the horrors of this world. However, on this corrupted path, you will make choices that will determine the future of the entire Idol Hollow."*

*"I will only say this once. Its power is enormous and will make you one of the most powerful beings in these lands; nevertheless... Do not take the flail with you. I beg of you."*

The PCs gain 1 Hope after hearing this prophecy. If the PCs ask her questions on other topics, here are some idea responses:

- She points out the two paths continuing from here: the Laughing Hill to the north and the Black-Death Swamp to the south. She cannot tell them anything about these places, at the risk of making their quest fail.
- If the PCs did not ask for details from the demigoddesses who sent them, Era can reveal their identity.
- She says she takes care of the Golgotha so he does not die of hunger. Yet it is hard to imagine how she obtains food and brings it to him. She remains mysterious on the subject.
- The Golgotha was imprisoned by the great necromancer Malbranche and placed here to suffer for eternity.

The finger reader presents no danger and needs no statistics. If the PCs decide to mistreat her, she cannot defend herself.



## THE GOLGOTHA

The stench of this knight of giant ancestry can be smelled from afar. He stands about height feet tall. He inspires only one feeling: disgust. He wears simple but very thick armor that conceals his entire body. It is covered in rust, mold, and excrement. His weapon is not visible, but he can summon it into his hand if necessary. His Difficulty is 20.

Speaking with the Golgotha yields little information. When the PCs approach his cage, he says:

*"Ho, naive little Enduring ones, on your way to your death! If I were not locked in here, I would tear you limb from limb before corrupting your bodies. The only path in this destroyed world lies through the overthrow of the natural order and the decay of life itself. But perhaps... perhaps you understand my way. If one of you succumbs to the Black Blight, bring me their body, and you will be rewarded!"*

Anyone who completes this quest receives a "blessing" from the Golgotha. They gain a Scar, but permanently increase their maximum HP by 2. The Golgotha will return, and this alliance can only end badly.

If asked which path to take, he advises the Black-Death Swamp, the most corrupted place. All his words lean in one direction: his hatred of the gods, life, and creation, and his desire to destroy the natural order and corrupt the world in his image.

If the Golgotha is freed, he attacks the PCs without hesitation. After a few devastating attacks, he abandons the PCs, as they no longer interest him. Even locked in his gibbet cage, the Golgotha is an impressive warrior.

Phases 3 and 4 are interchangeable, depending on the direction taken by the PCs.



## PHASE 3

### ENVIRONMENT

#### THE LAUGHING HILL

##### Tier 2 Exploration

*The Laughing Hill has an explicit name that hides a dark secret. All the inhabitants of this village have gone mad, unable to stop laughing. This has turned them into psychopaths, and some occasionally die of spontaneous combustion. The terrain is a verdant hill upon which sit thatched cottages, mills, and a church.*

**Impulses:** mad dance, spontaneous combustion, split the party, discover a strange scene.

**Difficulty:** 14

**Potential Adversaries:** Mad Giant Rat, Swarm of Rats.

##### FEATURES

**The End Is Nigh - Reaction.** The moment the party arrives in this location, PCs who are "Marked by the Flame of Madness" or "Marked by the Black Blight" must **reduce the corresponding countdown by 1**.

**Senses Inversion - Passive.** Rolls with Fear yield **1 Hope**, and rolls with Hope yield **1 Fear**. A critical success forces the PC to **mark 1 Stress** and **lose 1 Hope**.

**Mad Dance - Action.** If one or more PCs voluntarily participate in the villagers' dance, **spend 1 Fear** to force them to make a Presence (14) reaction roll. On a failure, they must **mark 1 Stress** and **reduce the countdown** of the *Flame of Madness* by 1.

**Maniacal Explosion - Action.** As long as the villagers are dancing, you can **spend 2 Fear** to trigger an explosion of yellow flames bursting from the church. All PCs in the village must make a Knowledge (14) reaction roll. A failure on this roll forces the PC to **reduce their countdown** of the *Flame of Madness* by 1.

**Spontaneous Combustion - Reaction.** Just before reaching the church at the top of the hill, the PCs pass a little girl running down. She runs toward them, laughing. She laughs and laughs, louder and louder. Yellow flames begin to pour from her eyes. As her laughter intensifies, she bursts completely into flames and continues to laugh strangely long, even as she becomes nothing more than a blackened skeleton. This vision requires all PCs to make a Presence (14) reaction roll. A failure forces the character to **reduce their countdown** of the *Flame of Madness* by 1. Trying to put out the girl yields nothing good; these flames cannot be extinguished by normal means, and the PCs could get hurt.



## THE VILLAGE

*"You finally step onto firm ground. Wild, verdant grass. Before you, you see a steep hill, a set of stairs leading to a picturesque village filled with numerous windmills. You spot many silhouettes in this village. As you hesitate over your approach, a giant rat, the size of a large dog, emerges from a thicket. Surprised, it turns to you and casts a yellow gaze, filled with flames of madness. An almost human smile appears on its face, and it begins to laugh while staring at you. Hehehehehe!"*

The encounter with the rat may or may not turn into combat. The rat has a leather pouch attached to its back containing a "Jar of Lost Voices" (see p. 133 of the Daggerheart rulebook). Catching the rat can be a chase scene using a **victory countdown** and a **failure countdown**, both starting at 4. A success **reduces the victory countdown by 1**, while a failure **reduces the failure countdown by 1**.

The PCs can try to climb the hill stealthily, but it is impossible to bypass the village to reach the church at its summit. One way or another, they come face-to-face with the numerous villagers.

Once within 100 feet, they see that the villagers are celebrating, wearing necklaces and flower crowns, and dancing joyfully. The PCs will surely be suspicious (with good reason), but in attempting to bypass the villagers they see, they will stumble upon other inhabitants who will want to pull them into the dance. If the PCs are naive enough to join the celebration, what follows is all the more interesting.

Regularly, a powerful yellow flame explodes at the top of the hill. All the villagers shake frantically at that moment, as if having an epileptic seizure.

A trigger eventually prompts the villagers to draw improvised weapons and attack the PCs. This could follow a "Maniacal Explosion" or an action by the PCs. The villagers might also gradually transition from laughter to frenzy, dancing more and more wildly, before finally drawing their weapons. The entire village is one immense horde.

## VILLAGE OF MANIACS

### Tier 2 Horde (2/HP)

The inhabitants bear a maniacal smile. They wear simple peasant clothing adorned with flower crowns. They fight with farming tools or other everyday objects.

**Motives & Tactics:** dance, laugh creepily, kill.

**Difficulty:** 14 | **Thresholds:** 11/23 | **HP:** 30 | **Stress:** 12  
**ATT:** +0 | **Improvised weapons:** Melee | 2d6+5 phy

### FEATURES

**Path of Madness - Passive.** On a critical success on an attack, the target of this adversary **reduces their countdown** of the *Flame of Madness* by 1.

**Spontaneous Combustion - Reaction.** You can **mark 1 HP** on the horde to have a villager burst into yellow flames. The horde gains advantage on its next attack. If the horde marks all its Stress, it is forced to use this Reaction on every attack.

**Area of Effect - Passive.** Attacks targeting an area are particularly effective against this horde and deal double damage.

**Everywhere at Once - Action.** The Village is composed of countless people. **Spend 1 Fear** to make a separate attack against each PC in the village. Spontaneous Combustion counts for only one attack at a time.

**Horde (1d6+3) - Passive:** When the Village has marked half or more of their HP, their standard attack deals 1d6+3 physical damage instead.

If the PCs did not retrieve the "Jar of Lost Voices" upon their arrival in the village, they can find the Rat carrying it while exploring the village.

## THE CHURCH

At the very top of the hill stands a strange building, half church, half windmill. Entry is possible by pushing the heavy door or breaking a stained-glass window. In either case, the Bishop of the Exalted Flame notices their presence and begins to laugh before attacking them. He is accompanied by 1 Mad Giant Rat per PC.

## MAD GIANT RAT

### Tier 2 Standard

These animals are half the size of a human. They are filthy, missing patches of fur in places. They seem to smile, showing long yellow teeth. Their eyes are filled with yellow flames.

**Motives & Tactics:** bite, climb on prey, refuse to let go, laugh uncontrollably.

**Difficulty:** 14 | **Thresholds:** 8/16 | **HP:** 4 | **Stress:** 2  
**ATT:** +3 | **Bite:** Melee | 2d8+1 phy

### FEATURES

**Path of Madness - Passive.** On a critical success on an attack, the target of this adversary **reduces their countdown** of the *Flame of Madness* by 1.

**One of Us! - Passive.** After a missed attack, the Rat can **mark 1 Stress** to force its target to **mark 1 Stress**.

